**Project Name - HomeLearn**

Team Members

Ajay Kumar R.

Divyashree S.

Divya T.

Arun Kumar K.R.

Name of Institution

Sri Venkateswara College of Engineering

**Introduction**

* Owing to the pandemic, schools all around the world respond to the new normal and the need for remote learning tools has never been more urgent. The proposed idea is to create an online learning application for village students, thus providing remote learning and also providing ‘class-room’ like environment.
* The application consists of various free learning resources available online such as YouTube, stack overflow, medium etc. organized and made easily accessible to students even when offline. The application will have learning contents to the students at free of cost in the form of courses they can enroll into.

**Objectives of the Project**

* Often times, a student surfs the internet for a concept taught at school or college that he/she does not understand, and more often than not the student finds exactly what he/she came looking for.
* Only problem – searching the web can be hectic. All the content you wanted to learn is free out there in the internet but it's just not organized or easily accessible.
* However using our application all the content has been organized and made available at no cost to the consumer and accessible even if offline. The top rated YouTube tutorials have been organized in the form of courses that match the current syllabus of schools and colleges.

**Modules**

**HEADER**

The header consists of links to pages mentioned above. On the top left corner there is a logo displayed and also in the right side Login and Signup option has been inserted. Login and SignUp consists of dashboard.

**HOME**

There is a header image which says Home learn with a tagline. A slideshow of images has been displayed below which the number of courses offered by Home Learn for students has been displayed. Each course card navigates to the courses displayed.

**COURSES**

This page consits of three sections

**ABOUT THE COURSE**

This section gives a small description and importance of the course.

**WHAT YOU WILL LEARN**

This section consist of the modules of the course. Each hoverable module has contents with a video link.

**INSTRUCTORS**

This section consist of individual card for each of the instructors of the course.

The section on the right side gives the basic information about the course. It also consist of enroll button which navigates to Login and SignUp option.

**QUIZ SECTION**

This page consists of open trivia questions for the students who are interested to test their knowledge in various inter-disciplinary domains of their interest.

Students can select the number of questions, the difficulty level of those questions in each domain and also fix the time in which they can answer the entire questions.

Users can either take MCQ type of questions or True (or) False questions or mixture of both. So this facilitates a classroom-like environment for taking quizzes. This part can also be considered as a gamify content where the students can take quiz ranging from education to sports, covering almost all domains

**POPULAR WEB**

It consists of discussions in the very popular trending websites such as medium,stackoverflow questions. The best place to clear doubts!! Answers to almost all the trending questions are available here.

**DISCUSSION FORUM**

A very interactive forum for students . Here they can comment and clarify their doubts. Also Students can vote based on the accuracy of the correct answer. Clap option is also available.

**CONTACT US**

Consists of the address , phone no and the location of the instution.

**FOOTER**

the footer consist of discussion forum and contact details . It also consist of social icons.

This project was bootstrapped with [Create React App](https://github.com/facebook/create-react-app).

**Requirements**

* React/Angular for Front-End development.
* Mongo DB for data base management system.
* Node JS for back end
* Bootstrap for UI/UX

**Conclusion**

* The application consists of various free learning resources available online such as YouTube, stack overflow, medium etc. organized and made easily accessible to students even when offline. The application will have learning contents to the students at free of cost in the form of courses they can enroll into.
* A discussion forum is present to allow students to post their queries or doubts relating to a particular subject and for experts to reply to the queries as soon as possible, thus creating a virtual classroom. Feedback form and contact form sections would be provided so that students can reach out anytime and can also give suggestions regarding the improvement and quality of courses.
* There is an additional section consisting of blogs, ranging from business to technology and covering interpersonal skills so students can come to know about the recent trends of technology as well as gain knowledge. A dashboard will be maintained once the student signs up and logins.
* Additionally, a gamified section will be provided to increase engagement among students by means of gamified learning. Data storing, updating and data management is done from the admin side(backend).
* Online question and answer portals, discussion portals and blogs addressing a range of topics from business, technology to interpersonal skills etc. have been organized into a single unit.
* We also provide our own discussion forum for students to interact amongst themselves and with experts