

Development of gamified platform on Children's Rights to increase legal literacy and awareness among children in India

By,

Eshan Vijay Shettnavar

Department of Computer Science and Engineering, Presidency University, Bangalore, India

Guided by,

Ms. Meena Kumari K S, Assistant Professor,

Department of Computer Science and Engineering, Presidency University, Bangalore, India

Abstract

Legal literacy among children in India is critically underrepresented, even as digital literacy rapidly expands. This project introduces a gamified learning platform designed to teach kids aged 8 to 16 about their basic legal rights through interactive, engaging experiences. Built with modern web technologies like Next.js, Supabase, Spline, Framer Motion, and MarketJS, the platform prioritizes immersion, responsiveness, and accessibility. Instead of relying on heavy textual content, it uses 3D visuals, educational games, and smooth transitions to match the learning habits of young users. Supabase handles authentication and real-time tracking, offering personalized dashboards that reflect each child's progress. UI frameworks like ShadCN, IndieUI, and Aceternity UI ensure a seamless experience across mobile, tablet, and desktop devices. The platform incorporates feedback loops and design thinking to constantly refine content delivery and user engagement. It goes beyond commercial aims, using technology as a tool for social empowerment and awareness. By making legal knowledge accessible and intuitive, it nurtures a generation of informed, confident youth. This project proves that

purposeful design and innovation can bridge societal gaps and create lasting impact.

Keywords-Legal Literacy, Gamified Learning, Interactive Platform, Social Empowerment

Introduction

Children often grow up unaware of their fundamental rights, and traditional legal education is rarely tailored to their age or understanding. This project introduces a fully interactive educational web platform that seeks to change that. Using cutting-edge front-end frameworks and animated UI components, the platform presents critical topics—like the Right to Education, Protection from Child Labor, and Safety—in a child-centric, easy-to-understand format. The platform uses storytelling, visual cues, and progressive learning modules to boost comprehension and retention, delivering an experience that's both fun and educational.

Scope of the Project

The scope of this project focuses on:

- **Educating children** aged 8–16 on their legal rights using web technology.

- Offering a **gamified, module-based curriculum** that includes videos, reading content, and mini-activities.
- Creating a **responsive, mobile-first UI** using Next.js and styled component libraries.
- Using **Supabase** for authentication, progress tracking, and real-time content syncing.
- Maintaining a design system that is **inclusive, minimalistic**, and distraction-free for younger audiences.

Background and Terminology

- **Next.js**: A framework for building fast, scalable web apps with SSR and SSG support—perfect for dynamic learning content.
- **Supabase**: Handles user authentication, database, and session management for student profiles and learning progress.
- **Framer Motion**: Enables smooth animations that enhance UX and make transitions and content interactions more engaging.
- **Spline**: Provides 3D visual elements for interactive storytelling in certain modules.
- **MarketJS**: Used for embedding games that reinforce learning outcomes through creative, interactive activities.

Nature of the Problem

Legal literacy among children remains dangerously low due to:

- Lack of age-appropriate resources.
- Complex, non-engaging presentation of legal topics.
- Poor accessibility across devices and regions.
- Minimal tools for self-paced, tracked learning in this domain.

Literature Review

Research supports that **interactive, story-based digital education** improves understanding, retention, and emotional connection—especially in children. Studies highlight:

- The value of **storytelling** in conveying complex information simply.
- The positive impact of **gamification** on engagement and motivation.
- The role of **visual and audio content** in inclusive education (e.g., for children with reading or attention difficulties).
- Gaps in **child-centric legal education tools** in digital learning environments.

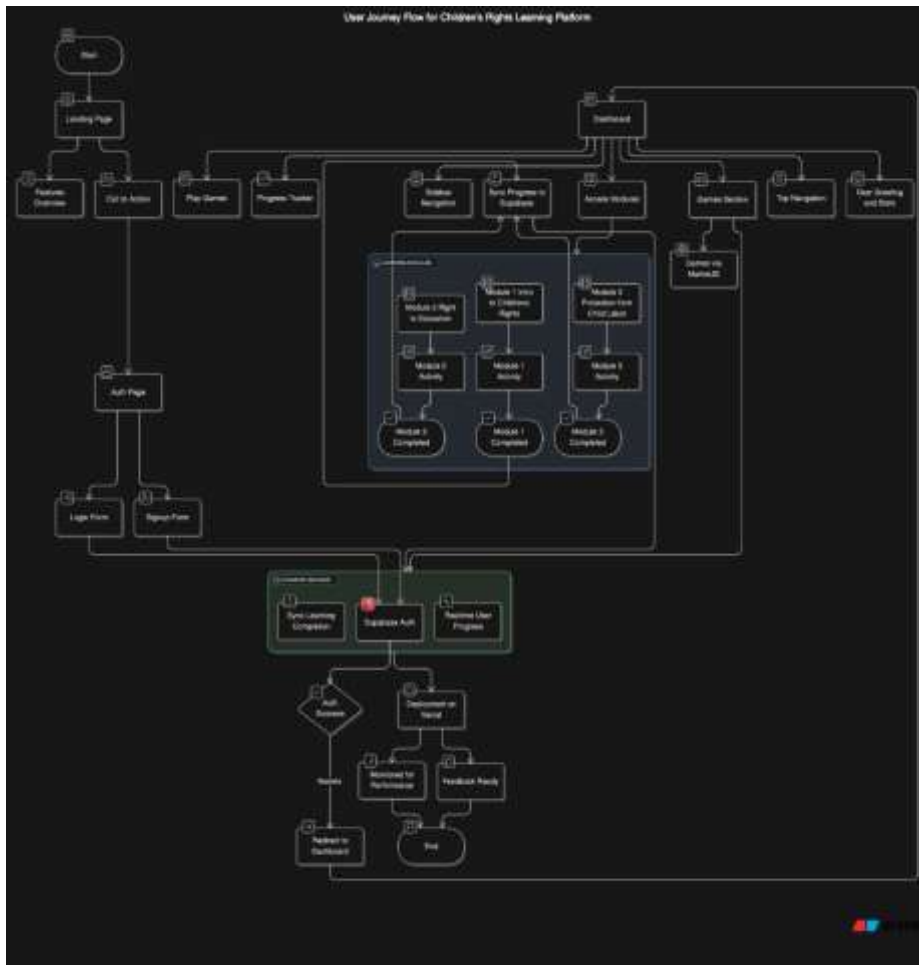
Key Challenges and Limitations

- Designing **age-appropriate legal content** without oversimplifying crucial messages.
- Ensuring the platform remains accessible across devices, including low-end smartphones.
- Balancing **fun elements (games, animations)** with the seriousness of the content.
- Creating real-time feedback mechanisms that are intuitive but also meaningful for children.
- Collecting and managing learning data while protecting user privacy.

Open Research Areas / Future Directions

- Integrating adaptive learning paths based on user progress and engagement.
- Expanding into **regional languages** to promote inclusivity.
- Partnering with schools, NGOs, and legal advocacy groups for distribution.
- Measuring **behavioral change** post-learning (e.g., awareness of rights, reporting issues).
- Adding **AI-driven chatbots or narrators** to guide users and simulate real-life legal scenarios.

System Design and Implementation



System Workflow



Conclusion

The project titled "Development of a Gamified Platform on Children's Rights" represents more than just a software product, it is a digital step toward empowering children with knowledge that is often overlooked or made inaccessible to them. Built with modern technologies like Next.js, Supabase, Spline, and Framer Motion, this platform is a thoughtfully constructed solution aimed at educating children aged 8–16 about their fundamental legal rights in a way that is both engaging and age-appropriate.

The primary goal of the platform was to bridge the gap between complex legal literacy and the way children naturally learn, through play, visuals, stories, and interaction. And in that pursuit, the project has succeeded. From modular learning paths and colorful dashboards to interactive quizzes and lightweight games, every component was carefully designed to support independent learning, comprehension, and emotional connection to topics such as the Right to Education, Protection from Child Labor, and Freedom from Abuse.

Beyond functionality, the platform reflects a philosophical commitment to inclusivity. It was built with mobile responsiveness, accessibility support, and simplicity at its core, ensuring that even children in resource-limited areas or with learning challenges can benefit. The decision to avoid clutter, ads, or complicated navigation wasn't a technical one, it was a moral one. In a space often crowded by distractions, this platform gives children a place to focus, grow, and understand the power of their rights.

On the technical side, the use of Next.js allowed for smooth performance, scalability, and modern rendering techniques (SSR and SSG), while Supabase handled user authentication, progress tracking, and real-time database interactions with reliability. These tools made it possible to deliver a high-quality experience even as the content became media-rich or when accessed by multiple users simultaneously.

But more importantly, this project highlighted something larger: children are capable of learning about their rights when given the right tools. Legal systems may be designed for adults, but rights start at birth, and knowledge of them should, too. This platform acts as a catalyst, not just for legal awareness, but for confidence, curiosity, and voice in the lives of young users.

That said, the project also opens the door to future possibilities. Features like:

- Multilingual content
- AI-driven learning recommendations
- Teacher/admin dashboards
- Counseling and reporting tools for vulnerable users

...can further transform the platform into a full-fledged legal learning ecosystem for young audiences.

In its current form, the platform already makes a measurable impact by showing that even abstract civic topics like law can be brought to life through thoughtful, inclusive design. But as with all great tools, it holds even greater promise ahead, not only in the legal education space but as a blueprint for how education, technology, and empathy can intersect to serve those who need it most.

This project proves that empowering children doesn't always require a classroom, it sometimes just needs a screen, a story, and the belief that even the smallest learners deserve to know their rights.

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