पेटेंट कार्यालय शासकीय जर्नल

OFFICIAL JOURNAL OF THE PATENT OFFICE

निर्गमन सं. 12/2025 ISSUE NO. 12/2025

शुक्रवार FRIDAY दिनांकः 21/03/2025

DATE: 21/03/2025

पेटेंट कार्यालय का एक प्रकाशन PUBLICATION OF THE PATENT OFFICE

(22) Date of filing of Application :07/03/2025

(51) International classification

(86) International Application No Filing Date

(87) International Publication No

(62) Divisional to Application

(61) Patent of Addition to

Application Number

Filing Date

Filing Date

Number

(43) Publication Date: 21/03/2025

(54) Title of the invention: System and Methods for Enhanced Education and Research Using interactive and adoptive technology platforms

:G06Q0050200000, G09B0019000000, G09B0005060000,

G09B0007020000, G09B0007000000

·NA

: NA

:NA

:NA

·NA

1)Mr. R Venkata Krishna

Address of Applicant :Mr. R Venkata Krishna ,Assistant Professor, Department of EEE, , Lords Institute of Engineering and Technology, Himayathsagar, Hyderabad - 500091, venkat7785@gmail.com, 9052058520 --

2)Dr.Bhimappa Rangannavar 3)Dr.A.Vijayalakshmi 4)Dr.Sunil Malhar Kulkarni 5)Dr.Shirisha Deshpande 6)Dr. Utpal Nath 7)Dr. Hari Kiran Vuddagiri 8)Dr. T.Arun Christophe 9)Dr.C.Brintha 10)Dr. M Shuaib Ahmed Name of Applicant : NA Address of Applicant : NA

(72)Name of Inventor : 1)Mr. R Venkata Krishna

Address of Applicant :Mr. R Venkata Krishna ,Assistant Professor, Department of EEE, , Lords Institute of Engineering and Technology, Himayathsagar, Hyderabad - 500091, venkat7785@gmail.com, 9052058520 --

Address of Applicant: Associate Professor, Department of Education, Central University of Tamil Nadu Neel kudi campus, Thiruvarur, Tamil Nadu-610005,bhimappa10@yahoo.co.in, 9448369736 -------3)Dr.A.Vijayalakshmi

Address of Applicant :Dr.A.Vijayalakshmi ,Assistant professor, Department of English, Chaitanya Bharathi nstitute of technology, Hyderabad-500075,vijayalakshmi_english@cbit.ac.in

4)Dr.Sunil Malhar Kulkarni

Address of Applicant :Dr.Sunil Malhar Kulkarni ,Associate Professor, Department of Community Health Nursing, Bharati Vidyapeeth Deemed to be University, Pune, College of Nursing. Sangli, Maharashtra -416414,

Address of Applicant: Assistant Professor, Department of English, Chaitanya Bharathi Institute of Technology, Hyderabad-500075,shirisha _english@cbit.ac.in --------

6)Dr. Utpal Nath

Address of Applicant :Dr. Utpal Nath ,Associate Professor, Department of Chemistry, Assam Engineering College, Jalukbari, Amrup(Metro) , Assam-781013,unath123@rediffmail.com , Assam Engineering ------

7)Dr. Hari Kiran Vuddagiri

Address of Applicant :Dr. Hari Kiran Vuddagiri , Associate Professor, Department of Mechanical Engineering, Avanthi Institute of Engineering and Technology, Makavarapalam, Anakapalle - 531113, State: AP harikiran3285@gmail.com Makavarapalam

8)Dr. T.Arun Christopher
Address of Applicant :Dr. T.Arun Christopher Assistant Professor, School of Education, Central University of Kashmir, Tulumulla, Ganderbal , Jammu & Kashmir-191131, arun.tacde@gmail.com -

9)Dr.C.Brintha

Address of Applicant :Dr.C.Brintha ,Vice Principal, Department of SCERT, District Institute of Education and Training (DIET), Kaliyampoondi, Kanchipuram , Tamil Nadu-603402, brintha.maths@gmail.com -

10)Dr. M Shuaib Ahmed

Address of Applicant :Dr. M Shuaib Ahmed ,Assistant Professor, School of Management, C Abdul Hakeem College of Engineering and Technology, Melvisharam, Ranipet, Tamil Nadu-632509, mshuaibahmedmba@gmail.com ---

(57) Abstract

Interactive and adaptive technology platforms are used in this idea to improve education and research. The system uses AI, ML, real-time data, and cloud-based collaborative tools to personalize, streamline, and engage teaching and research. Educational data mining (EDM) and LA in higher education can help establish a student-focused strategy and provide institutions with continuous improvement tools. Based on user progress, cognitive ability, and performance, the system adjusts learning content and research recommendations. Interactive modules like gamification, VR, AR, and real-time simulations improve comprehension and engagement. In addition, AI-driven adaptive assessment delivers quick feedback and customised evaluations to improve learning. A collaborative cloud-based workspace allows data sharing, real-time teamwork, and AI-powered data analysis for research applications. Predictive analytics, NLP, and intelligent automation improve research productivity and discovery. the use of VR and gamification in education, which could transform traditional classrooms. Educators can build interactive and motivating learning experiences with immersive VR and gamification. Scalable, secure, and cross-platform, the solution is accessible on smartphones, tablets, computers, and smart classrooms. The invention gives students, educators, and professionals an intelligent, adaptable, and future-ready learning and discovery solution by seamlessly merging education and research.

No. of Pages: 15 No. of Claims: 8