



Project Brief

Clymb, founded in Baltimore, Maryland, United States, is designed to help young people increase resilience, make responsible decisions, cultivate empathy, and reduce stress. Using interactive assessments, the platform delivers personalized learning plans based on CASEL's five socio-emotional competencies. Clymb's mission is to support youth's socio-emotional development through a comprehensive digital solution that includes various interactive and Al-driven features.

Key Challenges

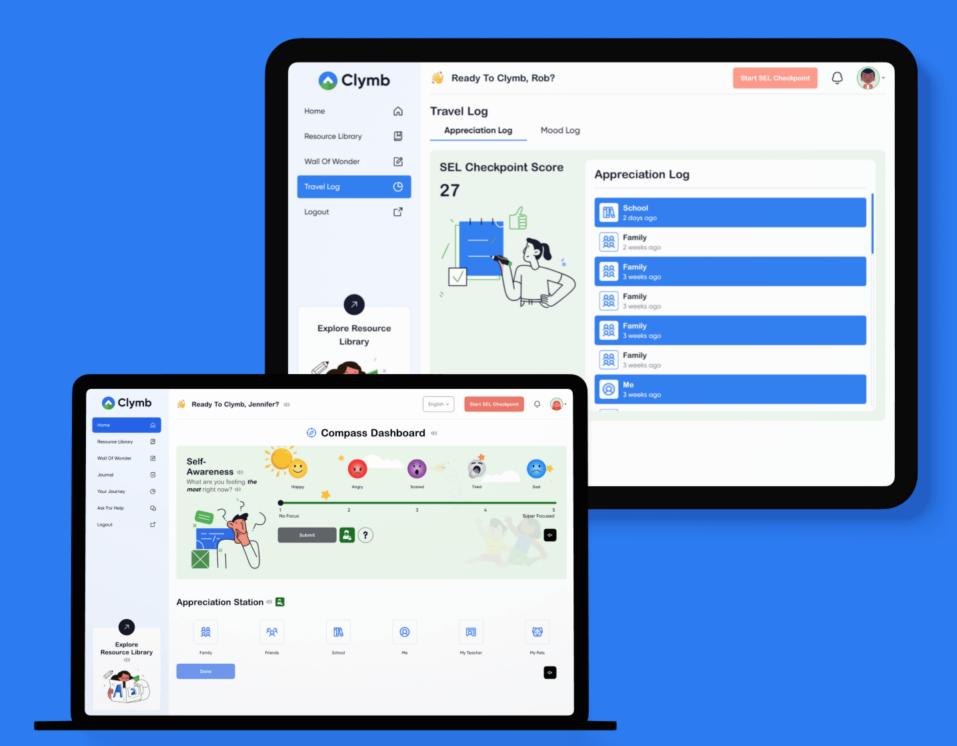
- Targeting a young audience from K-12 grades.
- Ensuring seamless data exchange with Clever.
- Transitioning from numeric scores to text-based suggestions.
- Implementing dynamic intervals for diverse user personas.
- Enhancing predictive capabilities for resource recommendations.
- Customizing the interface based on user grades.
- Encouraging open sharing through the Wall of Wonder.
- Providing easy-to-use data download and comparison features.
- Facilitating partnerships to ensure the well-being of employees' children.
- Expanding to renowned schools and districts.

Solution Delivered

- Using Random Forest algorithm to improve accuracy.
- Customizing feedback surveys based on user criteria.
- Tailoring interfaces for different grades.
- Implementing the Wall of Wonder for Youth expression.
- Providing graphical data downloads.
- Creating modules for corporate tie-ups.
- Successfully integrating renowned schools and districts.
- Securing investor funding and government grants.

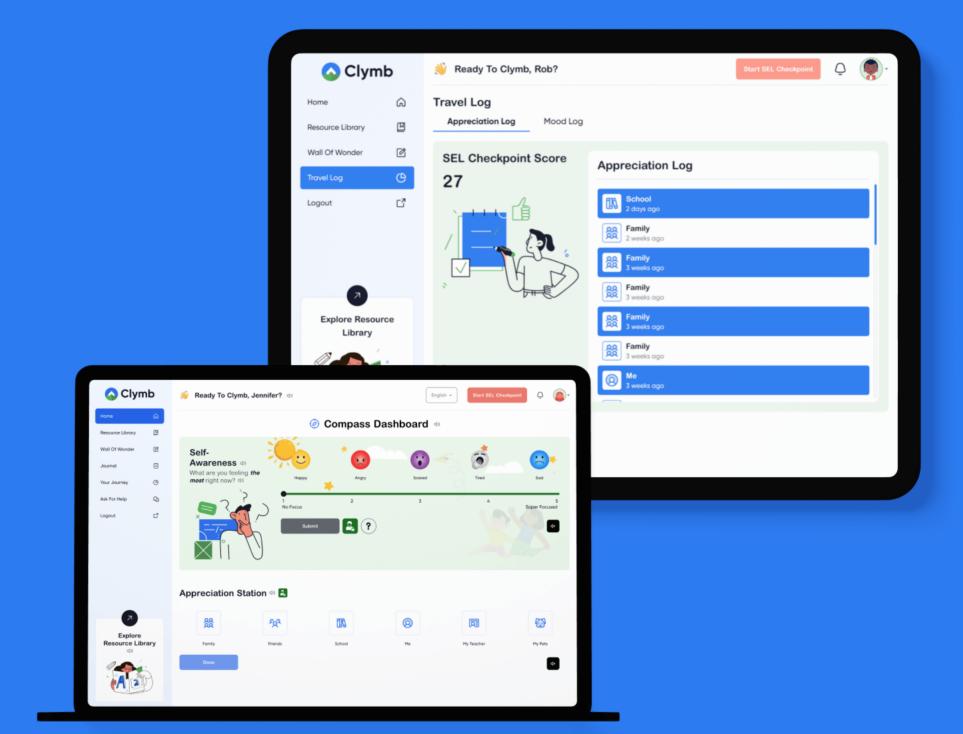
Highlighted Features

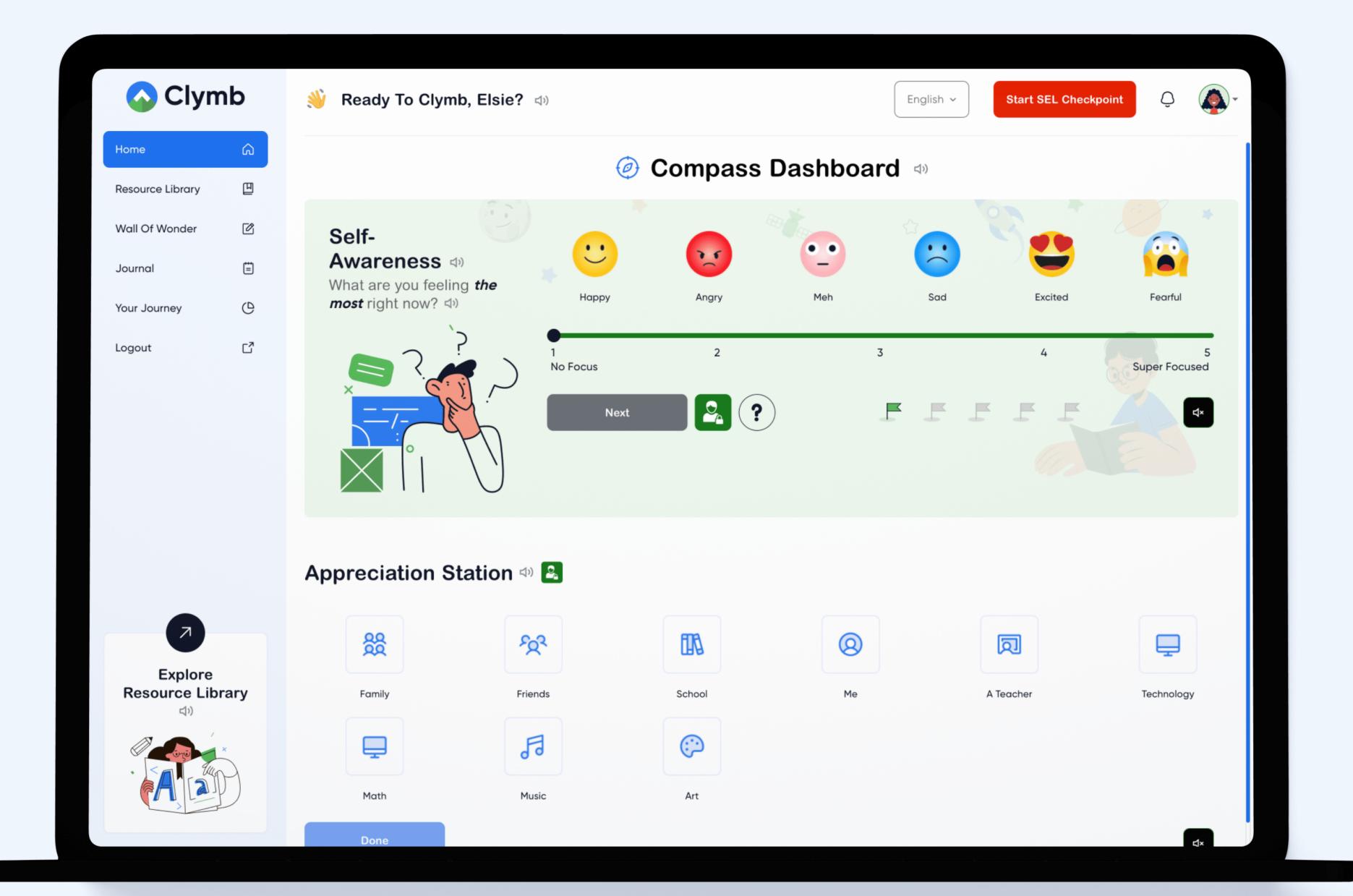
- **Compass Dashboard:** Students can express their socio-emotional well-being and receive personalized content.
- **Wall of Wonder:** A feed for students to share thoughts, content, images, and achievements.
- **Resources Library:** A digital library with articles and videos to improve social and emotional well-being.
- **Journal:** A digital diary for students to note daily thoughts and moods, shareable with champions and parents.
- **Badges & Streaks:** Encouragement through badges and streaks for completed activities.
- **Feedback Survey:** Surveys to gather user experience and feature feedback.
- **SEL Assessment:** Monthly surveys to measure social and emotional learning skills.
- Youth's Journey: A log of activities accessible from the dashboard.

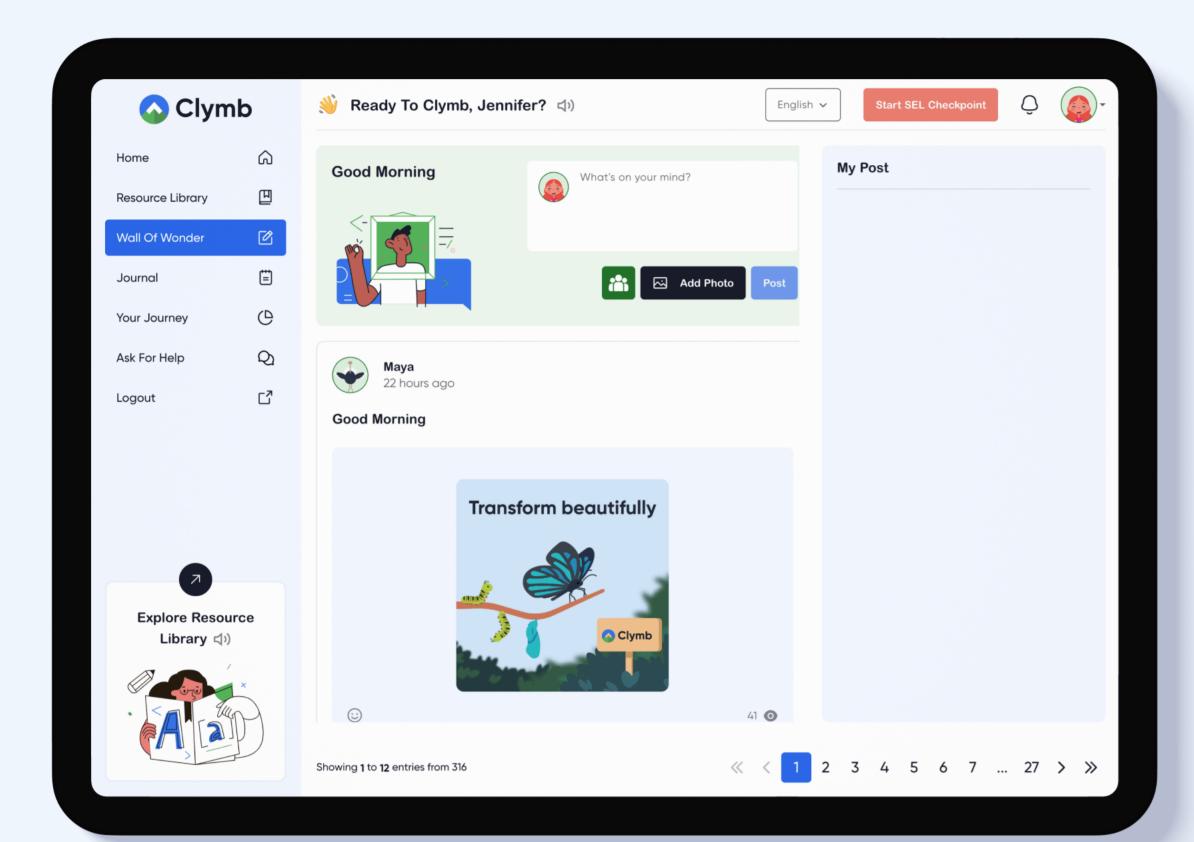


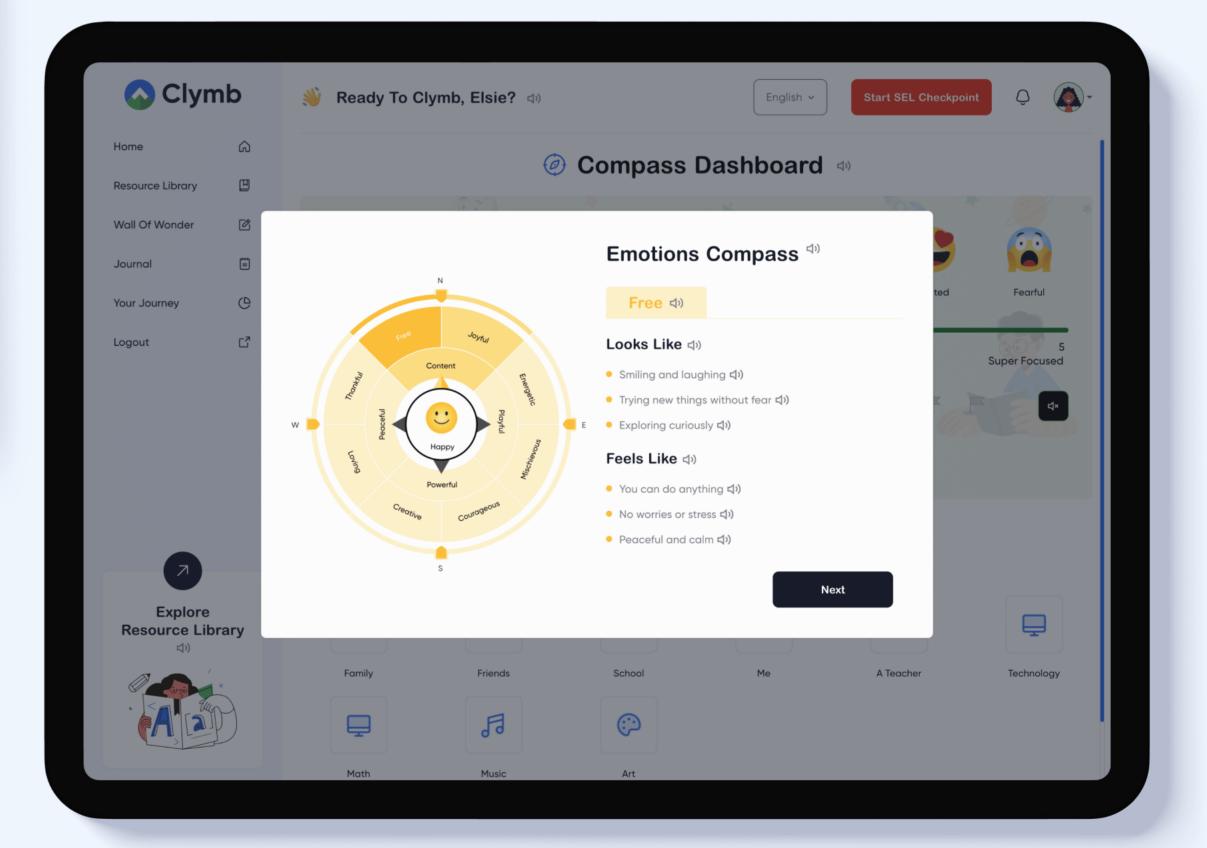
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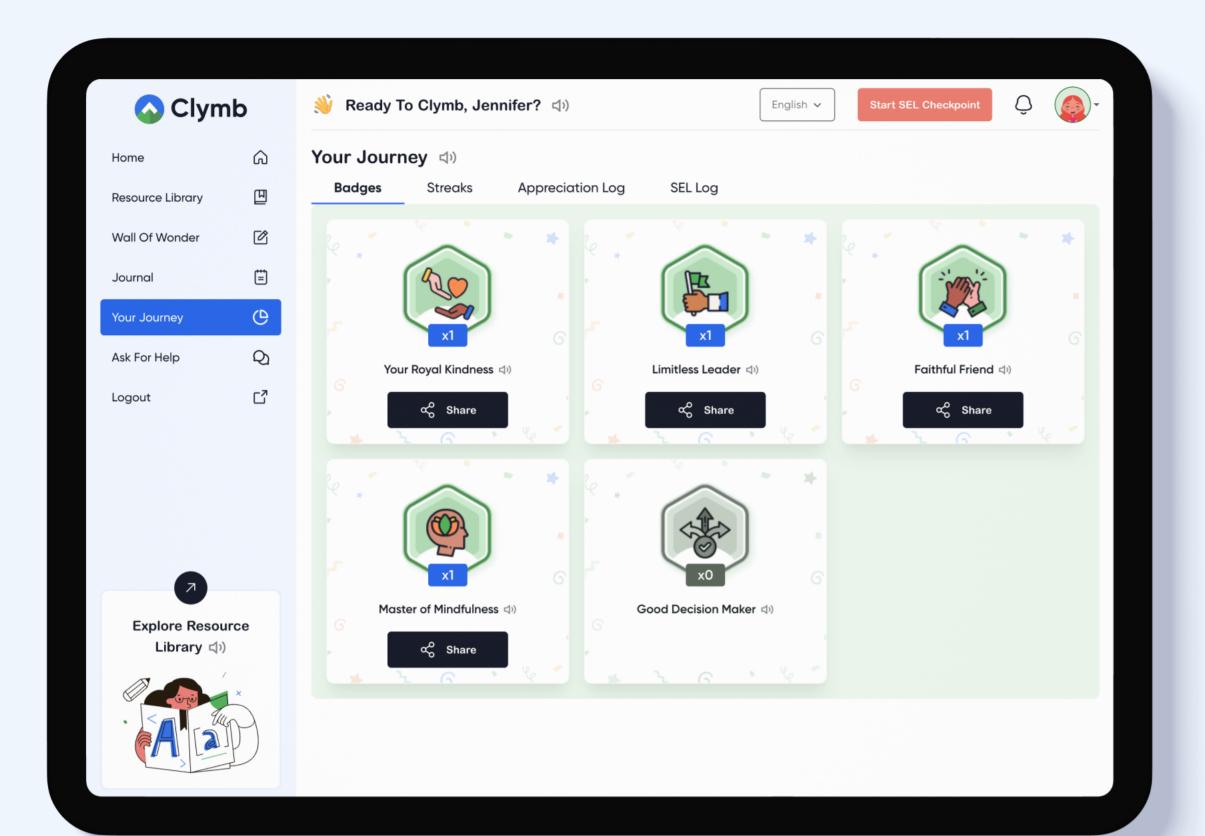
- **Data Dashboard for Master Admin:** Monitoring platform usage and managing accounts.
- **Al-based Recommendations:** Predictive resource suggestions based on user inputs.

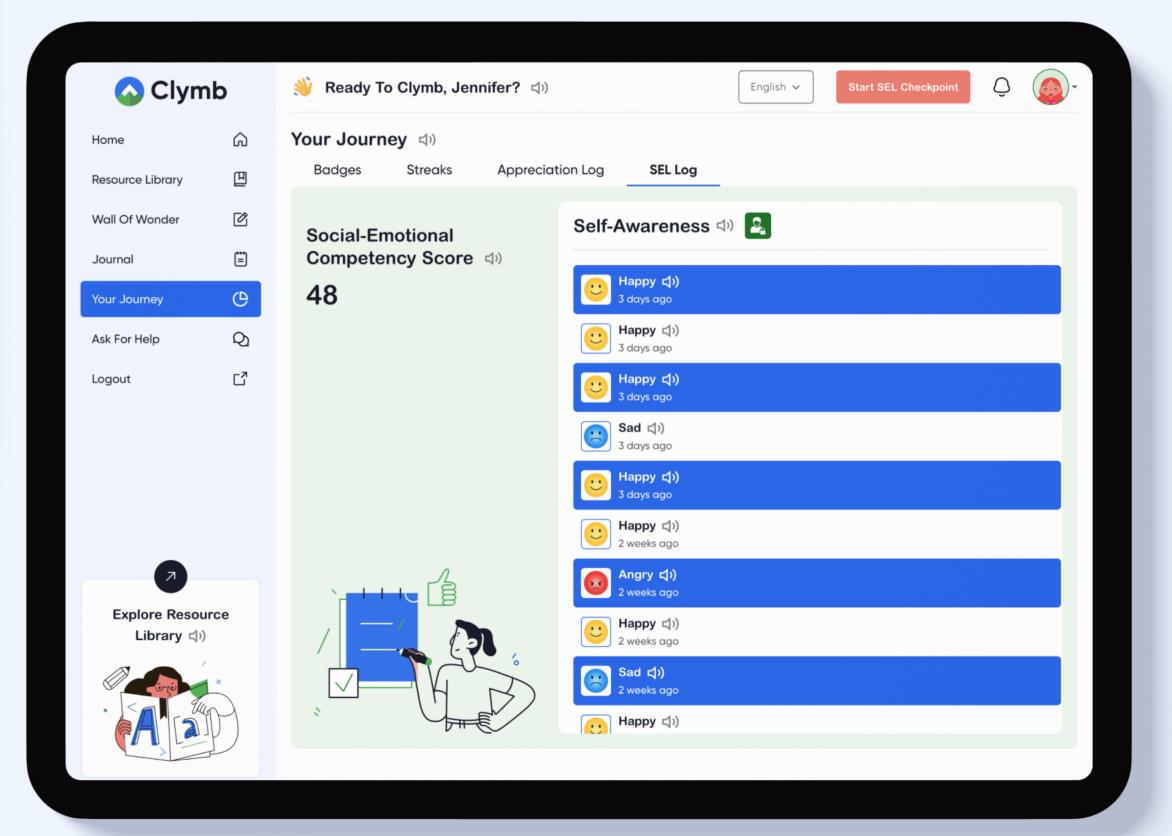


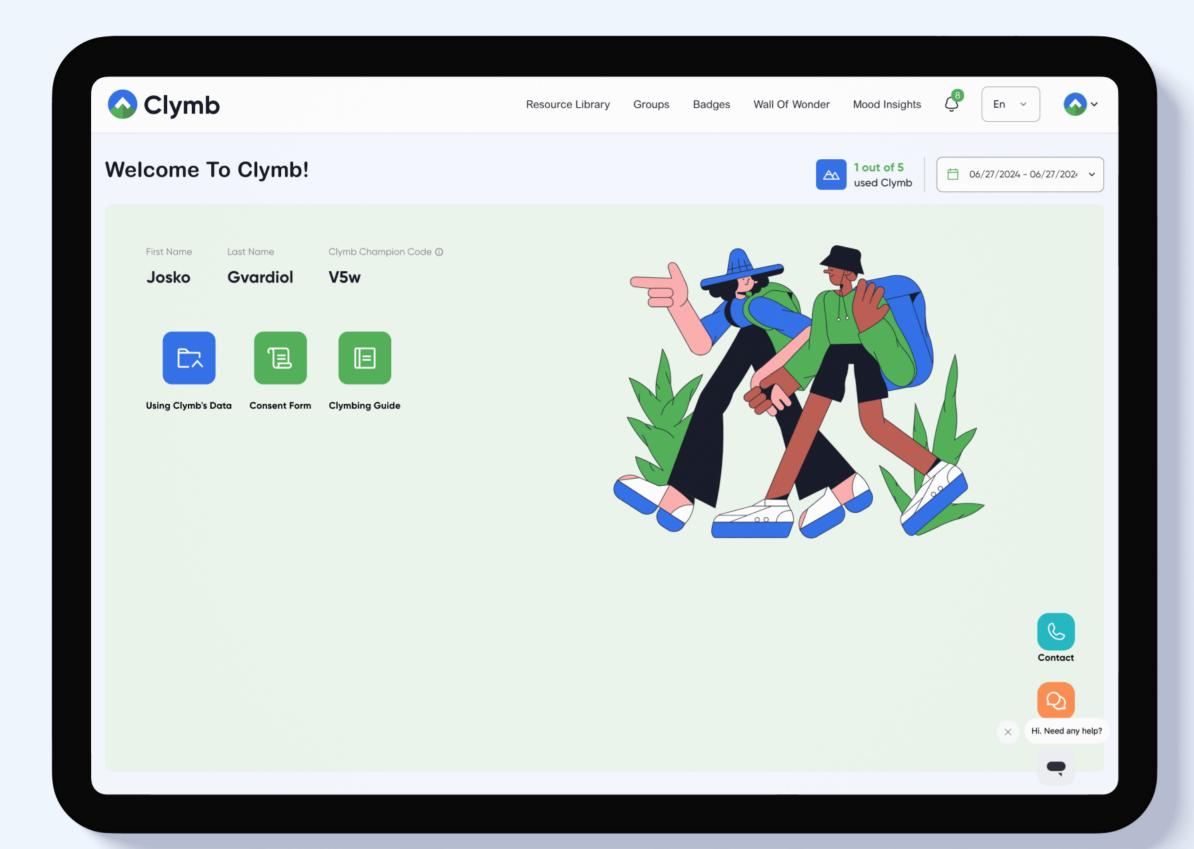


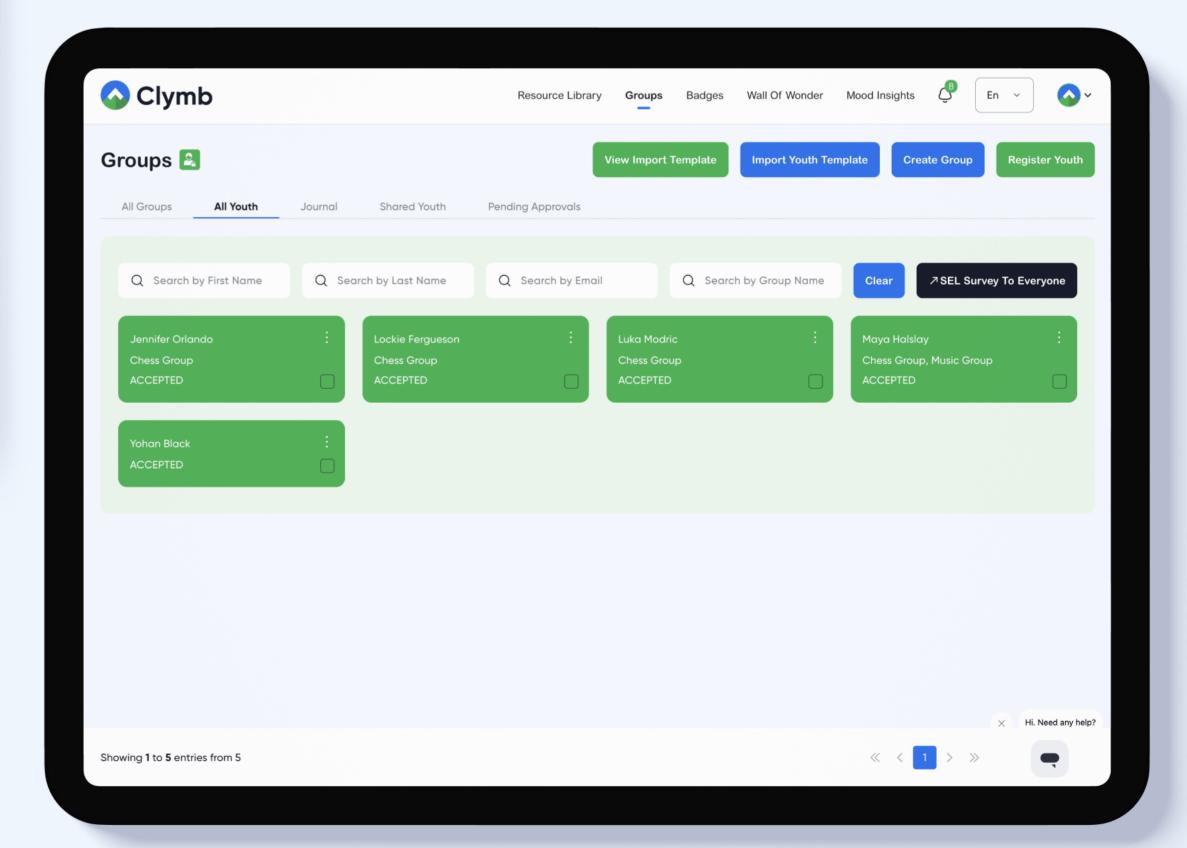


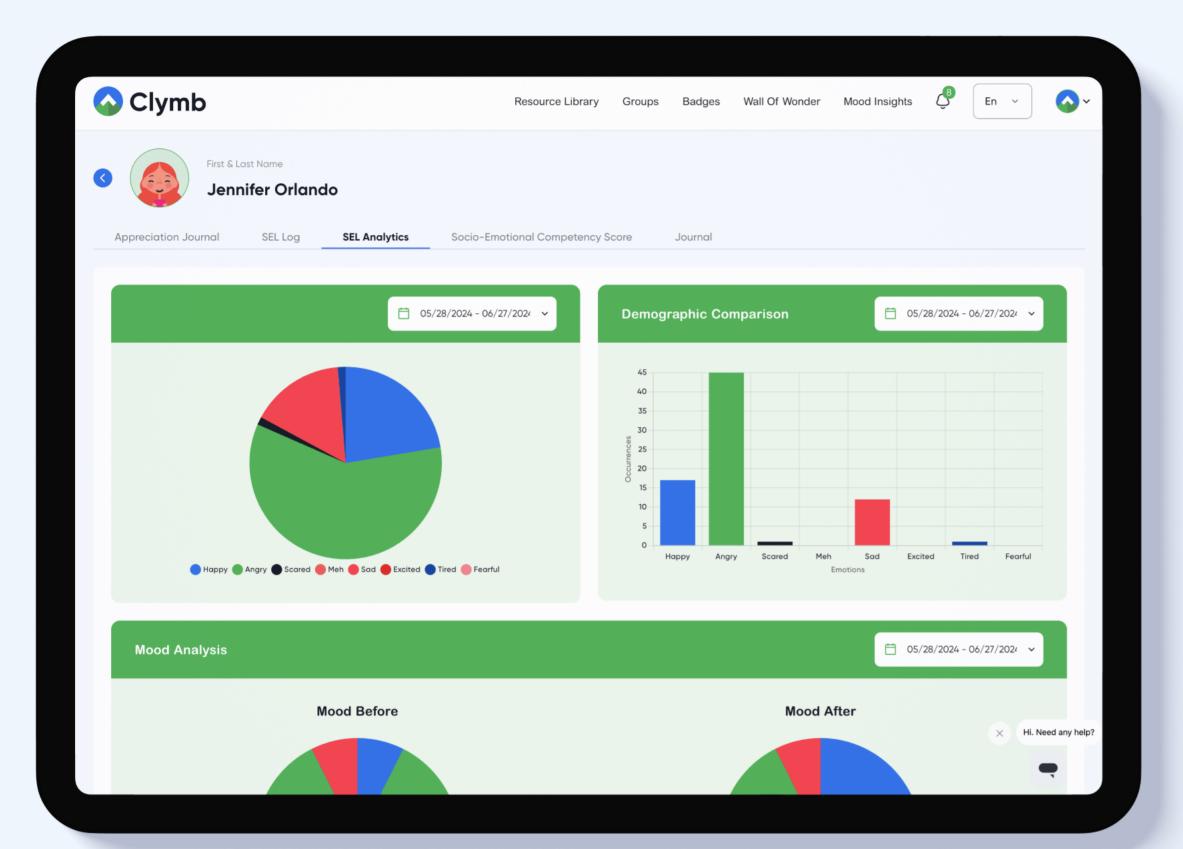


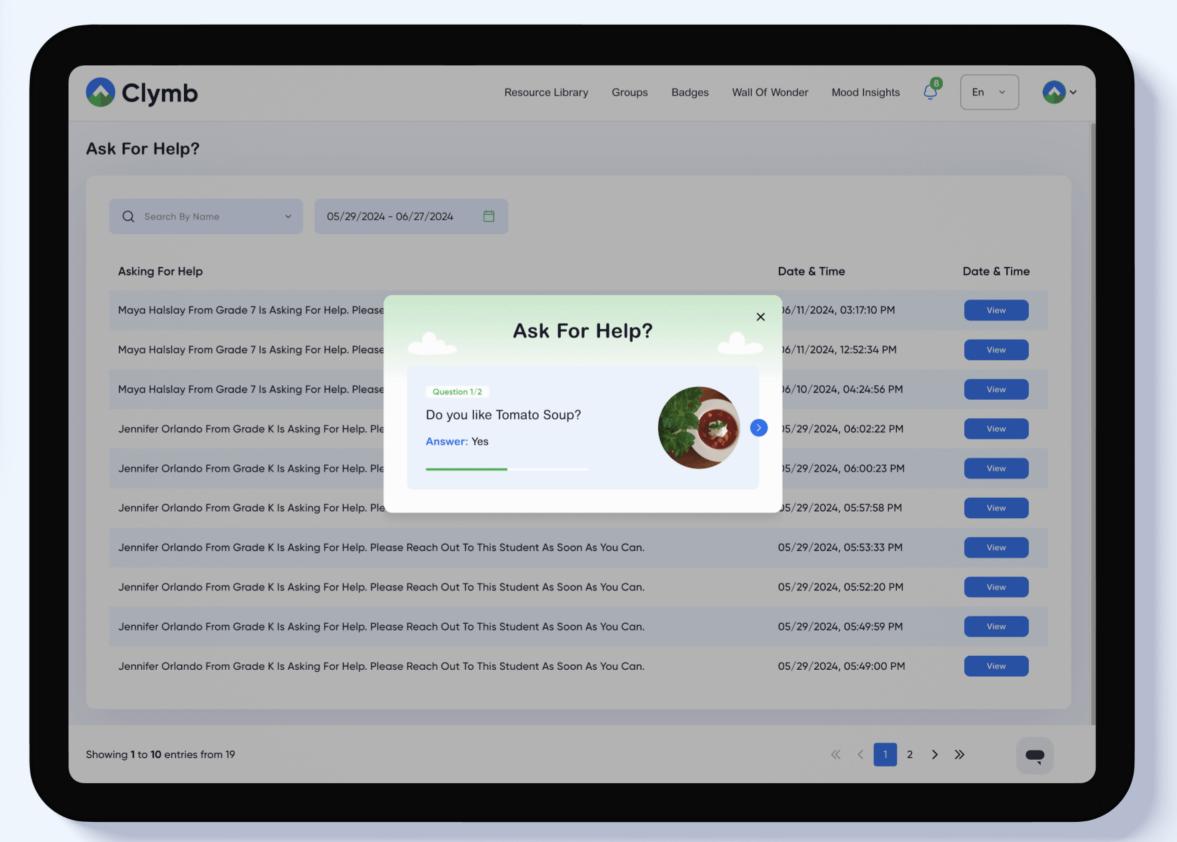
















Technology Overview

- Web Framework
 Java Spring Boot
- Programming Language
 Java, TypeScript
- Design ToolFigma

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UI Framework

Angular

Database

MySQL

Industry Domain

EduTech