

1. A marketplace like in Facebook to buy and sell with all possible features. (Try to discover how Facebook marketplace work).
2. A simple blogging platform: Students can create a basic blogging platform using Laravel's built-in authentication and authorization features, as well as its support for handling forms and storing data in a database.
3. A task management application: Students can create a simple task management application that allows users to create, read, update, and delete tasks, and organize them into projects.
4. A survey application: Students can create a survey application that allows users to create and participate in surveys, and view the results of completed surveys.
5. A Job Board: Students can create a job board application, where companies can post job listings and job seekers can apply to them.
6. A Quiz App: Students can create a quiz application, where users can participate in multiple-choice questions and get their scores.
7. A News Portal: Students can create a news portal that aggregates news from different sources and allows users to read and search news articles.
8. A web-based project management system: Students can create a project management system that allows users to create and track tasks, milestones, and deadlines. The system could include features such as user roles and permissions, Gantt charts, and integration with other tools such as calendars and email.
9. A real-estate platform: Students can create a real-estate platform that allows users to browse and search for properties, view property details, and contact the listing agent. The project could include features such as a map-based search, property comparison, and the ability to save favorite properties.
10. A health management application: Students can create a health management application that allows users to track their health information, such as their weight, blood pressure, and exercise routine. The project could include features such as graphs, charts, and personalized recommendations.
11. A music streaming platform: Students can create a music streaming platform that allows users to stream and download music, create playlists, and view lyrics. The project could include features such as artist and album pages, music recommendations, and the ability to purchase music.
12. A Learning Management System (LMS): Students can create a Learning Management System (LMS) that allows teachers to create and manage online courses, and students to enroll, view and complete the courses.
13. A Food Ordering and Delivery Platform: Students can create a food ordering and delivery platform that allows users to place orders, view menus, and track their deliveries. The project could include features such as integration with payment gateways, real-time order tracking, and customer reviews.
14. A Online Testing Platform: Students can create an online testing platform that allows users to participate in online exams, quizzes, and assessments. The project could include features such as timer, random question generator, and immediate results.
15. A Carpooling application: Students can create a carpooling application that allows users to find ride-sharing partners for their daily commute. The project could include features such as route optimization, ride scheduling, and the ability to rate other users.
16. The goal of this project is to build a CMS for Restaurants. We know all what kind of information we could find on a Restaurant Website but maybe we have never thought about the backend! We should display menus, and the list of items for each menu and for sure the price. Details about the item (plate, sandwich, Jus) should be displayed too. Typical example of a restaurant website: <https://www.zueribistro.ch/>
17. '25/10 Crowd Sourcing' is a workshop structure that allows you to rapidly generate and sift through a group's boldest actionable ideas in less than 30 minutes. We've applied this structure both to small (12–20 members) and large groups (>150). Not only is it an innovative way to identify bold, 'out of the box'-solutions, it is also appreciated by participants for its highly active nature. We have to develop this workshop in a web-based application.