
Exploring the Impact of a Gamified Platform on Enhancing Legal Literacy and Children's Rights Awareness in India: A Comprehensive Review

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Abstract: Sanskar represents a transformative initiative at the forefront of moral education and character development, dedicated to shaping the ethical compass of the next generation.

Rooted in the timeless wisdom of virtue ethics and propelled by cutting-edge technology, Sanskar offers a comprehensive platform designed to cultivate positive values, foster empathy, and empower individuals to lead lives of integrity and compassion. At its core, Sanskar embodies a holistic approach to moral education, addressing the multifaceted dimensions of character development through a diverse array of interactive modules, storytelling sessions, and community engagement initiatives. By blending traditional wisdom with modern pedagogical techniques, Sanskar provides learners with the tools, resources, and guidance necessary to navigate ethical challenges, make principled decisions, and become ethical leaders in their communities and beyond.

Keywords: Gamified Platform, android application, law and culture, various courses and activities, moral education, cutting edge technology

1. INTRODUCTION

In this rapidly evolving world sometimes traditional values and virtues slip through cracks. So we students have come together with a shared concern: the declining moral compass among children. Witnessing a growing trend of ill-mannered behavior, lack of respect, and a general erosion of traditional values. Sanskar team has realized that the foundation of harmonious society is rested upon it's youngest members. Recognizing that the seeds of kindness, respect, and integrity must be sown early, the creators of Sanskar devised a comprehensive program aimed at nurturing these virtues in children from diverse backgrounds.

The project draws inspiration from age-old wisdom, blending traditional teachings with modern pedagogical approaches to create a holistic framework for character development. Through interactive workshops, engaging storytelling sessions, creative arts, and community projects, Sanskar endeavors to ignite a sense of responsibility and empathy in young hearts.

2. Review of Literature

2.1. Study of Existing System

The existing system for addressing the issue of children becoming illmannered typically involves a combination of informal socialization, formal education, and parenting practices.

1. **Informal Socialization:** Much of children's socialization occurs informally through interactions with family members, peers, and community members. Children observe and learn behavioral norms, manners, and values through everyday experiences, such as observing how adults communicate, behave in public spaces, and interact with others.
2. **Formal Education:** Schools play a significant role in shaping children's behavior and character development. While academic curricula often prioritize cognitive skills, many schools also integrate character education programs or initiatives aimed at promoting positive values and social skills. These may include explicit teaching of virtues, moral dilemmas in literature or social studies, and character-building activities such as peer mentoring programs or community service projects.

3. Proposed System

Our proposed system is such that we aim to build a system which our young generation loves to learn for it is a gamified learning platform . On the hand side we are planning to contribute to India's journey of become a Golden Country again. A country can not develop without its society being educated so sanskar will be a platform where we will contribute from our side of bring back the true wealth of our country which is its Morals,Loving nature , Habits and Culture.

3.1. Advantages

1. Easy Learning With Examples
2. Makes children Calm and Happy
3. Increases respect for elders in children
4. Builds a Society with Moral Education.

4. Project scope

- **Target audience:** are the children who are in schools and want to learn with our platform . These are the traget audience because they are they key audience for learning morals.
- Sanskar provides a short yet focused on learning through games also to major subjects like spirituality, manners, basic social knowledge , etc.

4.1. Objective of Proposed System

1. To build a character within the children where they would not fall for today's worldly desires and lead their life on the basis of morals, ethics, values, righteousness.
2. To build a platform that works on solving real-life problems such as growing fights, anger issues and immoral attitude of children towards their elders.
3. To empower learners to learn from our platform about different subjects of spirituality.
4. To offer innovative solutions to major problems we have in the present days.

5. Designing

- **HTML:** Hypertext Markup Language or HTML is the standard markup language for documents designed to be displayed in a web browser. It defines the content and structure of web content. It is often assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript.
- **CSS:** Cascading Style Sheets (CSS) is a style sheet language used for specifying the presentation and styling of a document written in a markup language such as HTML or XML (including XML dialects such as SVG, MathML or XHTML). CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.
- **React Native** is a mobile app development framework that enables the development of multi-platform Android and iOS apps using native UI elements. It is based on the JavaScriptCore runtime and Babel transformers. With this setup RN supports new JavaScript (ES6+) features, e.g. arrow functions etc.

6. Development

- **PHP:** PHP is a recursive acronym for "PHP: Hypertext Preprocessor". PHP is an open source widely used as server-side scripting language. It is commonly used to create dynamic web pages, to manage database, handle various forms and also interact with servers.
- **MySQL database:** MySQL is an open source database management system. MySQL is a database system that runs on a server. MySQL is commonly used for storing, managing and retrieving data for various applications.

7. Software Configuration

- OPERATING SYSTEM : i3 processor minimum
- FRONT-END LANGUAGES : React native, CSS, HTML
- BACK-END LANGUAGES : PHP
- DATA SERVER : MySQL
- WEB SERVER : XAMPP

7.1. HARDWARE CONFIGURATION

- RAM : 4GB MINIMUM

8. UML Diagrams

1. Flow chart:

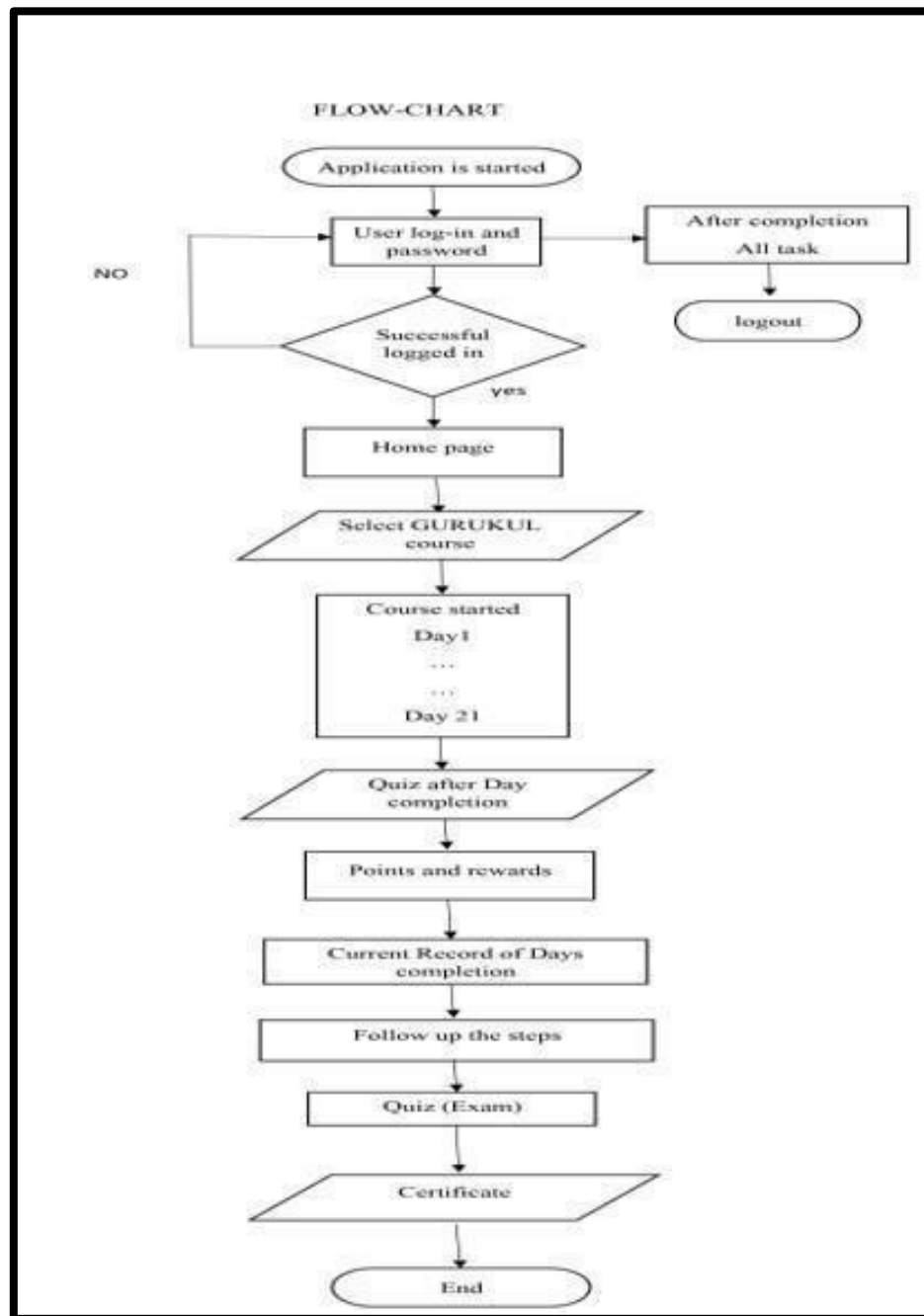


Fig.1 Flow Chart which shown step by step working of Sanskar Application.

2. Use-case diagram:

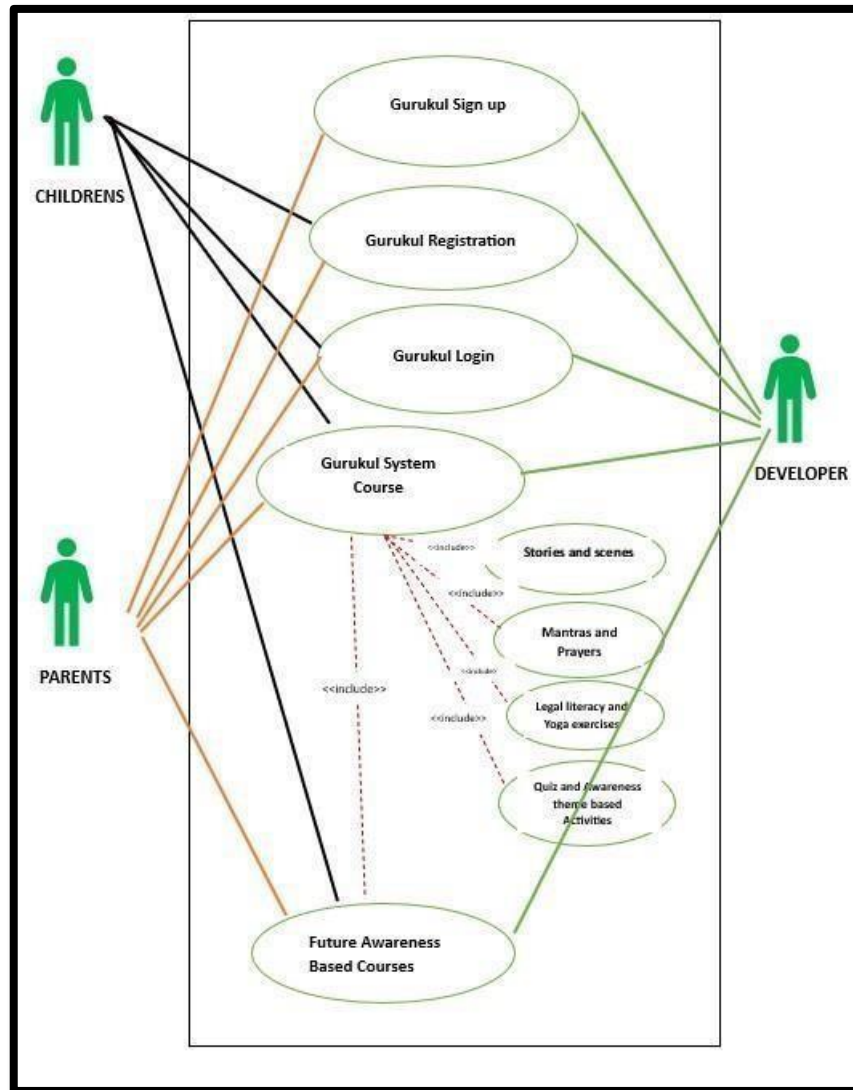


Fig.2 Use-case Diagram show that how the user will interact to the Sanskar Application

9. Snapshots of Sanskar Application:

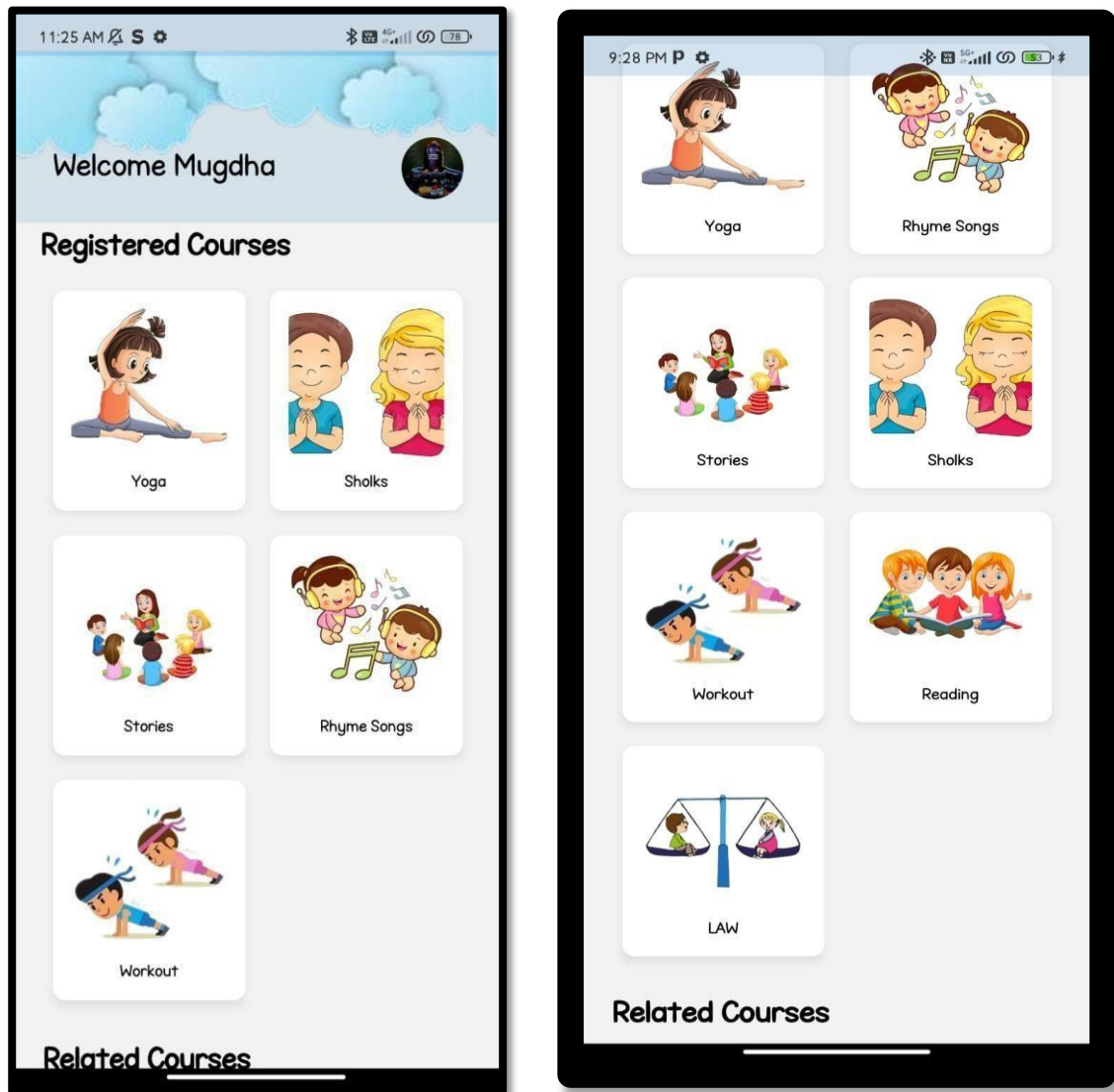


Fig: that snapshot represent the Homepage and their various related course in the Sanskar Application

10. Testing methodologies

1. Black box Testing

It is the testing process in which tester can perform testing on an application without knowing knowledge coding of the application.

Black box testing of application includes :

1. On Boarding Screen
2. Login page
3. Home page
4. Profile
5. Registered courses fields.

2. White box Testing

It is the testing process in which tester can perform testing on an application with having knowledge of internal coding. The Developers are involved in white box testing.

White box testing of application includes:

1. Admin Panel page
2. Users information page
3. Courses Page
4. Course Activities Page

11. Levels of testing

1. Unit Testing

In unit testing, the units are tested to ensure that they operate correctly.

In software engineering the unit testing is not just performed once during software development, but repeated whenever the software is modified.

2. Integration Testing

When unit testing is complete, integration testing begins. In integration testing the tested units are combined together for system testing. The aim of this testing is to ensure that all modules are working properly. The integration test takes all individual modules, integrate them, test them again .

3. System Testing

System testing is the next level in the testing. Once, all the components are integrated, the whole application is tested to see that whole application functions properly. This testing is performed by a testing team.

12. GUI Test cases:

- GUI test cases for Sanskar Application:

| T.C. No | Description | Excepted value | Actual value | Result |
|---------|---|--|--|--------|
| 1 | Checking on-boarding screen text is visible | Text must be properly visible | Text is properly visible | Pass |
| 2 | Checking the alignment of component in login page | The alignment should be proper | Alignment is proper | Pass |
| 3 | Checking the alignment of component varies as per default device font size | The alignment should be vary as per device font size | Alignment varies as per device font size | pass |
| 4. | Checking the size, color, text and text size are as per included in code | The UI elements should as per specified | The UI elements are as per specified | pass |
| 5. | Checking the labels, controls, buttons, textboxes, and provided links work properly | All elements provided should work properly | All elements provided works properly | pass |

Table 1

13. Positive Test Cases

- The positive flow of the functionality must be considered
- Valid inputs must be used for testing
- Test Cases for Sanskar Application

| Sr.No. | Test Case | Excepted Result | Actual Result |
|--------|-----------|--|--|
| 1 | Login | Login accepted if username and password is authenticated | Login accepted on authenticated |
| 2 | Sign up | Signup is accepted information is filled | Reports are generated |
| 3 | Modules | User will able to see items and activities present inside after a single click on module | User are able to watch items and activities |
| 4 | Logout | User will logged out automatically after 5 minutes due inactivity | User is Logged out after the 5 minutes to inactivity |

Table 2

14. Conclusion

Sanskar app is a classical platform where every student can enjoy learning about ,cultural and legal ethics by means of Gurukul (education system in ancient India) course modules where visual moral stories ,various Prayers and Hindu mantras, laws , Activities and Rhymes will benefit students to adopt beneficial and required moral principles they are lacking in this modern and tech world.

15. Future enhancement

1. In the next update this system can also provide specific content to the problem which child is facing.
2. In the next deploy the system
3. The accuracy for results.
4. Better user Experience.

16. References

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