

## Project Overview

**Project Name:** The Green Academy Online Learning Platform

**Date:** 3rd December, 2024

**Team Members:** Athanson Sijibomi

## 1. Introduction

The Green Academy Online Learning Platform aims to provide accessible education on environmental sustainability, with a strong emphasis on topics such as renewable energy, wildlife conservation, and climate change. Our platform will offer a variety of content formats, interactive elements, and accessibility features to ensure an engaging and inclusive learning experience. The platform will specifically address the environmental challenges faced by Kenya, offering contextually relevant content for Kenyan users, and will be accessible globally to expand the reach of our mission.

## 2. Project Goals and Objectives

### Main Goals:

- Provide high-quality, accessible education on environmental sustainability with a focus on Kenya's environmental issues.
- Promote global awareness and actionable solutions to climate change challenges, emphasizing local environmental concerns.

### Learning Objectives:

- Equip learners with essential knowledge on sustainable living practices and conservation efforts, especially relevant to the Kenyan context.
- Encourage practical skills development in areas like renewable energy solutions tailored to Kenya's energy needs.
- Foster critical thinking and problem-solving in addressing both local and global sustainability challenges.

### Design and Features for Objective Achievement:

- **Interactive Learning:** Include quizzes, discussions, and hands-on projects to develop key skills and reinforce lessons.
- **Accessibility Features:** Provide screen readers, font size adjustments, and keyboard navigation to ensure the platform is accessible for all users, including those with disabilities.

### 3. Proposed Features and Functionality

#### Key Features:

- **Course Catalog:** A library of courses covering essential environmental topics like renewable energy, conservation, and climate change, with a special focus on Kenya's needs such as sustainable agricultural practices and waste management.
- **Mobile Compatibility:** A fully responsive design to ensure users can access content from any device, including mobile phones commonly used in Kenya.
- **Interactive Community Forum:** A space for learners to discuss challenges, share solutions, and collaborate on sustainability projects that are particularly relevant to Kenya (e.g., waste management, deforestation).

#### Enhancing User Experience:

- **Gamification:** Incorporate progress tracking, badges, and quizzes to motivate and engage learners.
- **Peer Interaction:** Foster collaboration through group activities and discussions on local environmental issues, ensuring the content is relatable and actionable within Kenya.

### 4. User Research Plan

#### Research Methods:

- **Surveys and Interviews:** Conduct surveys and interviews with users to gather qualitative and quantitative data on learning preferences and environmental awareness in Kenya.
- **Competitor Analysis:** Analyze leading online learning platforms such as Coursera, Khan Academy, and platforms focused on African or Kenyan contexts (e.g., the Kenya Climate Innovation Center) to identify best practices and gaps.
- **Usability Testing:** Test prototypes with real users to gather feedback on user interface design, usability, and content relevance.

#### Participant Recruitment and Data Collection:

- **Recruitment Channels:** Recruit participants through Kenyan social media platforms, environmental organizations, and academic institutions.
- **Data Collection:** Use online surveys, video interviews, and screen recordings to collect insights on how users interact with the platform.

## 5. Timeline and Task Allocation

Phase	Tasks	Assigned To	Timeline
<b>Phase 1: Research &amp; Planning</b>	Conduct surveys, competitor analysis, research on Kenyan sustainability topics	Athanson Sijibomi	3rd November - 7th November
<b>Phase 2: Platform Design</b>	Create wireframes and UI/UX designs	Athanson Sijibomi	8th November - 11th November
<b>Phase 3: Development</b>	Build core platform functionality and frontend features	Athanson Sijibomi	12th November - 15th November

## 6. Resources and Tools

### Design and Development Tools:

- **Figma:** For wireframing, prototyping, and UI/UX design.
- **VS Code:** For front-end and back-end development.
- **GitHub:** For version control and collaboration.
- **Google Meet:** For team meetings and research interviews.

### Learning Content Tools:

- **Adobe Premiere Pro:** For creating and editing video content.
- **Google Drive:** For document sharing and collaboration.
- **Google Forms:** For creating surveys and collecting feedback.

## 7. Conclusion

The Green Academy Online Learning Platform is designed to make environmental education accessible to learners both within Kenya and globally. With a focus on local relevance, particularly addressing Kenya's environmental challenges such as deforestation, waste management, and renewable energy, the platform aims to foster a community of informed, engaged individuals ready to take action. Through thoughtful design, research, and content creation, this platform has the potential to become an essential resource for anyone committed to sustainability.

By prioritizing local issues while also addressing global sustainability, The Green Academy will provide a unique learning environment that prepares learners to engage in environmental conservation both locally and globally.