

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

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Abstract -Gamified stage committed to children's rights in India envelops three unmistakable diversions – a confuse diversion, test diversion, and memory amusement – nearby a comprehensive rights library giving nitty gritty portrayals of each right. Through these assorted gaming encounters, children not as it were lock in in engaging exercises but moreover develop their understanding of their rights as sketched out in the Joined together Countries Tradition on the Rights of the Child (UNCRC). The perplex diversion challenges players to illuminate complex scenarios related to children's rights, cultivating basic considering and problem-solving aptitudes. In the test diversion, children test their information through intuitively questions and answers, fortifying learning in an locks in organize. In the mean time, the memory amusement upgrades cognitive capacities as players coordinate rights-related pictures or concepts. Complementing these recreations, the rights library serves as a important asset, advertising open clarifications of each right, engaging children with information to distinguish and attest their privileges. This multifaceted approach not as it were advances education and mindfulness but too develops a more profound appreciation for children's rights, preparing youthful people with the devices to advocate for themselves and others in their communities, hence cultivating a culture of regard and strengthening.

Key Words: children ,awareness, multifaceted, cognitive, perplex, problem solving.

1.INTRODUCTION

"RightsRealm: Child Champions" is a creative gamified platform designed to educate children about their rights while enhancing literacy and awareness. Through engaging games like puzzles, quizzes, and memory challenges, young players embark on an exciting journey, while a comprehensive rights library provides detailed descriptions of each right outlined in the UNCRC. By combining interactive gameplay and accessible resources, "RightsRealm: Child Champions" aims to empower children across India to recognize, assert, and protect their rights in daily life, fostering a generation of informed and active child champions.

2. LITERATURE SURVEY

2.1. HISTORICAL DEVELOPMENT

The historical development of gamified platforms to raise awareness about children's rights has been a gradual process, reflecting an increasing recognition of the importance of educating children about their rights in an engaging and accessible way.

In the early stages, efforts to promote children's rights through games were often incorporated into broader educational initiatives. For example, in the 1990s and early 2000s, educational games and websites began to address topics related to children's rights, such as equality, diversity, and safety. These early initiatives often focused on teaching children about basic rights such as the right to education, healthcare, and protection from abuse.

2.2. CURRENT LANDSCAPE

There are many different programs and platforms available in the contemporary gamified environment for raising awareness of children's rights:

Online Platforms: A number of websites and online platforms provide interactive games and activities aimed at educating kids about their legal rights. These forums frequently address a wide range of subjects, such as the UNCRC's protection of children's rights and more general human rights ideas.

Apps for mobile devices: There are a lot of apps that make learning about children's rights more entertaining. These applications frequently use lively visuals, captivating gameplay, and incentive structures to motivate kids to learn about and comprehend their legal rights.

Educational Programs: To teach kids about their rights, some educational institutions and schools include gamified components into their curricula. These programs could involve group projects, role-playing, and simulations.

2.3. REGULATORY FRAMEWORK AND COMPLIANCE

Several important factors usually control the legal framework and compliance requirements for gamified platforms that address children's rights awareness:

Child Privacy Laws: Sites have to abide by regulations like the General Data Protection Regulation (GDPR) in the European Union and the Children's Online Privacy Protection Act (COPPA) in the United States. Strict

guidelines are imposed by these standards for getting parental approval, managing children's personal information, and being open and honest about data practices.

Content Standards: Platforms need to make sure that the material they offer is suitable for the target audience's age and cultural background. This can entail looking up regulations like local educational standards or those set forth by the International Society for Technology in Education (ISTE).

2.4. INTEGRATION WITH ELECTRONIC HEALTH RECORDS (EHR)

Joining with smaller than expected recreations like confuses, tests, and card coordinating* can significantly improve the viability of a gamified stage pointed at teaching children almost their rights. These intuitively components not as it were make learning fun and locks in but moreover cater to distinctive learning styles and inclinations. Perplexes challenge children's problem-solving aptitudes whereas fortifying key concepts. Tests give openings for appraisal and fortification of information. Card coordinating recreations invigorate memory and cognitive capacities whereas strengthening vital data.

2.5. AUTOMATION AND WORKFLOW OPTIMIZATION

Automation and workflow optimization can play a significant role in enhancing the effectiveness and fun factor of a gamified platform for children's rights awareness.

Here's how:

Automated algorithms can analyze children's progress, preferences, and learning styles to tailor the experience accordingly.

Automation can adjust the difficulty level of games and activities based on children's performance, ensuring that they are appropriately challenged without feeling overwhelmed or bored.

3. RESEARCH METHODOLOGIES

3.1. EXISTING SYSTEMS

Currently, there are few dedicated gamified platforms aimed at educating children about their rights. Those that do exist often face several disadvantages:

3.2. DISADVANTAGES

Limited Availability: Existing platforms may not be widely accessible or known, limiting their reach and impact, especially in underserved communities.

Lack of Engagement: Some existing platforms may fail to effectively engage children due to outdated graphics, repetitive gameplay, or uninspiring content.

Privacy Concerns: Without robust privacy measures, children's personal information and online activity may be at risk, raising concerns among parents and educators.

Shallow Content: Some platforms may prioritize entertainment over educational content, resulting in a superficial understanding of children's rights issues.

3.3. PROPOSED SYSTEM

Proposed Framework of Gamified Stage for Children's Rights Awareness: To address the impediments of existing frameworks, a proposed gamified stage for children's rights mindfulness seem offer a few advantages. **Accessibility:** The proposed stage would be outlined to be open to children from assorted foundations, counting those with constrained get to to innovation or resources. **Engaging Gameplay:** Intelligently and locks in gameplay mechanics would be joined to capture and keep up children's intrigued, guaranteeing supported cooperation and learning.

3.4. ADVANTAGES

Accessibility: The proposed stage would be outlined to be open to children from assorted foundations, counting those with constrained get to to innovation or resources.

Engaging Gameplay: Intelligently and locks in gameplay mechanics would be joined to capture and keep up children's intrigued, guaranteeing supported cooperation and learning.

Instructive Substance: The stage would highlight high-quality instructive substance that is age-appropriate, socially touchy, and adjusted with children's formative stages, giving a comprehensive understanding of their rights.

Privacy and Security: Vigorous security and security measures would be executed to secure children's individual data and guarantee a secure online environment, cultivating believe among clients and stakeholders.

Feedback Integration: A input component would be coordinates to permit children to give input and proposals for progressing the stage, advancing a sense of possession and participation.

Scalability and Supportability: The stage would be outlined for versatility and maintainability, permitting for ceaseless overhauls, improvements, and extension to reach a bigger gathering of people over time. **Community Engagement:** Collaboration with teachers, child rights organizations, and community partners

would be prioritized to guarantee the platform's pertinence, viability, and affect inside nearby contexts.

By leveraging these preferences, the proposed gamified stage for children's rights mindfulness has the potential to viably teach, engage, and motivate children to get it, recognize, and advocate for their rights in their communities and past.

3.5. METHODOLOGY

Assessment: Get it the target gathering of people and their information gaps.

Objectives: Characterize clear learning objectives and rights to center on.

Design: Make locks in gameplay and intuitively features.

Content: Create age-appropriate instructive content.

Testing: Model and test with children for convenience and feedback.

Gamification: Join amusement components to propel learning.

Accessibility and Security: Guarantee the stage is available and safe.

Pilot: Execute on a little scale and assess effectiveness.

Evaluation: Screen utilization and accumulate criticism for improvements.

Scale-up: Extend and spread to a bigger gathering of people.

4. SYSTEM REQUIREMENTS

4.3.HARDWARE SPECIFICATIONS

4.3.1. Processor: 7th Gen Intel(R) Core(TM) i7-1155G7 @ 2.50GHz 2.50 GHz

4.3.2. RAM: 8.00 GB (7.65 GB usable)

4.3.3. Hard Disk Drive: 320GB 5400 RPM hard drive

4.4. SOFTWARE TECHNOLOGIES:

4.4.1. Operating System: Windows 10 pro (x64 bit) and above.

4.4.2. HTML

4.4.3. CSS

4.4.4. Bootstrap

4.4.5. JavaScript

4.4.6. PHP

4.4.7. MySQL

5.IMPLEMENTATION:

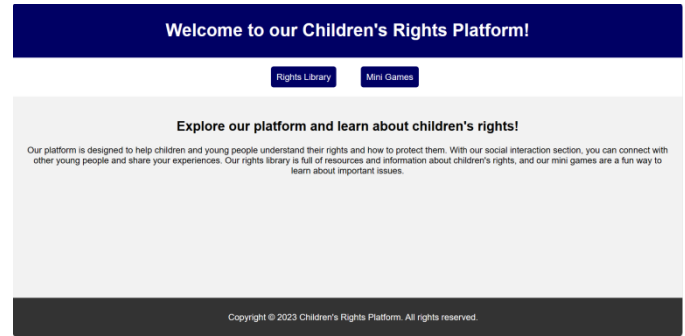


Fig -5.1: Homepage



Fig -5.2: Rights Library

The Juvenile Justice Act (2015)

Punishments under Juvenile Justice Act Chapter IX of the Juvenile Justice Act, 2015 re-enacts the provisions relating to special offences with regards to juveniles.

To be specific, Section 74 to 89 of the Act deals with the punishment for offences committed against children. They have the following heads:

- Provision on disclosure of Identity of children (Section 74).
- Punishment for cruelty to children (Section 75).
- Employment of a child for asking alms (Section 76).
- Penalty for giving intoxicating substances to a child (Section 77).
- Utilising the child for carrying and smuggling intoxicating substances (Section 78).
- The exploitation of a child employee (Section 79).
- Punitive measures for adopting a child by not following a proper procedure (Section 80).
- Sale and procurement of a child for any purpose (Section 81).

Fig -5.3: Description Page of Juvenile Justice Act



Fig -5.4: Puzzle Game

Flip the Card



Fig -5.5:Memory Game Page

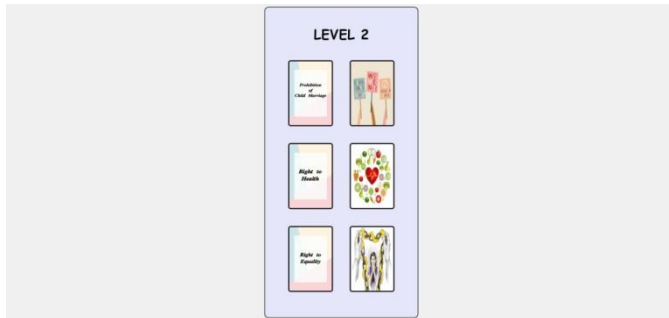


Fig -5.6: Memory Game (Level 2 Solved)

Quiz Quest



Fig -5.7:Quiz Game Page

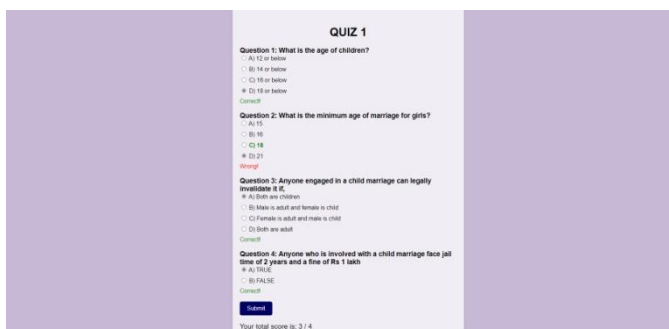


Fig -5.8.Quiz Game(Quiz 1 Solved)

upgrades proficiency and mindfulness among children. This approach cultivates strengthening, preparing children with the information and certainty to declare their rights. Besides, the platform's adaptability guarantees far reaching availability, coming to children from differing socio-economic foundations. Looking ahead, the venture points to grow its substance and produce organizations to support and encourage intensify its affect, cultivating a era of educated and enabled youth in India..

ACKNOWLEDGEMENT

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The coding of other pages in the platform were done using HTML and CSS.

3.CONCLUSIONS

Fig.5.1-5.8 shows the implementation of the project. The project's conclusion underscores the adequacy of gamification in conferring children's rights mindfulness in India, utilizing astound diversions, memory challenges, tests, and a comprehensive rights library. By joining locks in gameplay with instructive substance, the stage successfully