International Journal of Advances in Engineering and Management (IJAEM)
Volume 8, Issue 5 May. 2026, pp: 59-62 www.ijaem.net ISSN: 2395-5252

Root of Knowledge

[1]Kuldeepak Kushwaha, [2]Prof. Gaurav Mishra, [3]Ms. Khushnuma Ashraf,
[4]Ms. Archana Singh,[5]Mr. Sanjay Kumar Pandey
Department of Master of Computer Applications, Shri Ramswaroop Memorial College of Engineering and Management, Lucknow India

Date of Submission: 25-04-2026 Date of Acceptance: 04-05-2026

ABSTRACT: Root of Knowledge 3.0 is a next-generation cognitive intelligence platform designed to bridge the gap between ancient knowledge and modern innovations. It introduces a unique Perception Reality Engine that analyses how information evolves, spreads, and is perceived across different communities. The system incorporates advanced concepts such as Reality Drift Model, Truth Resonance Index, and Cognitive Impact Mapping to provide deeper insights into information authenticity and influence. Additionally, the platform integrates interactive timelines, maps, and audio-visual storytelling to create an immersive learning experience. Modern technologies like Next.js, Tailwind CSS, GSAP, and Elasticsearch are used to enhance performance, search, and visualization capabilities.

KEYWORDS: Perception Reality Engine, Reality Drift, Trust Score, Knowledge Evolution, Data Visualization

I. INTRODUCTION

In the modern digital era, knowledge exists in two parallel forms—ancient wisdom preserved through history and modern innovations driven by technology. However, these two domains are often disconnected, making it difficult for users to understand how past discoveries influence present advancements. Additionally, the rapid spread of information across digital platforms has created challenges in identifying authentic knowledge, understanding its origin, and analyzing how it evolves over time. Most existing systems either

focus on historical data or current technologies but fail to provide a unified, interactive platform that connects both in a meaningful and engaging way.

To address this gap, **Root of Knowledge** is proposed as an innovative platform that bridges ancient knowledge with modern intelligence. The system provides an interactive environment where users can explore the evolution of ideas through timelines, maps, and immersive audio-visual storytelling. It not only traces the origin of knowledge but also highlights how it has transformed and influenced modern innovations. By integrating modern web technologies and advanced visualization techniques, Root of Knowledge enhances user engagement and simplifies complex information into an intuitive and exploratory experience. This approach enables users to gain a deeper understanding of the continuity of knowledge, making learning more meaningful, interactive, and insightful.

II.PROBLEM STATEMENT

Modern knowledge systems are fragmented and lack integration between historical insights and contemporary innovations. Users often face challenges in understanding the evolution of knowledge, and most platforms fail to provide interactive and engaging learning experiences. Additionally, misinformation spreads rapidly, and existing systems do not effectively analyze perception, bias, and transformation of data.

III.PROPOSED SOLUTION

Root of Knowledge 3.0 provides an interactive platform that connects ancient and modern knowledge through dynamic visualization and intelligent analysis. It introduces the Perception Reality Engine to analyze information perception, Reality Drift Model to track transformation, and Truth Resonance Index to measure authenticity. The platform also includes interactive timelines, maps, and storytelling features to enhance user engagement.

IV. LITERATURE REVIEW

[1]Interactive Knowledge Systems**:** Several studies have explored digital platforms that present knowledge through interactive timelines and visual storytelling. These systems improve user engagement and help simplify complex historical and scientific information.

International Journal of Advances in Engineering and Management (IJAEM)
Volume 8, Issue 5 May. 2026, pp: 59-62 www.ijaem.net ISSN: 2395-5252

[2] Information Visualization Techniques: Research in data visualization highlights the importance of charts, maps, and graphical representations in making large datasets understandable. Interactive visuals enhance user experience and support better decision-making.
[3]Modern WebTechnologies: Technologies such as Next.js, Tailwind CSS, and animation libraries like GSAP have been widely used to create responsive and visually appealing web applications, improving performance and usability.
[4] Search and DataRetrieval Systems: Advanced search engines like ElasticSearch enable fast and accurate retrieval of information, allowing users to explore large knowledge bases efficiently.
understandable. Interactive visuals enhance user experience and support better decision-making.

V.TECHNOLOGY USED

Frontend: Next js, Tailwind CSS
Backend: Node js
Animations: GSAP
Search Engine: ElasticSearch
Visualization: Chart js

VI.METHODOLOGY

1. Data Collection: The system collects information from various sources, including historical records, educational databases, and modern digital content. This data is organized to represent both ancient knowledge and contemporary innovations.
2.Data Processing and Structuring: Collected data is cleaned and structured into a meaningful format. Each piece of information is categorized based on time, origin, and domain to enable easy navigation and analysis.

3.Platform Development: The website is developed using modern technologies such as Next.js for frontend development and Tailwind CSS for responsive design. GSAP is used to create smooth animations and interactive effects to enhance user experience.
4.Interactive Visualization: The system implements interactive features such as timelines, maps, and graphical representations to visualize the evolution of knowledge. These elements allow users to explore how ideas have developed over time.
5.Search Integration: ElasticSearch is integrated to provide fast and efficient search functionality, enabling users to quickly find relevant information across the platform.
6.User Interaction and Experience: The platform is designed to be user-friendly, allowing users to explore content through intuitive navigation, audio-visual storytelling, and engaging UI elements.
7. Testing: The system is tested for performance, usability, and responsiveness to ensure smooth functioning across different devices and to provide a reliable user experience.

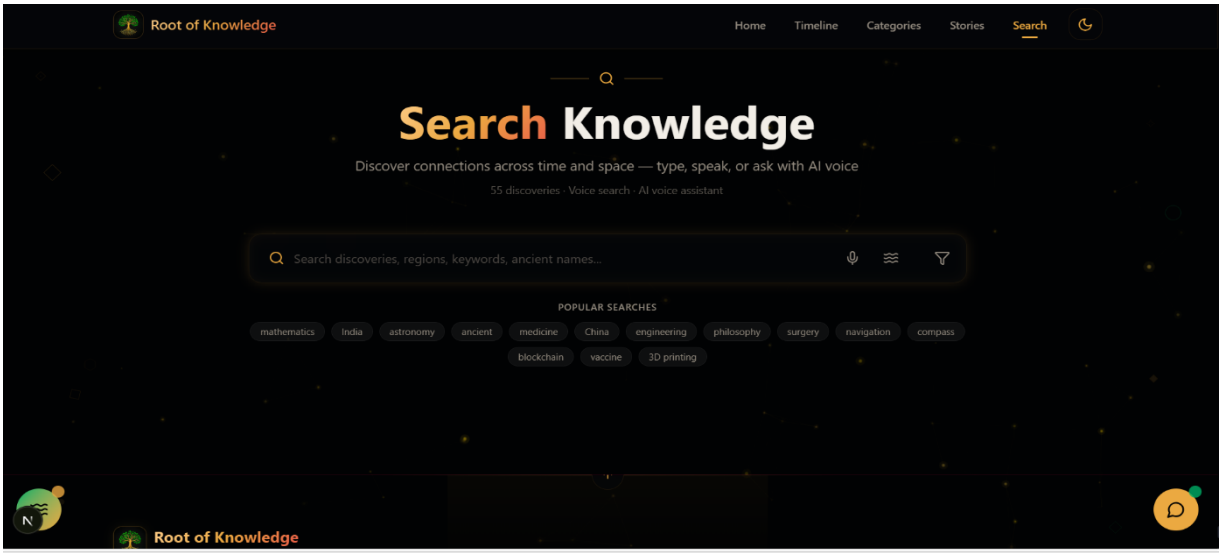

Figure 5.1: Search

International Journal of Advances in Engineering and Management (IJAEM)
Volume 8, Issue 5 May. 2026, pp: 59-62 www.ijaem.net ISSN: 2395-5252

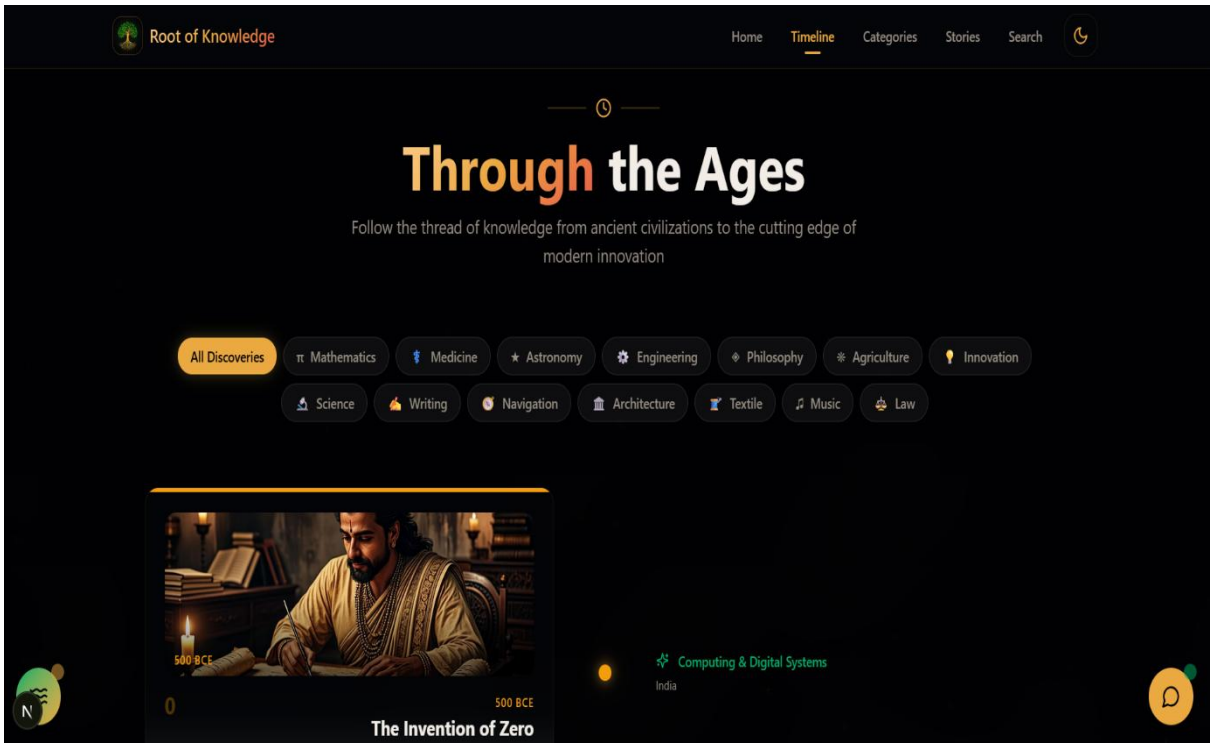

Figure 5.2: Timeline

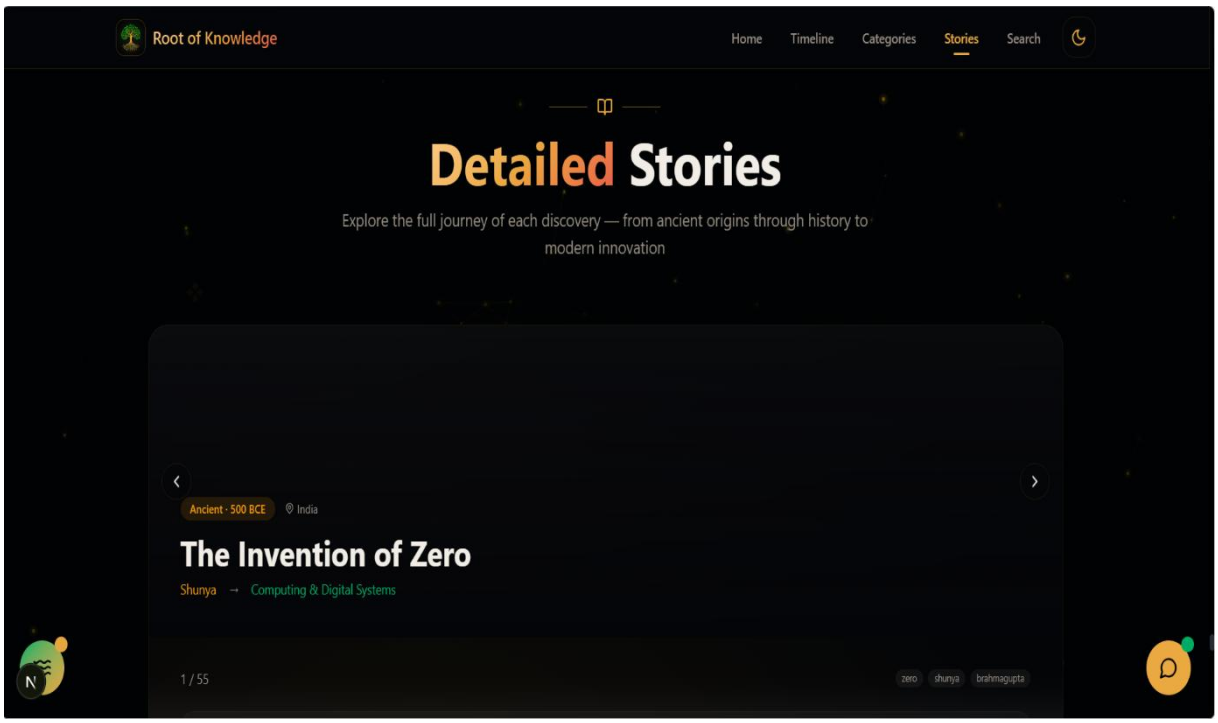

Figure 5.3:Stories

VII.CONCULATION

In conclusion, Root of Knowledge presents an innovative approach to understanding and exploring the relationship between ancient wisdom and modern technological advancements. The platform successfully addresses the gap between historical knowledge and contemporary innovations by providing a unified, interactive, and user-friendly environment. Through features such as dynamic timelines, interactive maps, audio-visual storytelling, live chatting, and voice assistance, the system enhances user engagement and makes learning more intuitive and immersive.

By integrating modern web technologies and advanced visualization techniques, the platform simplifies complex information and allows users to trace the origin, evolution, and impact of knowledge over time. It not only improves accessibility to information but also promotes a deeper understanding of how ideas develop and influence the present. Overall, Root of Knowledge offers a meaningful solution for connecting past and present knowledge, encouraging users to explore, learn, and gain valuable insights in an engaging and effective manner.

REFERENCES

[1]. Anirudh R. S. Pressman, *Software Engineering: A Practitioner's Approach*, 7th ed., McGraw-Hill, 2010.
[2]. S. K. Card, J. D. Mackinlay, and B. Shneiderman, *Readings in Information Visualization: Using Vision to Think*, Morgan Kaufmann, 1999.
[3]. Anirudh R. S. Pressman, *Software Engineering: A Practitioner's Approach*, 7th ed., McGraw-Hill, 2010.
[4]. T. Segaran, *Programming Collective Intelligence*, O'Reilly Media, 2007.