Proposal

For

Implementing MyPerfectice Platform Along with Cognitive Package To Increase Student's Employability Index

Submitted by

Perfectice Eduventure Private Ltd.

myperfectice

To

Centurion University of Technology and Management

On 21st July, 2020

To,

Ms. Gayatree Rout

Head Training & Placement

Centurion University of Technology & Management

CC: Mr. Vineet Chatwal, CEO

Respected Madam,

Thanks for providing us an opportunity to submit the proposal on "Digital Learning Platform - – MyPerfectice". The platform will be used by CUTM to digitize the teaching and learning experience to regulate the quality of technical education and enable the students & faculties in personalized learning. CUTM has ambitious plan to introduce TECHNOLOGY in education to enhance the students/teacher's experience, engagement and outcome. Progressive Universities across the world – USA and India are blending technology with the traditional pedagogy to differentiate and produce a unique outcome/world class citizen. MyPerfectice technology platform is helping institutions across the globe – **USA & India** realize that dream.

The platform will be used by the CUTM. It will also be used by the faculties, college management and student's parents/mentors for personalized learning and performance evaluation.

Major Challenges of Higher Education-

1. **Lack of Tools to measure students' knowledge level & learning requirements** – The institutions lack real ttime performance insight to take corrective measures and need-based intervention for learner centric teaching. The semester grades are not the real reflection of the learning outcome of students and their employability quotient. The institution and faculties need a dynamic dashboard to track the students learning requirement and employability skill growth.

2. **Lack of Strong fundamentals in Core Domain Subjects** – The majority of students struggle in the knowledge of their core domain foundation subjects due to weak fundamentals and low exposure to real life application aspect of the theoretical knowledge. It impacts their semester grades , transition ratio, background for research studies and employability skills . Exposure to hands on training/internship and visual application of the theoretical concepts with e-learning tools will entice the students to focus more on core domain areas.

3. **Lack of Continuous Assessment & Periodic intervention** – The Students have a mindset to study just before their exams (mid sem/ end sem) to score well, as the grades of mid sem / end sem exams are considered as a criterion of success of the

students. The introduction of monthly assessment will enable progressive learning over a semester.

MyPerfectice as a Solution -

MyPerfectice - an education technology start-up incorporated in USA as Perfectice LLC, was formed with a mission to use technology (data and insight) to help teachers, students and mentors, bring personalized learning. The leadership team brings in technology and education expertise and experience from USA and India. The advisor are eminent academician from India and USA (**Northwestern University, Chicago USA – Dr. Debabrata Chakravarti**).

MyPerfectice platform covers the complete aspect of teaching learning process and enablement of learners. The scope of the program covers all the schools (department) of CUTM.

Partnership Engagement Options & Product Offering-

MyPerfectice offers one stop solution to address the complete need of University and the learning needs of a student. The platform keeps a track of student's proficiency level and personalization engine keep guiding him towards success. The discussion forum and online classroom encourages peer to peer learning. The employability index and job profiling recommend him relevant training, project & internship to undertake to acquire niche skills in his area of strength. The virtual classroom provides detailed insight of student's performance and learning gap to all the stakeholders of the University. Mentor-mentee feature help faculties become the coach.

Following is the Partnership Engagement Products, being offered to CUTM by MyPerfectice. The product is owned and operated by MyPerfectice and includes the technology platform with content (questions & e-learning material) and implementation. The products is described below in details-

1. The Mentor & Mentee Feature

MyPerfectice platform provides mentor - mentee feature for respective mentors to track their mentees/students performance, activity, academic project, training/ internship and overall progress through their mentor dashboard and enable them for two ways interaction through direct chat feature and discussion on timeline. The mentees can reach out to their mentor directly for any suggestion and guidance.

2. Career Dossier of Students & Smart Resume (Mapping with MAR)

Students can update their training, projects & internship in their profile. Can also upload certificates to be validated by their mentors. This will help mentors know about the skill sets and project tracking tool for the individual mentees.

3. Employability Index Gamification Modules as MOOCs & Certification–

The basic employability skill like Cognitive Skill of the graduating students is not at par with the expectation of the industry. There is a big gap between the desired skill sets by the corporate and skills possessed by the graduates. MyPerfectice bridge this gap through a data driven personalized learning approach using Gamification modules to make students employable. The process starts with the conduction of baseline assessment for the students to evaluate their cognitive skills. It is being followed by student's orientation session & rollout of different gamification products to augment the skills of students.

Cognite Game - Level 1 to 4 Gamification for cognitive skills

The product has been designed as per the bloom's taxonomy of incremental difficulty level which helps student to develop higher form of thinking such as and evaluating concepts rather than just remembering facts (rote learning) in a guided way. The Student start the package from basic level of Level-1 and attain higher Level 4 by solving around 2800+ questions distributed in quant (1050 questions), verbal (855 question) and reasoning (915 questions)

The main features of Cognite Game are:

- Gamification package having 180 tests (2820 questions) tagged from Level 1 to 4 with Level 1 being the easiest one & Level 4 being the most difficult one.

- Guided and sequence based learning to ensure progressive learning & uniform practice effort distribution in the area of quant, verbal & reasoning.

- E-books to helps students to learn anytime and anywhere as per convenience.

- Live Query Resolution through Discussion forum.

Cognite Game Level Distribution:

Cognitive	Level 1		Level 2		Level 3		Level 4	
	NO. OF QUESTIONS	TIME (MINUTES)	NO. OF QUESTIONS	TIME (MINUTES)	NO. OF QUESTIONS	TIME (MINUTES)	NO. OF QUESTIONS	TIME (MINUTES)
VERBAL	150	200	210	280	240	320	255	425
REASONING	225	300	225	300	285	380	180	300
QUANT	165	220	270	360	315	525	300	500
TOTAL	540	720	705	940	840	1225	735	1225

Content for Level 1:

S No	Test Name
1	[Beginner Practice] Quant - Percentage
2	[Beginner Practice] Verbal - Articles
3	[Beginner Practice] Reasoning - Syllogism
4	[Beginner Practice] Quant - Simple & Compound Interest
5	[Beginner Practice] Verbal - Noun
6	[Beginner Practice] Reasoning - Logical Venn Diagram
7	[Beginner Practice] Quant - Profit, Loss & Discount
8	[Beginner Practice] Reasoning - Direction Sense Test
9	[Beginner Mock] Quant - Profit, Loss & Discount, Percentage, Simple & Compound Interest
10	[Beginner Mock] Verbal - Pronoun, Preposition
11	[Beginner Mock] Reasoning - Direction Sense Test, Syllogism, Logical Venn Diagram
12	[Beginner Practice] Quant - Ratio & Proportion
13	[Beginner Practice] Verbal - Pronouns
14	[Beginner Practice] Reasoning - Alpha-Numeric-Symbol
15	[Beginner Practice] Quant - Average & Ages
16	[Beginner Practice] Verbal - Prepositions
17	[Beginner Practice] Reasoning - Sequence
18	[Beginner Practice] Reasoning - Word Formation
19	[Beginner Mock] Quant - Ratio & Proportion, Average & Ages
20	[Beginner Mock] Reasoning - Word Formation, Alpha-Numeric-Symbol , Sequence
21	[Beginner Practice] Quant - Time, Speed & Distance
22	[Beginner Practice] Verbal - Synonyms
23	[Beginner Practice] Reasoning - Coding-Decoding
24	[Beginner Practice] Quant - Algebra
25	[Beginner Practice] Verbal - Antonyms
26	[Beginner Practice] Reasoning - Odd One Out
27	[Beginner Practice] Quant - Number System-Basics, Cyclicity & Miscellaneous
28	[Beginner Practice] Verbal - One Word Substitution
29	[Beginner Practice] Reasoning - Analogy
30	[Beginner Mock] Quant - Number System-Basics, Cyclicity & Miscellaneous
31	[Beginner Mock] Verbal - Synonyms, Antonyms, One word Substitution
32	[Beginner Mock] Reasoning - Analogy, Coding-Decoding, Odd One Out
33	[Beginner Mock] Verbal - Articles, Noun
34	[Beginner Practice] Reasoning - Blood Relations
35	[Beginner Practice] Reasoning - Seating Arrangement
36	[Beginner Mock] Reasoning - Blood Relations, Seating Arrangement

Content for Level 2:

S No	Test Name
1	[Elementary Practice] Quant - Percentage
2	[Elementary Practice] Verbal - Noun
3	[Elementary Practice] Verbal - Articles
4	[Elementary Practice] Reasoning - Number, Ranking & Time Sequence Test
5	[Elementary Practice] Quant - Simple & Compound Interest
6	[Elementary Practice] Verbal - Verbs
7	[Elementary Practice] Reasoning - Alpha-Numeric-Symbol
8	[Elementary Practice] Quant - Ratio & Proportion
9	[Elementary Practice] Verbal - Pronouns
10	[Elementary Practice] Reasoning - Sequence
11	[Elementary Practice] Quant - Profit , Loss & Discount
12	[Elementary Mock] Quant - SI & CI, Profit & Loss, Percentage
13	[Elementary Practice] Quant - Mixture & Solution
14	[Elementary Mock] Quant - Miscellaneous
15	[Elementary Mock] Verbal - Verbs, Noun, Articles, Miscellaneous, Pronouns
16	[Elementary Mock] Reasoning - Number, Ranking & Time Sequence Test, Sequence, Alpha-Numeric-Symbol
17	[Elementary Practice] Quant - Number System Basics, Cyclicity & Miscellaneous, Remainder, Base Syste
18	[Elementary Practice] Verbal - Synonyms
19	[Elementary Practice] Reasoning - Odd One Out
20	[Elementary Practice] Quant - Number System- Basics, Cyclicity & Miscellaneous, Number System-LCM, H
21	[Elementary Practice] Quant - Average
22	[Elementary Practice] Verbal - Antonyms
23	[Elementary Practice] Reasoning - Coding-Decoding
24	[Elementary Practice] Quant - Number System - Factors & Factorial
25	[Elementary Practice] Verbal - One Word Subsitution
26	[Elementary Practice] Reasoning - Analogy
27	[Elementary Mock] Quant - Average & Ages, Number System- Basics, Cyclicity & Miscellaneous
28	[Elementary Mock] Verbal - Synonyms, One Word Subsitution, Antonyms
29	[Elementary Mock] Reasoning - Coding-Decoding
30	[Elementary Practice] Quant - Time , Speed & Distance
31	[Elementary Practice] Verbal - Subject - Verb Agreement
32	[Elementary Practice] Reasoning - Seating Arrangement
33	[Elementary Practice] Quant - Time , Work & Wages
34	[Elementary Practice] Verbal - Adjectives & Adverbs
35	[Elementary Practice] Reasoning - Blood Relations
36	[Elementary Practice] Verbal - Prepositions
37	[Elementary Practice] Verbal - Reading Comprehensions
38	[Elementary Mock] Quant - Pipes & Cisterns, Time , Work & Wages, Time , Speed & Distance
39	[Elementary Mock] Verbal - Prepositions, Subject-Verb Agreement, Adjectives & Adverbs, Reading Comp
40	[Elementary Mock] Reasoning - Seating Arrangement, Blood Relations
41	[Elementary Practice] Quant - Permutation & Combination
42	[Elementary Practice] Reasoning - Logical Venn Diagram
43	[Elementary Practice] Quant - Probability
44	[Elementary Practice] Reasoning - Syllogism
45	[Elementary Practice] Reasoning - Direction Sense Test
46	[Elementary Mock] Quant - Permutation & Combination, Probability
47	[Elementary Mock] Reasoning - Direction Sense Test, Syllogism, Logical Venn Diagram

Content for Level 3:

S No	Test Name
1	[Intermediate Practice] Quant - Percentage
2	[Intermediate Practice] Reasoning - Number Ranking
3	[Intermediate Practice] Verbal - Articles
4	[Intermediate Practice] Quant - Simple & Compound Interest
5	[Intermediate Practice] Reasoning - Alpha-Numeric-Symbol Series
6	[Intermediate Practice] Verbal - Noun
7	[Intermediate Practice] Quant - Profit,Loss & Discounts
8	[Intermediate Practice] Reasoning - Sequence Series
9	[Intermediate Practice] Verbal - Verbs
10	[Intermediate Mock] Quant - Simple & Compound Interest, Profit , Loss & Discount, Percentage
11	[Intermediate Mock] Reasoning - Sequence Series, Alphanumeric Symbol Series, Number Ranking
12	[Intermediate Practice] Quant - Ratio & Proportion
13	[Intermediate Practice] Reasoning - Coding-Decoding
14	[Intermediate Practice] Verbal - Pronouns
15	[Intermediate Practice] Quant - Average & Ages
16	[Intermediate Practice] Reasoning - Word Formation
17	[Intermediate Practice] Quant - Mixture & Solution
18	[Intermediate Mock] Reasoning - Coding-Decoding, Word Formation
19	[Intermediate Mock] Verbal - Pronouns, Verbs, Noun, Articles, Subject - Verb Agreement
20	[Intermediate Practice] Quant - Time , Speed & Distance, Boats & Streams
21	[Intermediate Practice] Reasoning - Analogy
22	[Intermediate Practice] Verbal - Adjectives & Adverbs
23	[Intermediate Practice] Quant - Time , Work & Wages
24	[Intermediate Practice] Reasoning - Odd One Out
25	[Intermediate Practice] Verbal - Prepositions
26	[Intermediate Mock] Quant - Time , Work & Wages, Pipes & Cisterns, Boats & Streams, Train & Platform
27	[Intermediate Practice] Quant - Number System 1
28	[Intermediate Practice] Reasoning - Logical Venn Diagram
29	[Intermediate Practice] Quant - Number System 2
30	[Intermediate Practice] Reasoning - Syllogism
31	[Intermediate Practice] Verbal - Conjunctions
32	[Intermediate Mock] Quant - Number System- Basics, Cyclicity & Miscellaneous
33	[Intermediate Mock] Reasoning - Odd One Out, Analogy, Logical Venn Diagram, Syllogism
34	[Intermediate Mock] Verbal - Prepositions, Adjectives & Adverbs, Conjunctions
35	[Intermediate Practice] Quant - Algebra
36	[Intermediate Practice] Reasoning - Direction Sense Test
37	[Intermediate Practice] Verbal - Synonyms
38	[Intermediate Practice] Reasoning - Blood Relations
39	[Intermediate Practice] Verbal - Antonyms
40	[Intermediate Practice] Quant - Data Interpretation
41	[Intermediate Practice] Verbal - One Word Substitution
42	[Intermediate Mock] Quant - Algebra
43	[Intermediate Mock] Reasoning - Direction Sense Test, Blood Relations
44	[Intermediate Mock] Verbal - One Word Substitution, Antonyms, Synonyms
45	[Intermediate Practice] Quant - Permutation & Combination
46	[Intermediate Practice] Reasoning - Non-Verbal Reasoning
47	[Intermediate Practice] Verbal - Subject-Verb-Agreement
48	[Intermediate Practice] Quant - Probability
49	[Intermediate Practice] Reasoning - Cubes & Dice
50	[Intermediate Practice] Verbal - Reading Comprehensions
51	[Intermediate Practice] Quant - Geometry
52	[Intermediate Practice] Reasoning - Seating Arrangement
53	[Intermediate Mock] Quant - Permutation & Combination, Probability
54	[Intermediate Mock] Reasoning - Seating Arrangement, Cubes & Dice, Non-Verbal Reasoning
55	[Intermediate Mock] Verbal - Reading Comprehensions, Miscellaneous

Content for Level 4:

S No	Test Name
1	[Advance Practice] Quant - Percentage
2	[Advance Practice] Reasoning - Sequence
3	[Advance Practice] Verbal - Pronouns
4	[Advance Practice] Quant - Simple & Compound Interest
5	[Advance Practice] Reasoning - Non-Verbal Reasoning
6	[Advance Practice] Verbal - Subject - Verb Agreement
7	[Advance Practice] Quant - Profit , Loss & Discount
8	[Advance Practice] Verbal - Synonyms & Antonyms
9	[Advance Practice] Reasoning - Logical Venn Diagram
10	[Advance Mock] Quant - SI CI, Percentage, Profit & Loss
11	[Advance Mock] Reasoning - Venn Diagram, Series
12	[Advance Mock] Verbal - Subject-Verb Agreement, Pronouns
13	[Advance Practice] Quant - Ratio & Proportion
14	[Advance Practice] Reasoning - Seating Arrangements
15	[Advance Practice] Verbal - One word Substitution & Miscellaneous
16	[Advance Practice] Quant - Average & Ages
17	[Advance Practice] Reasoning - Clock & Calendar
18	[Advance Practice] Verbal - Phrasal Verbs & Idiomatic Expressions
19	[Advance Practice] Quant - Time , Speed & Distance, Train & Platform
20	[Advance Practice] Reasoning - Cube & Dice
21	[Advance Practice] Verbal - Adjectives & Adverbs
22	[Advance Mock] Quant - Average & Ages, Mixture & Solution, Ratio & Proportion
23	[Advance Mock] Reasoning - Non-Verbal Reasoning & Seating Arrangements
24	[Advance Mock] Verbal - Synonyms, Antonyms, Phrasal Verbs, One Word Substitution
25	[Advance Practice] Quant - Time, Work & Wages
26	[Advance Practice] Reasoning - Decision-Making
27	[Advance Practice] Verbal - Conjunctions
28	[Advance Practice] Quant - Number System (Cyclicity, Remainder, Divisibility Rules)
29	[Advance Practice] Reasoning - Puzzles
30	[Advance Practice] Verbal - Modifiers & Determiners
31	[Advance Practice] Quant - Number System (LCM, HCF & Applications, Factor, Factorial)
32	[Advance Practice] Verbal - Parallelism
33	[Advance Mock] Quant - Time, Speed Distance & Work, Wages
34	[Advance Mock] Reasoning - Clock, Calender & Cube, Dice
35	[Advance Mock] Verbal -Adjectives & Adverbs, Conjunctions, Modifiers & Determiners, Parallelism
36	[Advance Practice] Quant - Algebra (Function , Maxima & Minima)
37	[Advance Practice] Verbal - Para Jumbles
38	[Advance Practice] Quant - Algebra (Logarithm, Modulus, Sequence)
39	[Advance Practice] Verbal - Reading Comprehensions
40	[Advance Practice] Quant - Geometry
41	[Advance Mock] Quant - Number System
42	[Advance Mock] Reasoning - Decision Making, Puzzles
43	[Advance Mock] Verbal - Para Jumbles & Reading Comprehensions
44	[Advance Practice] Verbal - Critical Reasoning (Statement-Assumptions, Statement-Conclusions)
45	[Advance Practice] Quant - Permutation & Combination, Probability
46	[Advance Practice] Verbal - Critical Reasoning (Course of Action & Cause-Effect)
47	[Advance Practice] Quant - Data Interpretation
48	[Advance Mock] Quant - Algebra & Geometry
49	[Advance Mock] Quant - Permutation & Combination, Probability, DI

Additional Offerings -

- **Dynamic Employability Index mapping of individual student & Placement Assistance**

  The individual student's job profile & employability index is recommended to them by the platform to understand which industry best fit for them is. It helps them in focusing their preparation in those domains.

- **Leader-board & Group Study through Trivia Game**

  To motivate the students to engage with platform, the platform has leader board feature to recognize the top performers & consistent users. The group study feature enables students to create a virtual group of friends & challenge each other to solve quiz or guide through each other dashboard.

- **Training Recommendation & Training Effectiveness Measurement**

  The platform recommends individual training requirement to students as per their competency and also share the need for training with the management. It can also be used to conduct pre- training & post-training assessment to measure the effectiveness of the program.

- **Discussion Forum & Blogs**

  The discussion forum of platform enable peer to peer learning, students can ask their doubt & get it resolved from friends & seniors. The success story & placement journey of student are published in the form of blogs to make students aware about placement process.

Different Features of the Platform are mention in the below table:

Sl No	Modules	Sub Modules	Features
1	Dashboard Feature	Director Dashboard (manages Heads of department & overall students activity)	Student On boarding Statistics
			Student Attempt Count & Trend
			Categorization of students in different levels of Cognitive , Coding & Domain Skills
			Student Performance Stats in Each Test
			Student Segmentation as per each department
			Subject Level Analysis of each domain & student performance
			Low Performing Topics of a classroom
			Student Category Based on Attempts count (Sincere /Laggard/ Absconding)
			Absentees Students Data & Mentor Mapping
			Employability Orientation of students
		Teacher & Mentor Dashboard	Subject wise question distribution
			Student Attempt Count for Last 60 Days
			Student Attempt Frequency for Last 60 Days
			Test Abandoned Data
			Published Test Details
		Student Dashboard	Cognitive Proficiency Level
			Discussion Board
			Subject Wise Performance & Accuracy Stats
			Practice Effort Distribution Graph
			Employability Index
			Subject Wise Accuracy & Speed Graph Along with Trend Analysis
			Publish Tests Data & Own Attempt Status
			E-learning
			Leader board
2		Basic Features	Count of Students in Classroom

	Classroom Feature		Data of All Registered Students in the Classroom
			Performance Analysis of Each & Every Student (For Mentors & Teachers)
			Performance Analysis & Low Performing Topics of the Classroom
			Count of Students Online from the Classroom
			Overall Stats (Tests, Attempts, Questions, Accuracy, Speed etc) of the Classroom
		Additional Features	Leader board Feature
			Subject Level Analysis
			Effort Analysis
			Trend Analysis
			Feature to Chat with Teacher (for Students) & Chat with Students/Mentees (for Teachers)
			Feature to Chat With Class to Learn From Peers
			Group Study Feature
3	**Gamification Modules for Cognitive**	**Basic Features**	One Cognitive Package included
			Questions Are Segregated Level Wise in the Packages
			Package Contains Different Set of Tests
			In Package Certain Accuracy Should Be Achieved to Go To The Next Level
		Additional Features	Package is Designed for Continuous Learning
			Each Sets Are Equipped with Question Level Explanations
			Effort Analysis
			Trend Analysis
			Can Be Used For Continuous Practice
4	**Mentor – Mentees Feature**	**Basic Features**	Each Mentor Can Have Certain Number of Mentees
			Each Mentee Can Interact With Their Mentor Through Platform Chat
			Mentees Can Choose Their Mentor
			Mentor Can Interact With All the Mentees in Group Chat
			Mentor can Add/Delete Mentees
		Additional Features	Mentor Can See the Dashboard of Each Mentees Under Him/her
			Mentor Can See the Last Attempt of The Mentees
			Mentor Can See the Effort & Trend Analysis of the Mentees
			Mentor Can See the Weak Performing Topic of Each Mentees to Define Training Need
			Mentor & Mentees Both Can See the Leader board

			Quick Search Option is Available to Search Any Learning Content
		Additional Features	Learning Content Can be Tagged With Certain Classrooms
			Learning Content Can be Restricted Within Certain Group of Students
			Learning Notes Can be Downloaded in PDF Version
			Learning Content Can be Tagged with Certain Test or Certain Set of Tests
6	**Discussion Board**	**Basic Features**	Interactive Platform Where Student/Teacher/Director Can Share Their Ideas
			PDF File or Video Links Can Be Embedded in The Post
			Director/Teacher Can Control The Discussion & Comments Under Each Post
			Author Can Delete The Post Any Time
			'Like' & 'Comment' Can be Done On Any Post
		Additional Features	Post Can be Tagged With Certain Grade & Topic
			Post Can Be Restricted Under Certain Classrooms
			Post Can Be Filtered Depending Upon Grade/Classroom/Date
			'Dislike' Option is Enabled for Each Post
7	**Career Dossier Feature**	Basic Features	Students can upload their Profile
			Can upload E-Certificate
			Keep the track of Student's progress
			Develop niche skills by recommending relevant projects , internship , industrial trainings & high end technical trainings
			All data will be Verified by the Mentors
			MAR can track through this by the University

8	**Live Report Generation**	Basic Features	More than 30 different kind of report are available
			Real time Reports
			Ease the process to detect student's training needs

Platform Functionality & Scope:

1. **Device agnostic platform** having online assessment with performance analytic

2. **Unlimited self-assessment** and practice on the platform

3. **Gamified content consumption** for Guided learning & cognitive skill growth over a fixed period of time.

5. **Platform with content**, wherein content refers to questions, reading materials, short-videos etc

6. **Peer to peer collaboration** platform where students may continue studies beyond classroom hours using discussion forum, online classroom, chat feature & virtual mentoring facility

7. **Overall information and performance summary** of every individual student on his dashboard in terms of measurable outcome

8. **Technical support** to fix any platform related technology, user access and data issue.

9. **Anytime - anywhere access** of the product with dedicated web instance and android mobile app with access to all users.

10. **Institutional Hierarchy & differentiated access on portal**: The solution should have differential access and functionality as per the institutional roles.

For instance, Vice Chancellor (VC) login - The VC login should have a dashboard highlighting the performance and activity metrics of all schools/departments under university.

Dean/HOD Login - The Dean login will have access to performance and activity metrics of only their schools.

Similarly, the platform should have teacher login, Mentor Login & Support Login as well to perform different functionality without disturbing another one.

11. **Report feature**: The solution should have automated report generation facility to highlight weekly student activity report, faculty & mentor activity report, Weekly & monthly performance report of individual student-wise & department-wise. The solution can be extended to have a report scheduling facility as per the user needs.

White Label Solution

A co-branded white label application and android app will be created for CUTM students to practice the questions. The co-branded white label solution will have CUTM logo, a dedicated URL and an Android app. So MyPerfectice will be co-branded with CUTM.

The ONE-TIME cost of white labelling is Rs.60,000 (Sixty Thousand only).

Benefits of White Labelled Mobile App & Web instance-

▪ Dedicated mobile app of CUTM to drive student engagement and thus learning on the platform

▪ Dedicated web instance to conduct internal assessments & sharing e-learning for university

▪ Individual student's training & certification portfolio integration in their profile

▪ Mentor-Mentee feature.

▪ Secured and confidential user data and insights.

▪ Role based hierarchy for – Director, HOD/Dean, Teacher & Mentor account

Any customization will need to be pre-approved by executive committee of CUTM and Perfectice with an estimate of timeline and cost. The platform is provided to CUTM as out of box platform.

Classroom Management

Key features of the Classroom Management are followed:

1. **Virtual Classroom feature** for live tutoring to a group of students, promote collaborative learning, attendance tracking, performance monitoring of each students via leaderboard, speed/accuracy trend and progress mapping over the semester in each courses.

2. **Assignment** uploading in required format and sharing with students.

3. **Assessment** can be conducted in the platform.

4. Module wise Practice Test **of covered modules to evaluate students understanding post teaching using our large Question Pool**

5. **E-Learning platform** having notes & videos for reference learning.

6. **Mentor-Mentees feature** -Teacher manage students as mentor through MyMentee Classroom

7. **Discussion forum & Chat** Option for interactive learning & enabling one to one/one to many Communication. Query Resolution by expert faculties and peer students.

On-boarding Process & Account Operations

The onboarding process involves training & awareness session of students & faculties by Perfectice Client Onboarding Team The team will work with SPOC (Singe Point of Contact from CUTM) in building an on-boarding plan using Perfectice toolkit and standard data upload template.

1. Hierarchy and Structure of the university

2. Collection of details (Email id, Department & Graduating year) of students & faculty members in Perfectice format

3. Student & faculty orientation session (Online/Offline) for awareness on platform functionality

4. Faculty hands on training session. Use the concept of train the trainer.

5. Creation of a process and support group for all technical issue resolution.

Role and Responsibilities

CUTM role and responsibilities

Provide single point of contact for this engagement – a go to person to coordinate all the activities throughout the engagement lifecycle. This SPOC will further facilitate working with other schools/departments of the university.

Provide the required data of students, teachers, classroom details, CUTM logo file etc., in Perfectice prescribed format, to configure the application.

Train the trainer concept – Perfective will train the group of faculties, who will then train the remaining faculties on the usage of the platform

Pay Perfectice invoice on time as per the terms and conditions outlined in the Cost and Payment section of this document. Failure to make the timely payment may lead into non availability of platform and late fee and might impact the service to students and faculties.

Available for account operations review every quarter and weekly/monthly meeting to review the status, concerns and issues.

All the communication to the students and faculties about the platform and ongoing operational logistics, planning and execution.

Ensuring the adoption of the platform and usage by students and faculties.

Pulling reports form the report section for CUTM for their operational performance reporting.

Jointly participate in co-branding and marketing activities with Perfectice.

Perfectice Eduventure Pvt. Limited

Provide the application - platform, android and web version for CUTM users.

Configure and load the data into the application for smooth operations on a daily basis. Availability of data and application for CUTM users.

Train a group of faculties on the usage of the platform for teacher perspective, so that they can further train the remaining faculties. Train a trainer concept.

Provide required services and product as per the terms and condition outlined in the contract.

Technical support during working window of university.

Issue of invoice on a timely basis.

Out of Scope

Platform customization, web and mobile, which include any workflow, look and feel (other than co-branding of the white label logo), reports, data extract changes, which is either present or not present in the application/platform.

Content outside what is provided as part of the agreement i.e. **Cognitive**

Note: A change request will be issued and approved by the executive team to assess the timeline and cost impact before ant changes are done by CUTM and Perfectice.

Duration

Unless terminated by either party, this MoU shall be valid for a period of Five (5) years from the Effective Date. Either party may terminate this MoU for material breach by giving the other at least ninety (90) days' notice in writing. Perfectice may terminate this MoU for convenience by giving CUTM at least ninety (90) days' notice in writing.

Cost and Payment

The subscription cost (SaaS) of Perfectice product is described below in the table with minimum commitment of users. The subscription is for a minimum of 1 (ONE) year. There will be a subscription fee increase YoY because of the inflation and other factors will be mutually agreed.

Name of Product	Description	Annual Price per user (without taxes)	Minimum No. of users	Total Price (Minimum Commitment) without taxes	Comments
Digital Learning Platform for Cognitive	**This is the platform Digital Learning Platform with Perfectice content (Cognitive Gamification) Administrator/Teacher access is FREE**	**Rs. 550/student**	**All Students of all 6 schools**	**Depending on the student number.**	**Application for students using Perfectice content. Feature and functionalities are same.**
Whitelabel	**Whitelabe Web Instance and Android Mobile**	**Rs. 60,000**	**As mentioned above.**	**Depending on the student number**	**One Time Fee**

*Taxes (GST): Excluding GST (Extra). The tax will be added in the invoice as per government guidelines.

Payment needs to be made within 10 days after receiving the TAX invoice. After this timeline a 10% penalty charge will be applicable with the total amount.

Payment Schedule

- 100% of white-label charge i.e.60,000 at the signing of the MoU before the start of platform configuration and teacher training
- 33% of annual subscription charge at the signing of the MoU before the start of platform configuration and teacher/student onboarding
- Next 33% needs to be paid within 3 months of signing the MoU
- Last 34% needs to be paid within 7 months of signing the MoU

Payment Details

Payment can be made in the form of NEFT/RTGS/Cheque/DD payable to "Perfectice Eduventure Private Ltd."

The Bank Account details are as follows:

Name: Perfectice Eduventure Private Ltd.

GST No. - 09AAICP5505AIZP, PAN: AAICP5505A

Bank: Indian Overseas Bank

Account No. 049033000000023

ISFC: IOBA0000490

Branch: Delhi Cantonment Branch, Delhi

Confidentiality

In the course of carrying out the Service undertaken under this Agreement, both the Parties may have access to or may obtain certain Information related to each other business activities. The scope of this clause shall apply to all information that both the Parties may have access to in connection with carrying out the Service undertaken under this Agreement. Both the Parties are responsible for compliance of this Agreement by its employees or agents. "Confidential Information" means all information that the Parties, its employees or agents, receive from each other or observe or obtain relating to the Service, facilities, marketing strategies, products, capabilities, financial information, needs, developments and plans of each other, its affiliates and group companies. Both the Parties will not permit its employees or agents to disclose to any third party or to use for any purpose other than carrying out the Service under this agreement without other's written permission (except as may be required by law or as necessary to carry out the Service. The Parties will hold all Information in trust for this agreement sole use and benefit. This Clause will not apply to information that is publicly known other than through disclosure by or through the Parties or through its employees or agents.

Intellectual Property

Perfectice owns the software product, content and the data generated by the application and CUTM will have no rights to claim such Intellectual Property. CUTM will not copy or reverse engineer any of the Perfectice Intellectual Property during or after the expire or termination of the contract. Any Intellectual Property Rights violation will result into immediate termination of the contract.

Limitation of liability

In any event shall either party be liable to the other for any loss of profits, loss of revenue, loss of data, loss of use, any indirect, incidental, special, exemplary, punitive or consequential damages, incurred by either party or any third party in respect of this MOU, whether in an action in contract or tort, strict liability or other legal or equitable theory regardless of whether such damages were foreseeable or if the other party or any other person has been advised of the possibility of such damages.

General Terms and Conditions

This MoU is not intended to constitute, create, give effect to, or otherwise recognize a joint venture, partnership, or formal business organization of any kind, and the rights and obligations of the parties shall be only those expressly set forth herein.

Nothing in this MoU shall be construed to grant either party the right to make commitments of any kind for or on behalf of the other without the other's prior written consent. At all times contemplated herein, Perfectice and CUTM shall remain independent contractors, each responsible for its own employees. Each party assumes no responsibility to the other for costs, expenses, risks, and liabilities arising from the efforts of the other.

Neither party shall assign, or in any manner, transfer its interest or any part thereof in this MoU, except to wholly-owned subsidiaries.

Notwithstanding anything to the contrary in this MoU, any Exhibit or Attachment or any other document signed between the Parties regarding the subject matter of this MoU, either prior or subsequent to this MoU, in any event shall either Party be liable for any loss of profits or revenue, or loss or inaccuracy of data or for any direct, indirect, incidental, special or consequential damages incurred by the other Party.

The software, all content including but not limited to all packages, questions, tests, eLearning materials, data captured and generated by software and anything not exclusively mentioned in the agreement are assets of Perfectice and can't be reproduced and uses in any context without written approval from Perfectice.

Jurisdiction

This MOU shall be governed by the laws of India and the jurisdiction of competent courts in Delhi, India. The Parties agree to make efforts in good faith to resolve all disputes amicably and expeditiously between themselves and any unresolved matters should be referred expeditiously to mediation with a view to resolving the same.

All and any disputes and claim aforesaid, which cannot be fully and satisfactorily resolved or settled by the parties as aforesaid, shall be referred to a Sole Arbitrator jointly to be appointed by Perfectice and CUTM. The

provisions of the Arbitration and Conciliation Act, 1996. [As amended in 2015] will be applicable and the award made there under shall be final and binding upon both the parties hereto and subject to legal remedies available under the provision of law. The place of arbitration shall be Delhi. The arbitration shall be conducted in English and all written documents used during the arbitration shall be in English.

After both party signatures, this proposal will be deemed contract and both the parties can use their logo for marketing

.IN WITNESS whereof, the Parties below have executed this proposal on 22nd July, 2020.

For and on behalf of

Perfectice Eduventure Private Ltd.

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Name: Dr. Rakesh Kumar Sharma

Title: Co-founder & COO

For and on behalf of

Centurion University of Technology and Management

Name: Mr. Vineet Chhatwal

Title: CEO (Chief Executive Officer)