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Understanding Growora – The Aura of Growth and the Path to Free Learning for All

[1]Prof. Y. L. Tonape, [2]Chaitali Johari, [3]Mahevish Pathan, [4]Anuradha Chinchkar, [5]Kranti Chavan
[1 2 3 4 5]Department of Computer Engineering
SB Patil College of Engineering, Indapur, Pune, India

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Abstract

Growora – The Aura of Growth, Unlock Future with Free Learning proposes a peer-to-peer digital learning platform that redefines e-learning by emphasizing free accessibility, collaboration, and real-time interaction. Unlike conventional platforms limited to paid subscriptions and pre-recorded content, Growora integrates modules for live sessions, community-driven collaboration, smart peer matching, growth tracking, and gamified progress milestones. Learners and teachers engage in direct knowledge-sharing through chats, optional face-to-face learning, and localized peer connections. A personalized growth dashboard enables progress tracking with badges, reminders, and milestones, while peer ratings and reviews ensure quality assurance and trust. By fostering community-driven learning, Growora aims to empower individuals to share and acquire skills without financial or institutional barriers.

Technically, the system formalizes matching, tracking, and evaluation into measurable functions and algorithms: smart matching (skill, interest, location, and availability vectors), gamified reward-point arithmetic for sustained engagement, progress evaluation through skill-to-skill exchange logs, and composite growth indices. The architecture leverages cloudbacked orchestration for live interaction, lightweight scheduling pipelines for reminders, and gamified scoring systems optimized for scalability in e-learning environments. The design anticipates failure conditions (session disruptions, mismatched peers, unreliable scheduling sync, or community inactivity) and prescribes success criteria (seamless user registration, functioning live sessions, effective smart matching, accurate growth tracking, and sustained peer participation). Evaluation will combine system-level performance testing (session stability, latency, matching accuracy) with learning engagement metrics (active user growth U, skill exchange rate S, progress score $P \in [0,100]$) to demonstrate practical impact on interactive, free, and community-driven education.

Introduction

Growora – The Aura of Growth, Unlock Future with Free Learning introduces a nextgeneration peer-to-peer education platform designed to overcome the limitations of conventional e-learning systems. Existing platforms primarily depend on subscription-based access, pre-recorded lectures, and one-way content delivery, which often restrict learner engagement, affordability, and personalization.

As a result, many learners remain passive participants rather than active contributors to their own growth journey. Growora addresses these gaps by offering a free, interactive, and community-driven environment where learners and teachers connect directly for live sessions, collaborative discussions, and optional face-to-face knowledge exchange. The platform integrates features such as smart peer matching, gamified progress tracking, and reputation-based feedback to ensure quality, trust, and inclusivity in collaborative learning.

Literature Survey

1. Loureiro, P.; Gomes, M.J. Online Peer Assessment for Learning (2023)
This paper addresses the lack of active student engagement in peer evaluation. The authors propose an online peer assessment framework that enables students to participate more effectively in grading and feedback. The system demonstrates improvements in engagement and fairness compared to traditional approaches. Its relevance lies in showing how scalable peer grading can be applied in MOOCs and blended learning. The limitation is that the framework needs further testing in diverse learning environments to ensure robustness across disciplines.

2. Chambers, J. et al. - Online Medical Education Using a Facebook Peer-to-Peer Learning Platform (2023)
This work explores how peer-to-peer learning on Facebook was used to overcome disruptions in medical education during COVID-19. The study shows that medical students benefited from interactive discussions, peer support, and content sharing via the platform. While effective in times of crisis, the reliance on a social media platform raises issues of professionalism and data governance. The future scope includes integration with professional medical education platforms for long-term use.

3. Zhang, Y.; et al. - The Role of Platform Design in Online Peer Feedback (2025)
Zhang and colleagues evaluate different peer feedback systems, emphasizing that current designs lack effectiveness. Through experimental comparisons of feedback interfaces, the paper demonstrates how interface design significantly influences the quality and usefulness of peer feedback. The contribution is important for adaptive systems, but the limitation lies in its controlled experimental setting. The future direction points to the development of adaptive peer feedback environments that adjust dynamically to learners' needs.

4. Reid, P.; Chau, M.; Thalluri, J. - Students' Experience and Evaluation of Peer-to-Peer Learning Innovation (2022) This study investigates how at-risk students struggle to engage and perform in traditional settings and evaluates a "Study Buddy" peer support system. Findings indicate that structured peer-to-peer interaction improves both engagement and performance. However, the scope of the study was limited to specific institutions. The future scope involves expanding such systems to multiple universities and analyzing their broader impact on diverse student populations.

5. Brown, L.; et al. - Formative Peer Assessment in Research Methods Using an Online Platform (2022)
The paper highlights the difficulty students face in mastering research methods and proposes an online formative peer assessment system. This approach encourages active learning by allowing students to evaluate peers' research work while improving their own understanding. The work demonstrates promising results, but it is limited to specific subjects. Its future scope is to expand into interdisciplinary education where research methods are widely applied.

6. M. Bhagya, Meena Sri - Peer-to-Peer Skills and Knowledge Exchange Platform (2025) This study addresses the limited availability of free peer-driven learning platforms by presenting a web-based exchange for skills and knowledge. The platform allows learners to share expertise while employing AI-driven matching and gamification to enhance user engagement. The proposed system fills a gap in affordable learning opportunities, though it is in early development. Future scope includes refining the AI-driven features and scaling the platform for global use.

7. Chiang, C-W.; Kasunic, A.; Savage, S. - CrowdCoach: Peer Coaching for Crowd Workers' Skill Growth

The paper proposes a microtask-based peer coaching model to support crowd workers in skill development. The findings show that structured coaching improves worker performance and long-term growth. However, the study mainly focuses on controlled pilot cases. The future scope involves extending this approach to broader gig economy platforms.

8. Vanhaesebrouck, P.; Bellet, A.; Tommasi, M. - Decentralized Collaborative Learning of Personalized Models (2016)
This research critiques centralized machine learning systems for restricting personalization and proposes a decentralized peer-to-peer learning approach. It demonstrates that collaborative learning can enable personalized models while preserving privacy. The study is significant for federated learning applications but faces challenges in coordination and scalability. Future scope emphasizes adapting these techniques to large-scale federated learning environments.

9. Noorani, S.F.; et al. - Fostering Peer Learning Through a Game-Theoretical Approach (2019)
This paper explores how game theory-based collaboration can improve peer learning, especially in blended courses where motivation is low. The model fosters participation and fairness in collaborative tasks. While effective, the model requires
complex setup and monitoring. The future scope involves expanding gamified learning techniques to MOOCs for scalable impact.

10. Piech, C.; Huang, J.; Chen, Z.; et al. - Tuned Models of Peer Assessment in MOOCs (2013)
The paper investigates the biases and inaccuracies present in peer grading systems within MOOCs. The authors propose bias correction algorithms to enhance grading accuracy. This work is important for large-scale online learning platforms. However, it is limited to algorithmic solutions without addressing social or motivational factors. The future scope is the development of adaptive peer grading models that balance algorithmic correction with learner engagement.

Research Gap

1. Current peer-to-peer learning platforms demonstrate progress in gamification, AI- based matching, and collaborative learning, but lack an integrative solution tailored to combine free access, real-time sessions, and community-driven collaboration.

2. Existing peer assessment and feedback models are promising but often tested in limited academic contexts; there is a lack of generalized frameworks that ensure fairness, adaptability, and trust across diverse learners.

3. Gamification techniques improve engagement, but scalable, fraud-resistant reputation and incentive mechanisms for peer-to-peer education are underexplored.

4. Many studies emphasize technical features or algorithms but neglect user experience, onboarding, and community governance, which are critical for long-term adoption in free learning ecosystems.

5. Operational playbooks for sustaining active, diverse communities of learners remain largely absent, making it difficult to translate promising prototypes into sustainable platforms.

Problem Statement

The fragmented e-learning ecosystem combined with costly, one-way, and subscriptiondriven models causes limited accessibility, reduced engagement, and lack of personalization. Learners face barriers such as passive pre-recorded content, absence of real-time interaction, and minimal community collaboration, leading to ineffective knowledge exchange. A unified, scalable peer-to-peer platform is needed with free access, smart skill matching, gamified growth tracking, community-driven collaboration, and real-time interactive sessions to enable engaging, transparent, and personalized digital learning for all.

Conclusion

Growora – The Aura of Growth, Unlock Future with Innovation and Collaboration – is envisioned as a holistic platform that empowers learners, professionals, and communities by fostering peer-to-peer learning, smart skill matching, and real-time collaboration. By integrating gamified progress tracking, inclusive design, and transparent growth monitoring, Growora addresses limitations of traditional

education and professional development systems. The platform ensures equitable access, community-driven knowledge exchange, and scalable future-readiness, positioning itself not just as a digital tool but as a movement to democratize learning, unlock opportunities, and build a sustainable culture of continuous growth and innovation for all.

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