



STUDENT
CHAPTER
DR. N. CH. COLLEGE OF
ENGINEERING



TECH प्रैक्टि

Techप्रैक्टि 2022

1. Team Name : Team USSR
2. Team Leader Name : Shubhashish Singh
3. Institute Name : ACEM
4. Team Member Details :

Team Member Name: Shubhashish Singh Role in the Team: Manage over all project
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Team Member Name: Sahil Negi Role in the Team: programmer
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Team Member Name:Ujjwal Singh Role in the Team: Tester

Team Member Name: Rohit Singh Rawat Role in the Team: Programmer

5. Problem Statement Title :

<p>It is difficult to make presentation while standing behind podium and thinking that your audience is engaging with you and presentation is going well . An interactive presentation include stage covering and for that we need helping hand who can handle our presentation . or if we own handle our ppt by going back to monitor again and again will reduce the audience retention.</p>
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6. Main Track Used :

Education Technology - Technology will help people to make their audience more Engaging and help to make presentation interactive . which we can use in business , schools , college , universities etc.

7. Main Technology Stack Used :

Artificial Intelligence - using Computer vision domain of AI.
IOT - internet of things for sensors implementation.

8. Extra Tracks Used :

- Education Technology
- Social Welfare
- Business Development
- Open Innovation

9. Proposed Solution of problem statement:

While giving presentation we can use our hand to move presentation to next or to previous slide with the help of IOT and AI. Instead of having helping hand who will handle our presentation we can own now handle our presentation.

10. How your technology stack is helping :

Our technology is helping to make Interactive and futuristic environment . Replacing human source need to handle our presentation such that to go to next slide or to previous slide . Which decreases the focus over presentation. Our technology will help for more audience retention.

11. Additional Technology Tracks Used:

- Artificial Intelligence
- Machine Learning
- Internet Of Things
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12. Features and Benefits:

We can make Environment in which our hand will interact with monitor and work like mouse.

Our technology is helping to make Interactive and futuristic environment .

Replacing human source need to handle our presentation such that to go to next slide or to previous slide we have to call him again and again .

Which decreases the focus over presentation. Our technology will help for more audience retention.

Instead of having helping hand who will handle our presentation we can own now handle our presentation.

Which Increases the focus over presentation. Our technology will help for more audience retention.

Technology will help people to make their audience more . Engaging and help to make presentation interactive . which we can use in business , schools , college , universities etc

13. Additional Details of Project:

Artificial Intelligence - using Computer vision domain of AI.

IOT - internet of things for sensors implementation.

Sensor - Ultrasonic Sensor HSR04

Arduino Uno R3

Computer Vision Using python We can implement Vision to our model which will take input from environment through sensors and show output over screen.