

Incentives based Design for onboarding Legal Service Providers for extending Legal Services to Citizens in India.

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Abstract –

Sanskar App is about helping current and future youth to know the cultural ,traditional and legal values by providing them different and jolly way of learning. Upcoming or say risings issues like increased screen time , minimum outdoor play, peer influence ,inconsistent discipline less parent involvement are the birth to cause this generation lack their behavior , manners , guidance to situations , legal awareness , etc. **Sanskar** App is developed as to contribute this rising issue of the generation . **Sanskar** App is applicable for every parent seeking to make their child adopt values as well as a helping hand to make them better. Aim to this app is that the children should be encouraged to practice good behavior and **Sanskars**. Overall Sanskar App is established as based on spiraling issue **SANSKAR** providing audience of age group 8-16 to acquire traditional and legal values using visualization of stories , scenes, traditional modules and activity modules.

1.INTRODUCTION

Today's generation or we can say youth is evolving swiftly. Contribution of this rapid growth has enlarged their need to acquire behavior , manners , cope unknown situations ,etc. .The leaped topic requires teamed efforts from Parents , Teachers and Society to ensure children are taught & encouraged to practice good behavior and Sanskars. Sanskar App is developed as to benefit this rising issue of the generation by offering a pilotage(coaching) modules .This App can be implemented by parents ,teachers seeking to make their child adopt values as well as a helping hand to make them better. Objective of Sanskar app is creating a interactive learning and awareness based activities to spread importance of legal values, Developing a game

based platform to make small generations from age group 8 to 16 to acquire the legal awareness, contribution to creating awareness and helping this generation to adopt cultural and legal values .

2. REVIEW OF LITERATURE

Findings from Literature review

1 Key Themes:

During Research we have explored the key themes for Literature review which includes the following :

1. Increased screen time in young generation
2. Minimum outdoor play
3. Inconsistent discipline
4. Bad behavior
5. Lack of legal literacy
6. Less execution towards legal awareness

This all has contributed young children to lack in their behavior , good manners , proper guide to situations ,etc.

2 Methodologies:

Methodologies include observational and survey based points .We reviewed studies by personally observing among the children about the risen issues . Also each individual from group performing survey with parents and nearby teachers .

As per observation and survey based we discovered about the **SANSKAR** importance and came to conclusion that the rising issues among children is insight and needs a quick solution.

3 Data Sources:

Sources of data used in the studies include primary and survey data. We discovered data with the help of Observation and survey methods

4 Key Findings:

The mentioned issues such as increased screen time, minimum outdoor play, peer influence, inconsistent discipline, less parent involvement, lack of legal literacy, less involvement in legal activities are the key findings of our research for which we came up with a solution that requires collaborative efforts from Parents, Teachers and Society to ensure children are taught & encouraged to practice discipline, good manners and.

5 Contributions of the Reviewed Studies:

As per the Key findings, we determined the solution that requires the teamed up efforts to educate and tutor children on cultural and legal values. Our research can contribute to by developing and manufacturing an app as a solution to this real time issue which implies:

- Collection of stories highlighting morals
- Importance of good manners and scenes
- Tasks including helping others with day to day life examples
- Progress graph
- Motivational videos

In Sanskar we have a course for children above 6 to 18 years, in which the children will learn and practice Sanskar help them to adopt knowledge about legal rights.

2 Scope :

Proposed system:

Sanskar App is a gamified platform and course based system providing users to learn and activate cultural and legal values implying Gurukul system and tasked activities to increase legal awareness.

4.OBJECTIVE OF PROPOSED SYSTEM

1. To create consciousness by cheerful platform education.
2. To roll out importance of legal values.
3. To awake need cultural and traditional ethics with help of Gurukul system.
4. To Develop a system that provides awareness to children regarding legal rights.

3.PROBLEM STATEMENT/PROBLEM DEFINITION

1 Introduction

We are living in 21st century, according to Indian scriptures in 'KALYUG'. Today's major problem is that we are losing our culture and moral values. Children are the future pillars of not only family but also of the nation and world.

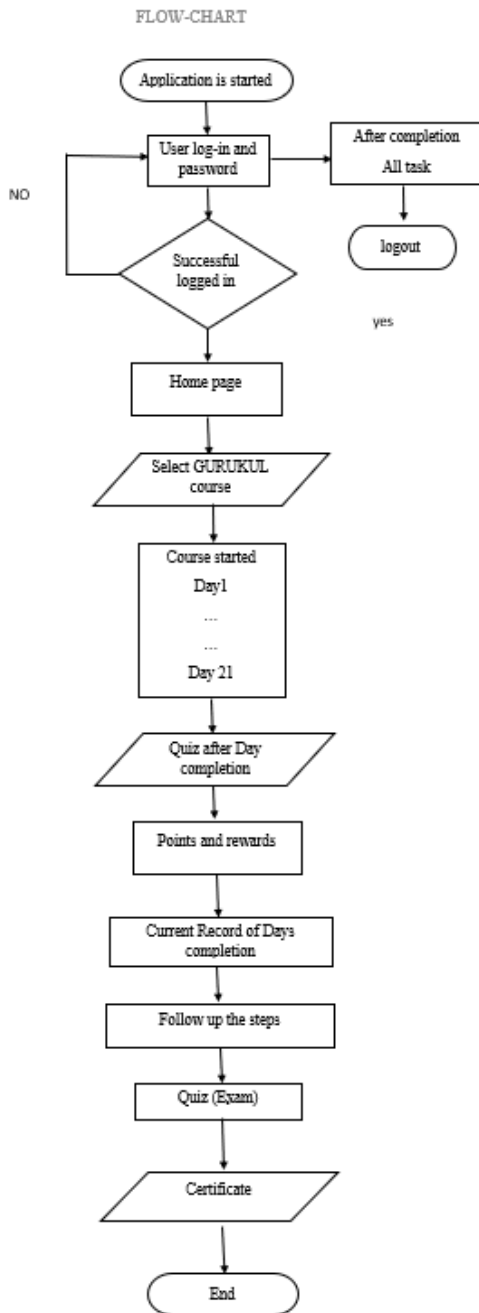
The loss of awareness of our Sanskar has led to imbalance the whole world. From news sources we see daily immoral issues.

It is really important to save children from false behavior and things, that's why we are introducing Sanskar.

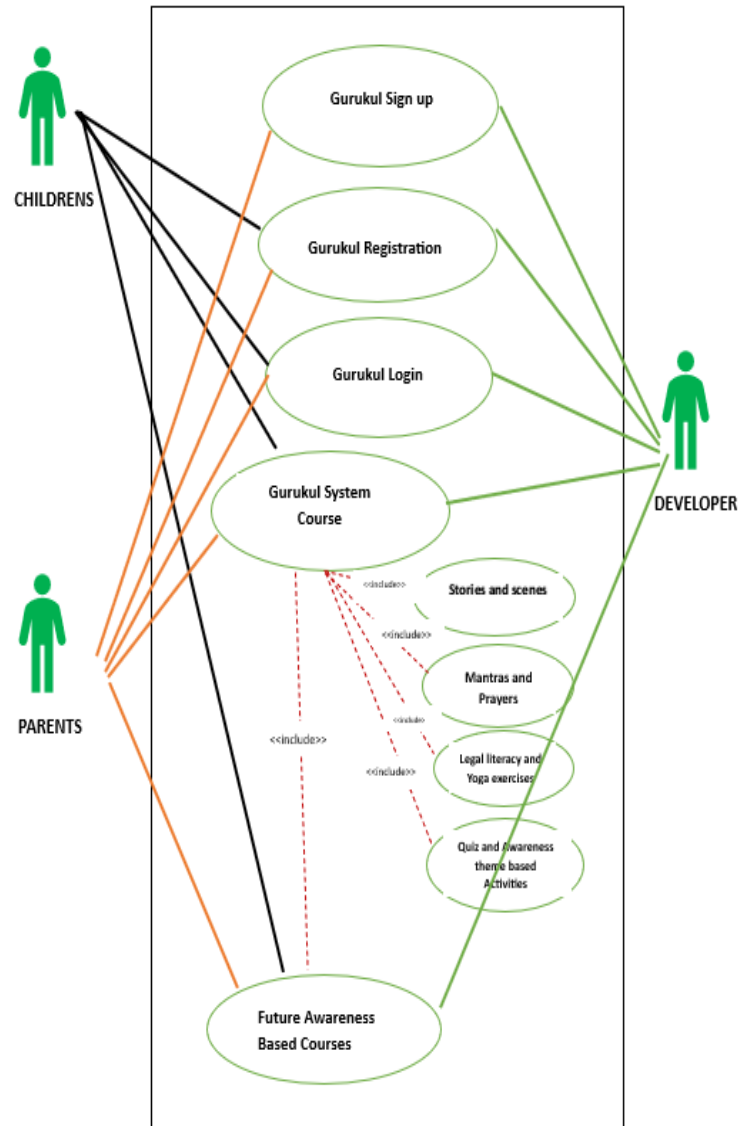
Sanskar is an android mobile application.

5.METHODOLOGY

5.1 Flow diagram



5.2. Usecase Diagram



5.2 . Modules of software system

1. Stories and Scenes:
The module includes the mythological stories that highlights morals providing the users to get know the importance of morals.
Scenes including the real life examples will help users to understand importance of Gratitude and helping nature .
2. Mantras and Prayers:
The module include basic Mantras like mantras Lord Shiva ,Goddess Gayatri ,Lord Hanuman ,Lord Ram and many more and basic Prayers that are essential for young children.
3. Yoga exercises:
The module includes basic meditation and exercises for the well being of the health and meditation for providing them a spiritual support and making them mentally strong.
4. Legal Literacy:
The module includes all the legal awareness regarding surrounding , environment , education and etc to create them legally strong.
5. Quiz:
Module includes the quiz on rest modules to track the understandings provided by rest of the modules benefitting the users to realize and understand in better way.
6. Activities:
Activities module include the legal awareness activities , science experiments and some of geography based which will make users acquire the knowledge of different subjects in joyful platform.

5. REQUIREMENTS

6.1 Software Requirements

- **Visual Studio Code:**
VS code software is used for coding for this app.
- **XAMPP:**
XAMPP is a used to test MYSQL , PHP used in app.
- **Postman:**
Postman is used to build and test API of this app.

6.1.1 Frontend

- React Native
- PHP

6.1.2 Backend

- MYSQL

Hardware requirements

- 8GB RAM
- 256 SSD
- i5 processor

6. APPLICATION OF PROPOSED SYSTEM

- 1 Sanskar cater students from age group 8 to 16 by providing interactive lessons, quizzes, stories, morals, etc.
- 2 Interactive activities can increase their mind to learn new concepts
- 3 App educates young children about phone usage, helping them develop literacy skills, safety ,etc.

7. ADVANTAGES AND DISADVANTAGES

8.1 Advantages

1. Students will be able to acquire traditional as well as legal ethics.
2. Theme Activities making them explore knowledge by entertaining process.
3. 21 days Gurukul system including Stories ,Scenes ,Prayers and Mantras benefitting to obtain historical and cultural tradition

8.2 Disadvantages

Events , Activities and course based system

<https://www.google.com/search?client=firefox-b-d&q=litature+review/>

10 CONCLUSION AND FUTURE WORK

In Conclusion ,Sanskar app is a classical platform where every student can enjoy learning about traditional ,cultural and legal ethics by means of 21 days Gurukul (education system in ancient India) course modules where visual moral stories ,scenes ,various Prayers and Hindu mantras , Legal literacy and Theme based Activities will benefit them to adopt beneficial and required moral principles they are lacking in this modern and tech world. Sanskar app is beneficial for every child or the parent seeking to acknowledge their kids to adopt and implement the required consciousness which will help them to build their personality. The world is growing rapidly and this rapid growth is making the small generations intelligent and skillful. Effects of this rapid growth is as this generation has lacked need to acquire behavior , manners , cope unknown situations ,etc. This System contributes this shortage by benefitting users to gain foremost and essential values , principles and behavior. The Gurukul modules including Stories ,Scenes, Mantras and Prayers, Yoga exercises and meditation ,Legal literacy Quiz and Activities helps to acquire all the vital concepts should be adopted by every child user.

10 BIBLIOGRAPHY

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