Design goals

- **User-Friendly Interface**: The system should be easy to navigate and use for both instructors and students. This includes intuitive menus, clear navigation, and easy-to-use tools and features.

- **Accessibility:** The system should be accessible to users with disabilities, including those who use assistive technologies such as screen readers or keyboard navigation.

- **Security:** The system should be designed to protect the privacy and confidentiality of user data. This includes secure login and authentication, as well as data encryption and other security measures.

- **Scalability:** The system should be designed to handle large numbers of users and courses, with the ability to scale up as needed.

- **Customization**: The system should allow for customization and personalization, both for individual users and for institutions.

- **Interoperability**: The system should be able to integrate with other systems and platforms, such as learning management systems, content management systems, and student information systems.

- **Learnability:** The system's architecture ought to inspire users to become familiar with and utilize all of its features. To aid users in reinforcing their learning, the system should include interactive components like tests and quizzes. Additionally, it ought to give users feedback on their progress and accomplishments to encourage them to keep studying.

- **Usability:** Users of all ages, skill levels, and socioeconomic groups should be able to use the system. It should have a simple interface with labels and instructions that are straightforward to read. Additionally, the method should be developed to minimize mistakes and confusion by giving clear error messages and feedback, the system should also be developed to minimize mistakes and confusion.