



# TimelineX – Exploring the History using Gen AI

Dr. C N Shariff<sup>1</sup>, Anjali<sup>2</sup>, B Aishwarya<sup>3</sup>, Bhavana Joshi<sup>4</sup>, G Sahethi<sup>5</sup>

Professor at Ballari Institute of Technology and Management Ballari,

Visvesvaraya Technological University (VTU), India<sup>1</sup>

Student at Ballari Institute of Technology and Management Ballari,

Visvesvaraya Technological University (VTU), India.<sup>2-5</sup>

**Abstract:** TimelineX is an innovative web-based application designed to revolutionize the way history is learned, explored, and experienced. By integrating advanced Generative AI technologies, the system transforms traditional, static historical facts into dynamic, immersive storytelling experiences. Users can explore historical events through an interactive dashboard or by using a keyword-based search system, enabling quick and intuitive access to a vast range of historical moments. Once an event is selected, the AI generates rich and contextual narrations, converting textual descriptions into natural-sounding voice output to enhance engagement and accessibility. A key feature of TimelineX is its ability to generate AI-powered visual content, including images and short video clips that depict the selected historical event. This multimodal approach makes learning more interactive, memorable, and suitable for diverse learning preferences. In addition to narrative and visual enhancements, the platform introduces history-based games designed to reinforce learning through play. These gamified elements help users test their knowledge, encourage active participation, and make the overall experience more enjoyable—particularly for students. By bridging education, artificial intelligence, and interactive media, TimelineX transforms traditional learning into a modern digital experience. The platform provides a personalized and engaging environment for students, educators, self-learners, and history enthusiasts. Through its combination of AI-generated content, intuitive navigation, and educational games, TimelineX makes historical exploration more accessible, captivating, and meaningful. Overall, it demonstrates the potential of AI to reshape digital education by turning history into an engaging journey rather than a static archive of information.

**Keywords:** Generative AI, Interactive Learning, Natural Language Processing, Text-to-Speech, AI Image Generation, Gamified Education, Historical Visualization, Educational Technology.

## I. INTRODUCTION

Out of nowhere, AI plus digital tools have changed how schools work today. Teaching history used to mean books, fixed time charts, but now those feel flat, hard to connect with. Because classrooms are shifting - more hands-on, tailored to each person - the need grows for smart setups that show the past in vivid ways. Instead of just reading about moments long ago, learners respond better when they can step into them.

Out of nowhere, Gen AI began crafting text that feels human, alongside lifelike visuals and spoken words. Thanks to leaps in how machines understand language and sound, plus their ability to blend multiple data types, classrooms aren't stuck with static tools anymore. Suddenly, stories shift based on choices, material adapts in real time, lessons feel personal - learning sticks better when it responds to you.

Instead of sticking to old ways of learning history, this study introduces TimelineX – a tool shaped by generative AI that reimagines how we dive into the past. Built as an online space where curiosity drives exploration, it uses smart tech to craft scene-setting summaries, lifelike voiceovers, visuals drawn by artificial intelligence, along with brief clips showing key moments. Through themed paths, time-based views, search functions, or dynamic displays, people move freely across eras. Engagement grows not by force but by design - where clicking leads to discovery, not lectures. Each feature works behind the scenes so users feel guidance without seeing gears turn.

A fresh setup links a React.js front end to a FastAPI back end, weaving in smart tools like Gemini 2.5 Flash for writing text, Edge TTS for spoken words, Imagen 3.0 to create images, plus VEO 3 handling video output. On top of that, playful lessons - think quizzes, daily check-ins, fun tasks - are built in so users stay keen and keep coming back.

TimelineX wants to connect old-school teaching with smart new tech that talks back. Starting fresh each time, it mixes tales, visuals, music, images - woven together by choices you make. Learning feels like stepping inside the past, shaped just for you. No two moments play out the same way here. It shows what's possible when machines help tell humanity's



story - not cold facts but living scenes. Smart tools shape content on the fly, adapting as minds engage. This isn't about replacing teachers. Instead, imagine a tool that breathes life into dusty dates and names. Moments unfold through dynamic responses, shifting with interest and pace. Old lessons gain motion, color, voice - all clicking differently now. History moves because thinking does too.

## II. RELATED WORK

Out of nowhere, tools like Gen AI and NLP began reshaping how smart learning platforms come together. Think about it - recent jumps in multimedia tech opened doors nobody expected just years ago. One idea leads to another: timelines built by machines instead of people, summaries written without human hands. Engagement shifts when learning feels less like work, more like play, thanks to game-like features tucked into lessons. Picture this - reading meets sound, visuals, even motion, all working at once. Knowledge sticks differently when multiple senses join in. Each step forward pulls teaching methods further from old classroom routines.

Chen and team [1] built a method to create timeline summaries, pulling key points while also crafting new phrasing - all set in time order. Instead of just listing facts, they arranged happenings into clearer sequences by blending summary methods with timing-based models. Better flow between events emerged, making timelines easier to follow through structured output. Still, their design stayed rooted in text-only processing - other teaching tools were missing. No spoken explanations appeared, nor visual aids like pictures or videos came into play. Interactive setups where learners could engage? Left out entirely. The core idea advanced how we sequence stories - but only within narrow, word-focused boundaries.

From Liu and Zhang [2], ETimeline came into being - a vast collection shaped by Large Language Models to build timelines. Built for studying how events unfold, it feeds research in many areas at once. Using massive amounts of text, their approach showed machines can piece together event sequences without constant human guidance. Even though creating timelines got easier, the tool focused more on inner workings than outer experience - no interfaces, no visual flair, no playful learning paths woven in.

Starting off, Al-Amin and team [3] looked closely at how Generative AI chatbots have changed over time - shifting from rigid rule-following programs toward more flexible transformer-driven dialogue systems. Moving forward, these newer models show skill at mimicking natural speech patterns while keeping track of conversation context across turns. On another note, issues like built-in biases, moral dilemmas, and risks to personal data were brought up as ongoing hurdles. Even so, despite offering solid background ideas about talking machines, the work left out uses involving multiple senses in learning setups or tools that let users explore history through artificial intelligence support.

From Sommerville's work [4], ideas about how software gets built today shaped the way systems grow without breaking. Because of agile methods covered there, TimelineX took shape in small steps, adjusting along the way. Structure planning, checking what users need, running tests, and keeping things working mattered most when building an AI-driven learning tool. Each phase helped hold the whole thing together.

Pictures plus words help people learn better, Mayer showed in his work labeled five. When lessons mix sound, reading, and visuals, minds stay focused longer, remember deeper. TimelineX builds on this idea by weaving speech, written lines, moving clips, still frames - all shaped by artificial intelligence - into stories from the past. Learning history becomes clearer through these layered pieces working together.

Gamification, according to Deterding and his team [6], means adding bits of game design into places that aren't games - just so people stay more involved and driven. Noticing wins through rewards or watching progress climb on a bar can actually lift how students feel about learning. TimelineX took cues from such ideas, weaving in daily check-ins shaped like challenges alongside playful tasks mixed with feedback loops. Instead of just ticking boxes, users move through layers of activity that build habits slowly, almost without noticing. Little markers of effort add up, turning repetition into something that feels less like work over time.

Most research has helped move forward timeline summaries, AI-made content, learning with media, plus game-style education - yet many tools stick to just one piece, like shortening texts or running chatbots. Rare are the ones linking generative AI, multi-format output, story-based engagement, and playful teaching methods in a shared space for history study. Filling that hole, TimelineX brings together time-path navigation with written content creation, spoken commentary, visuals and clips made by AI, helper bots, along with points, levels, and challenges - all inside one connected setup.



### III. METHODOLOGY

TimelineX builds a dynamic history-learning space driven by artificial intelligence. Instead of static pages, users explore time through responsive visuals generated on demand. One layer handles what visitors see; another manages behind-the-scenes logic. Speech comes alive via synthesized voices that read events aloud. Interaction shifts form when quizzes appear after watching short clips made just-in-time. Code modules connect loosely so updates do not break unrelated parts. Learning adapts as choices shape future content shown. Behind each scene, data flows through structured storage designed for growth. Experiences feel unique because responses learn from usage without repetition. Design avoids tight coupling so components swap without full rewrites. Engagement stays high due to subtle rewards woven into exploration paths.

#### 1. System Architecture

The architecture of TimelineX is designed using a modular client-server model that integrates frontend Built like puzzle pieces snapping together, TimelineX runs on separate parts that work as one. Instead of blending everything, each section handles its own job - front, back, brains, storage. A smooth screen comes alive through React.js paired with Tailwind CSS, shaping how users see and click around. From behind the scenes, Python teams up with FastAPI to catch requests, check logins, feed AI outputs, plus sort incoming data. Stored quietly in SQLite, guided by SQLAlchemy, lives every detail - scores, events, habits, who's who. Words flow from Gemini 2.5 Flash while voices rise via Edge TTS, pulling meaning from silence. Pictures form under Imagen 3.0, moving moments built frame by frame. Video follows suit, drawn by VEO 3, stitching time into clips any one can watch.

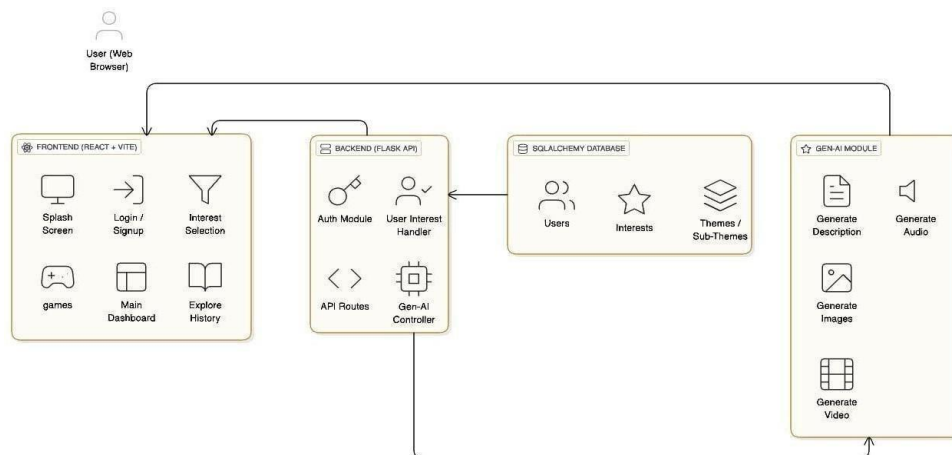


Fig. 1. Proposed System Architecture of TimelineX

#### 2. Development Model

TimelineX follows the Agile Software Development Model due to its flexibility and iterative development approach. The system is divided into smaller modules such as frontend development, backend implementation, AI integration, database management, and testing. Each module is developed and tested independently before integration. The Agile model enables continuous improvement of AI-generated outputs, workflow optimization, and user interface enhancements while reducing development risks and improving system reliability.

#### 3. System Workflow

Starting at a web browser, people open TimelineX by loading the app online. Logging in or creating an account sends them straight to the main screen. From there, tools like Explore History, Games, Streaks, and managing their Profile become available. Moving through topics, layers of categories guide browsing instead of plain searches. Clicking any past moment triggers hidden processes behind the scenes. That choice wakes up automated systems building words, voice clips, visuals, even moving footage about that time. All those pieces appear at once, lined up on one single view. At the very same instant, actions get recorded - points shift, patterns form, daily chains update without asking.

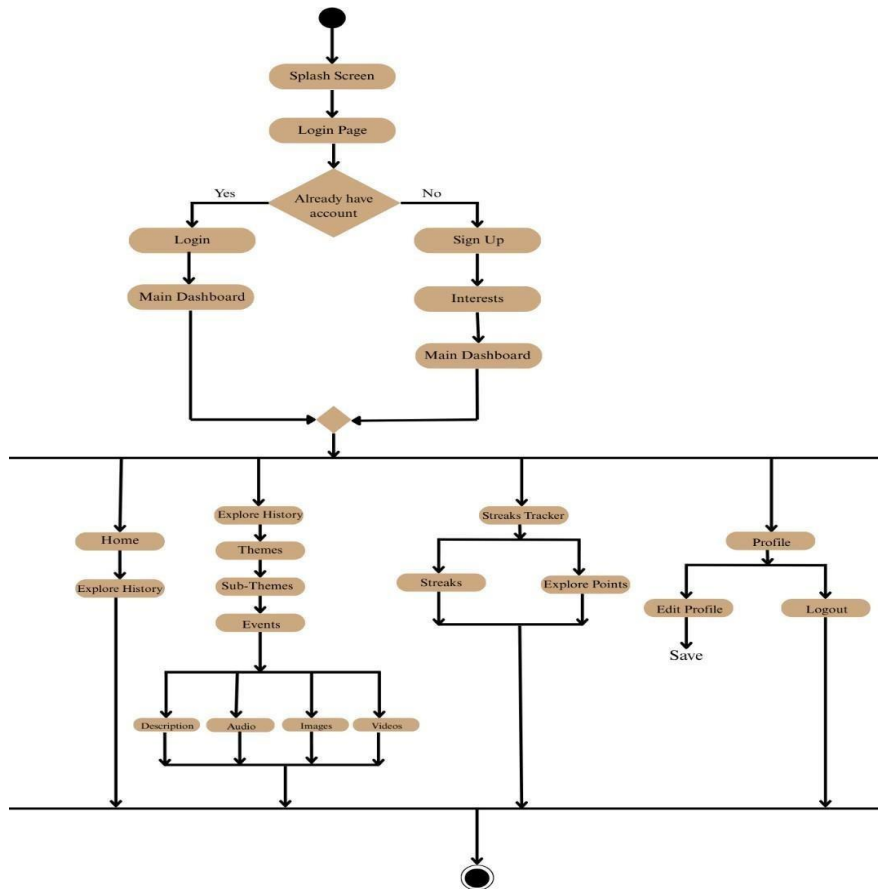


Fig. 2. Workflow of TimelineX System

#### 4. AI Content Generation

At the heart of TimelineX sits its AI Content Generation feature. Once someone picks a past event, context-rich cues head off to Gemini 2.5 Flash, sparking rich narratives through smart language processing. Out comes text that flows like human speech - then shifts form, turned into lifelike voice by Edge TTS. From another angle, visuals emerge: Imagen 3.0 paints scene-steeped images rooted in history. Meanwhile, VEO 3 pieces together brief moving sequences that replay moments long gone. All these layers come alive on screen, guided quietly by a chat helper, shaping how users connect with the past.

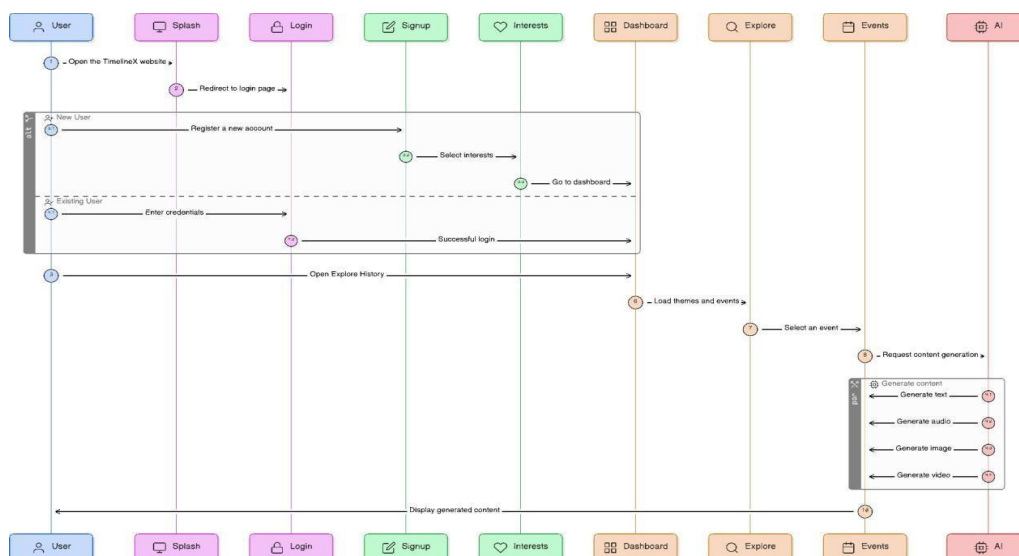


Fig. 3. Sequence Diagram for AI Content Generation and User Interaction



## 5. Gamification Module

The Gamification Module is designed to improve user engagement and learning consistency through quizzes, educational games, streak tracking, and score management. Users earn points based on quiz performance and daily activity. A streak management algorithm continuously tracks user interactions and updates streak counts accordingly. These gamified elements encourage regular learning and improve knowledge retention by making the educational experience more interactive and enjoyable.

## 6. Database Design

Inside TimelineX, the way data is organized leans on SQLAlchemy ORM paired with SQLite, keeping things running without waste. Holding pieces like User, Interest, Theme, SubTheme, Event, GameScore, Streak, and AI\_Generation\_Log makes up the core structure. Credentials, choices, points earned, and daily patterns tied to each person stay protected through careful handling practices. Links across these parts rely on keys - some unique, others connected - to keep records aligned while speeding up lookups. What holds it together sits quietly beneath, making sure every piece finds its place without confusion.

## 7. Tools and Technologies

TimelineX takes shape through React.js paired with Tailwind CSS to handle what users see. On the back end, Python works alongside FastAPI to manage logic and APIs. User data, along with activity streaks and content records, lives in a SQLite store powered by SQLAlchemy. Words from the past emerge via Gemini 2.5 Flash, part of its generative mix. Voice clips form through Edge TTS, giving sound to written output. Images appear using Imagen 3.0, crafting visuals on demand. Video sequences rise from VEO 3, adding motion where needed. Building it happens inside Visual Studio Code, guided line by line. Changes track stepwise thanks to Git, backed up continuously on GitHub.

## IV. RESULTS AND DISCUSSION

TimelineX came together as a working tool, built around artificial intelligence to make history more engaging. Instead of plain text, it offered stories shaped by AI, each tied to real moments from the past. Audio readings followed, giving voice to those AI-written accounts. On top of that, custom visuals appeared - images made by algorithms - to match key events. Short video clips were stitched in too, forming quick visual summaries. All these pieces ran inside a browser-based setup using up-to-date development tools. Learning shifted into something active when game-like features entered the scene. Quizzes popped up at intervals, testing recall without warning. Users saw their progress tracked in subtle ways - one day after another marked visibly. Tasks mixed interaction with feedback loops, keeping attention steady. Together, tech layers fused smoothly, showing how smart systems can reshape how we explore what happened before.



Fig. 4. AI-Generated Historical Content in TimelineX

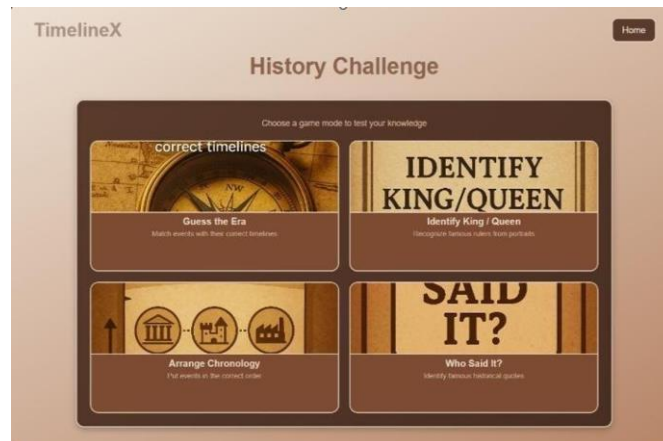


Fig. 5. Gamified Learning and Quiz Modules in TimelineX

## V. CONCLUSIONS AND FUTURE WORK

Out of nowhere, TimelineX took shape - built smart, running on artificial intelligence meant for digging into history in a hands-on way. Not just reading, but hearing it too: words come alive through spoken audio, pictures drawn by algorithms, even videos stitched together automatically. One moment you're staring at static facts, next thing, everything moves, speaks, shows color and motion because tech like Gemini 2.5 Flash, Edge TTS, Imagen 3.0, and VEO 3 team up under one roof. Instead of flipping pages, users unlock layers - test themselves with quick challenges, keep track of daily progress, wander paths tailored just for them. Engagement rises when learning feels less like duty, more like discovery. What emerges? A working example where AI doesn't shout about innovation - it simply tells stories better than before.

One way ahead could involve adding tools that handle multiple languages. Moving forward, tutors powered by live conversation tech might become part of it. Instead of fixed paths, suggestions tuned to how users learn could shape the experience. At times, features like AR bring scenes into view, while VR drops learners inside them. Working together in shared digital spaces might encourage deeper engagement. Older records pulled from wider sources may add depth over time. Shifting operations online via cloud systems allows broader access. Phones and tablets could host versions made for on-the-go use. Watching patterns in how people interact helps clarify what works best. Behind the scenes, smarter analysis tracks progress without getting in the way.

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