



iJRASET

International Journal For Research in
Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 13 Issue: V Month of publication: May 2025

DOI: <https://doi.org/10.22214/ijraset.2025.70698>

www.ijraset.com

Call:  08813907089

E-mail ID: ijraset@gmail.com

Virtual Tutor: AI-Powered Learning Platform

Rohit Kushwaha¹, Payal Kumari², Avinash Dixit³, Alok Kumar⁴, Astt. Prof. Kajal Saluja⁵

Department of Computer Science and Engineering Raj Kumar Goel Institute of Technology Ghaziabad, India

Abstract: *E-learning has grown exponentially and changed the way education is delivered across the globe. The online remote and self paced learning provided through digitisation has significantly changed the education accessibility landscape. However, there are still gaps in accessibility and real time support that prevents optimal learning experiences. Here the paper presents Virtual Tutor, an AI driven platform that bridges these gaps and provides personalized education. Using cutting edge technologies like Retrieval-Augmented Generation (RAG), Optical Character Recognition (OCR), Text-to-Speech (TTS) and 3D animation, Virtual Tutor provides a rich intelligent learning environment where students get real time, context aware answers and can interact with an expressive virtual tutor. The system supports multilingual, so students can interact in English and Hindi and has features like automatic note generation, dynamic PowerPoint creation and live class assistance. Using MERN stack and Python based AI modules, Virtual Tutor ensures seamless backend processing, avatar lip sync animation via Rhubarb, natural speech synthesis with Google TTS and intelligent note summarization using Cohere's NLP. Real world trials show that the platform leads to higher student engagement, better academic performance and more immersive learning experience. The system is modular and scalable and can be used in both synchronous and asynchronous learning environments, making it a solution to the many challenges faced by modern education.*

I. INTRODUCTION

Over the past few years, online learning systems have come into the mainstream as part and parcel of daily education, thanks to the surging need for learner-centric and on-demand learning. Nevertheless, all existing systems have the limitation of providing timely personalized support to individual learners, including in the environments of large-class or blended environments. Learners, particularly the ones seeking on-demand learning or online courses, are frustrated through the inability of receiving instant answer feedback on straightforward questions. Even traditional education institutions based on humans as instructors will not be effective in responding to growing and geographically dispersed numbers of learners.

To address these challenges, we introduce *Virtual Tutor*, an artificial intelligence-driven education system that offers real-time and context-sensitive guidance through a dynamic and interactive interface. Unlike common chatbots that offer limited interaction, *Virtual Tutor* offers a graphically enriched 3D avatar that can mimic the experience of interacting with a human teacher. This avatar is based on natural language processing (NLP) to respond to student questions, generate multimedia objects like notes and PowerPoint presentations, and even recognize handwritten documents through optical character recognition (OCR). Virtual Tutor also offers bilingual interaction, with emphasis on both English and Hindi, to cater to a broad base of learners. With emphasis on modularity and scalability, the system is deployable in a broad range of educational settings, ranging from schools and online courses to institutional learning platforms, thereby offering flexible solutions for synchronous and asynchronous learning environments.

II. BACKGROUND & RELATED WORK

Zhiyi Xu [1] examines the ways in which Artificial Intelligence (AI) may be used to enhance learning experiences and enhance the performance of students within this article. It examines different types of AI technologies such as machine learning, data analytics, virtual reality (VR), augmented reality (AR) and automation to design learning experiences. The research employs a case study in a math class to gather data and determine whether AI results in improved learning experiences and results. The findings reveal AI is associated with improved educational attainment, greater motivation and interest and improved learning. Although the study demonstrates how AI can enhance learning, it's largely software programs and not encompassing real-time interaction or the processing of written papers. Conversely, the Virtual Tutor project looks to develop an even more dynamic and integrated learning environment through provision of real-time assistance in the form of voice feedback and personalized question resolution while teaching is happening in real-time.

Chen and Zhao [2] investigates how Optical Character Recognition (OCR) technology can be utilized to enhance text recognition accuracy in complicated scenarios using the process of deep learning model application.

The authors outline a process of neural architecture search that seeks to automate the construction of text detection models, where the aim is to remove expert input in adjusting parameters. Though the OCR technology addressed is extremely effective in text detection in complicated settings, it experiences challenges while dealing with poorly written handwriting and lacks real-time interaction. OCR improvement could contribute to the Virtual Tutor project in its ability to manage handwritten text more effectively, one of the necessary requirements of extracting and employing learning material information. Yet the Virtual Tutor offers an advantage beyond the capability of OCR with the introduction of real-time query solution and personalized feedback, thereby becoming a better supporter of varied learning environments.

Sawant et al. [3] explains the use of NLP techniques to facilitate decision-making processes by processing natural language questions. The method is through semantic analysis and named entity recognition to understand questions, extracting relevant information from a knowledge base to give appropriate responses. Despite its advantages, the system is not efficient in handling complex questions and context understanding, particularly in dynamic and analytical decision-making. This is one aspect where the Virtual Tutor project is superior, as it uses advanced NLP to give contextually relevant answers, including handling complex learning-related questions. Unlike traditional NLP models, the Virtual Tutor is especially optimized for real-time interaction, enabling a more personalized learning experience by clarifying doubts during live classes.

Roy et al. [4] demonstrates a system through which article summarization can be automated with Generative AI and React JS. The process includes training AI models to identify and extract important information from articles and hence provide short summaries in real-time. Using React JS provides an interactive system through which users can feed in articles and get summarized information immediately. Nevertheless, the primary concern remains text-based summarization, with a vast shortage of functionality to engage with other media forms or offer contextual feedback in detail. In comparison, the Virtual Tutor project also employs AI summarization; however, it enhances the user experience further by engaging in real-time interaction with students, providing personalized summaries based on individual queries, and offering explanations with voice comments, hence delivering a more complete educational experience.

Jain et al. [5] discusses the challenge of identifying sarcasm from sound based on speech patterns like pitch frequency and stress. The system in question uses deep learning methods like CNN, LSTM, and Bi-Directional LSTM to classify sound and recognize sarcastic tone to improve sentiment analysis. Sentiment analysis is required to understand emotional meaning, but the Virtual Tutor project plans to provide real-time emotional and tonal feedback to student questions based on voice interaction. Adding the same tone analysis can make the Virtual Tutor more capable of understanding the student's sentiment and modulating the feedback accordingly so that the learning process becomes empathetic and interactive.

III. SYSTEM ARCHITECTURE

Virtual Tutor system is developed with modular architecture in which application is divided into individual blocks of code per feature. Scalability, ease in maintenance, flexibility to support adding functionality over the years are supported with this model. Additionally, the system offers integration with cutting-edge technologies and follows a sound process to maintain seamless learning experience. (Fig. 1) The structure can be divided into four key layers: Frontend, Backend, Database, AI/ML Modules, and Notes generation module. Each one of the layers is coded with delegated roles and technologies to promote maximum performance and strong functionality.

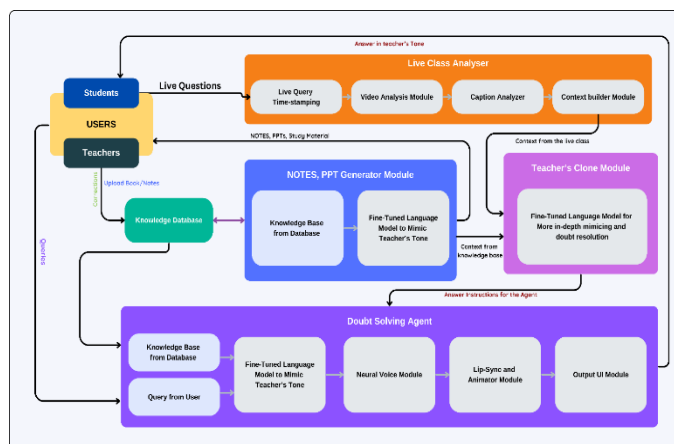


Fig. 1: Data-Flow Diagram of Virtual Tutor components

Here's the elements of the app architecture:

A. Frontend:

The user interface of the students and teachers is the front-end. The application is dynamic and responsive with a range of graphics-intensive features owing to development with React.js and Three.js for 3D interactions. (Fig. 2) Students can view notes or solutions, upload books, and ask questions during live class using an easy-to-use user interface.

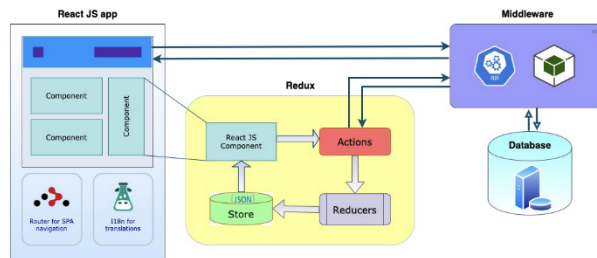


Fig. 2: Front-end architecture

B. Backend:

The backend serves as the intermediary that bridges the frontend with the machine learning and artificial intelligence modules. made with *Node.js* and *Express.js*, it handles user requests, executes queries and forwards them to the required AI modules. Also the backend is tasked with creating API endpoints for fetching data, handling user-uploaded learning content files, and giving real-time feedback. It has been optimized to support multiple sessions at once, hence giving optimal performance even during peak usage. (Fig. 3)

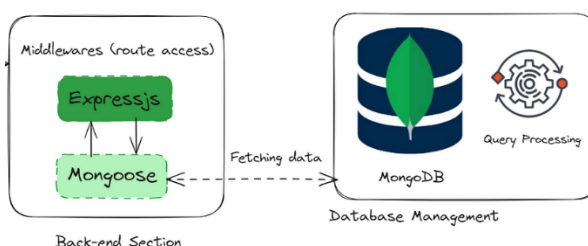


Fig. 3: Backend architecture

C. Database:

The backend uses MongoDB as the database to hold documents, user data, notes, summaries, and chat history. MongoDB can handle a lot of unstructured data, and therefore it's ideal for holding different types of learning content - multimedia content and learner interactions.

D. NLP Module (AI/ML Module):

The interactive module of artificial intelligence is the central capability of the system, which is designed to respond to user queries, and assist learning processes. The module utilizes natural language processing algorithms to process user inputs and generate appropriate outputs. (Fig.4)

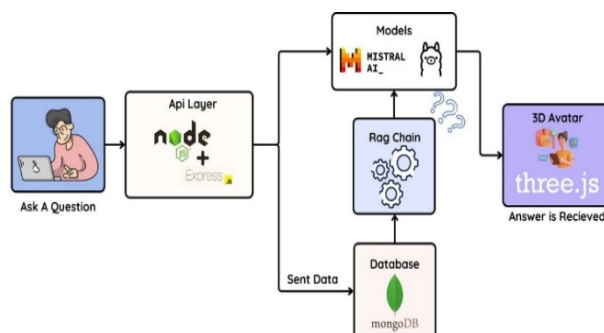


Fig. 4: AI module architecture

- 1) *Contextual*: The chatbot is context sensitive and can sustain a conversation. It refers to prior messages so as not to give a repeat response or an incorrect answer.
- 2) *Natural Language Processing (NLP)*: The module employs NLP engine such as GPT or BERT to tokenize student queries, determine intent and return information.
- 3) *Voice Integration*: The AI agent can give voice/text response as desired by the user. It uses Google TTS neural voices API to give voice to the text in natural form and intonations.
- 4) *Task Management*: The chatbot may do administrative tasks too like booking courses, giving links to course material and answering FAQs regarding the topic and course.

E. Notes Generation Module:

This module utilizes artificial intelligence-driven summarization algorithms to generate concise and readable course notes, lecture notes, or any text-based material. Such functionality is useful for students who want to gain rapid access to important points.

- 1) *AI Summarization*: The application employs sophisticated artificial intelligence algorithms such as GPT to scan lengthy pieces of text and determine significant details.
- 2) *Resizable and custom Notes*: The student is able to order notes according to specific lessons, chapters or topics. The AI adjusts according to the level of learning of the student and produces notes according to their requirements.
- 3) *Integration with Course Content*: The notes are integrated with course material so that students can read the actual material and the synthesized notes in parallel.
- 4) *Download Functionality*: The student is free to download their notes at their convenience, in any file type, like PDF and MS Word documents.

IV. KEY FEATURES AND INNOVATIONS

Virtual Tutor combines advanced artificial intelligence technologies, interactive user involvement, and individualized learning patterns to introduce a new generation of immediate educational support.

A. Real-Time Doubt Resolution:

The essence of Virtual Tutor is real-time doubt solving. The system applies Cohere's RAG pipeline to retrieve curriculum mapped data from a knowledge base and produce answers to the question asked by the user. The system is able to answer complicated academic queries on different subjects and provide correct context sensitive responses.

B. Handwritten Document Support:

One of the unique features of Virtual Tutor is that it has the ability to read and interpret handwritten text. Through the utilization of a state-of-the-art OCR module, pre-trained to recognize scanned papers and class notes, the system is able to digitize non digital material and incorporate it into the learning process.

C. Auto Note Taking & PPT Generation:

The system creates notes by finding the key themes and then putting them into organized formats. Moreover, it also enables the transformation of these texts into interactive PowerPoint presentations, thus helping students to learn important topics efficiently and prepare for exams in an efficient way.

D. Avatar Interaction:

The 3D tutor human-like avatar interacts with real-time user queries and uses facial expressions, gestures and lip synced voice to provide an interactive and engaging learning experience. The avatar enhances the interaction to make the learning process more natural and human like.

E. Live Class Integration:

The Virtual Tutor is designed to be incorporated into real classrooms. The software is able to record video streams, identify student questions, and send immediate responses via chat or direct messaging (DM) to supplement classroom participation.

F. Gamification:

To motivate and engage students further, the platform incorporates gamification elements including learning milestones, badges, and leaderboards. These features encourage students to participate in their activities in full and keep track of their progress.

V. EVALUATION METHODOLOGY

A pilot trial of 2 weeks was conducted for 20 students in two colleges to check the performance of Virtual Tutor to see what works and how the system has to be enhanced, if necessary. Different types of content like live video, scanned notes, and PDF were made available to the students.

A. Metrics Evaluated:

- 1) QA Accuracy: Accuracy of the question-answering system was measured, which was reported as having an accuracy percentage of 91.3%.
- 2) Summarization: The accuracy of the summarization task was confirmed and it was found that the system was 89.6% accurate in identifying key topics and generating useful study notes.
- 3) Satisfaction with Avatar Interaction: Satisfaction with interacting with the three-dimensional avatar was measured, and 93% of the participants were satisfied.

B. Feedback Highlights:

- 1) 80% of the students indicated that they gained more confidence learning on their own through the platform.
- 2) 72% considered the avatar's communication style to be "natural" or "very natural."
- 3) Over 60% of the students required extra language help in languages other than Hindi and English.

VI. SECURITY AND PRIVACY CONSIDERATIONS

Confidentiality, integrity, and user data security are of prime importance to the Virtual Tutor platform. Due to the sensitive nature of learning material and individual learning information, the following stringent precautions are followed:

A. Authentication and Authorization

The system relies on industry standard JWT (JSON Web Token) based authentication for checking user identity. Role based access control (RBAC) is implemented to check that different types of users (students, tutors, administrators) only view what is relevant to them. Multi-factor authentication (MFA) will be added in subsequent releases to provide an additional level of security on logins.

B. GDPR and Data Privacy Compliance

Virtual Tutor is fully GDPR compliant. Data collection is user transparent and users have the option to give active consent for data usage. Users are able to see, edit or delete their personal data at will. There are custom APIs to erase data on demand, in line with "right to be forgotten" requirements.

C. Secure Session Management

Effective session management is also going to prevent unauthorized access via idle sessions. The features include:

- 1) Logoff automatically upon inactivity.
- 2) Token timeouts and renewal periods for session integrity.
- 3) IP anomaly detection (planned future development) to watch for suspicious logon activity.
- 4) All session tokens are stored safely and transmitted over HTTPS and never display any sensitive credentials on the client side.

VII. FUTURE WORK

The Virtual Tutor platform has a strong base for smart and engaging learning. To enhance it further and expand its reach, the following features are the next in line:

A. Regional Language Support

For greater accessibility and inclusivity, the platform will be enabled for more regional languages than just English and Hindi. This support for multiple languages will overcome the language barrier and bring quality learning to everyone.

B. Native Android and iOS Apps

Though the existing platform supports PWA (Progressive Web App) for web usage, the roadmap ahead includes native apps for Android and iOS platforms. Native apps will provide improved performance, offline learning and improved user experience particularly for mobile first users.

C. Fine-Tuning of Large Language Models (LLMs)

The system will be custom tuned for exam preparation and academic contexts using domain specific, exam focused question datasets. Custom models will provide more accurate and context-sensitive answers in sync with academic curriculum and assessment frameworks.

D. Learning Management Systems (LMS)

Virtual Tutor will be incorporated with widely used LMS like Moodle and Google Classroom. LMS integration will enable seamless assignment management, grading sync and automatic monitoring of performance so institutions have just one platform for learning.

E. Teacher Dashboard

A teacher dashboard will be released whereby teachers will be able to build and share assignments, monitor live class attendance, monitor student performance statistics and develop progress reports. This will make it possible for teachers to activate hybrid learning and personalize instruction through real time data.

VIII. CONCLUSION

With virtual tutors AI learning has become more personalized, dynamic and very interactive for learners. Virtual tutors help students learn while helping teachers prepare and adapt lessons through robust multimodal architectures that can process text, speech, handwritten content and video information. By combining real-time interaction, adaptive feedback, emotional intelligence through avatars and multilingual access, these solutions bridge the gaps in both physical and digital learning. With continuous advancements in AI, NLP and human computer interaction virtual tutors will be part of the digital classroom of the future. They will enable lifelong learning, critical thinking and student autonomy and better learning outcomes. Virtual tutors will democratize access to great education all over the world because learning ecosystems will continue to evolve to make learning even more effective, personalized and inclusive than before.

REFERENCES

- [1] Z. Xu, "AI in education: Enhancing learning experiences and student outcomes," ResearchGate, 2024. [Online]. Available: https://www.researchgate.net/publication/379259445_AI_in_education_Enhancing_learning_experiences_and_student_outcomes
- [2] L. Chen and K. Zhao, "Improving Deep Learning based Optical Character Recognition via Neural Architecture Search," ResearchGate, 2020. [Online]. Available: https://www.researchgate.net/publication/346700450_Improving_Deep_Learning_based_Optical_Character_Recognition_via_Neural_Architecture_Search
- [3] A. Sawant, R. Shinde, and V. Bankar, "NLP-based smart decision making for business and academics," Scientific African, vol. 22, 2024. [Online]. Available: <https://www.sciencedirect.com/science/article/pii/S2949719124000384>
- [4] S. Roy, R. Dubey, S. Sen, and S. S. Bhattacharjee, "Automated Article Summarization using Artificial Intelligence Using React JS and Generative AI," ResearchGate, 2023. [Online]. Available: https://www.researchgate.net/publication/371970897_Automated_Article_Summarization_using_Artificial_Intelligence_Using_React_JS_and_Generative_AI
- [5] A. Jain, S. S. Wagh, and R. S. Hegadi, "Detection of Sarcasm through Tone Analysis on video and Audio files: A Comparative Study On AI Models' Performance," ResearchGate, 2021. [Online]. Available: https://www.researchgate.net/publication/357833799_Detection_of_Sarcasm_through_Tone_Analysis_on_video_and_Audio_files_A_Comparative_Study_On_Ai_Models_Performance



10.22214/IJRASET



45.98



IMPACT FACTOR:
7.129



IMPACT FACTOR:
7.429



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089  (24*7 Support on Whatsapp)