

QuickLearning App

A hand is shown on the right side of the image, pointing towards a futuristic digital interface. The interface features a central circular hub with the word "AGILE" in bold, white, sans-serif capital letters. Surrounding this hub are several smaller circular icons, each containing a different symbol: a rocket, a code symbol (</>), a triangle, gears, a group of people, and a bar chart. The background is dark and blue, with glowing lines and a grid pattern, suggesting a high-tech or digital environment.

AGILE

SPRING 2022 CAPSTONE PROJECT
GUIDED BY:- PROF HENRY WONG

Introduction

Brewing technologies is a team of six enthusiastic coders with 12 years of experience between the team working in the software development domain. This has enabled us to attain a diversified set of skills.

Roles & Responsibilities

- **AMIT BHAYAL - Business Analyst / SDE 2**
- **ANKUSH GURHANI - Project Manager / SDE 2**
- **GENIUS MACHADO - SDE**
- **SHARANYA DAVE - DBA / SDE 3**
- **SRAVANI EATA - Business Analyst**
- **USHA TIRUMALASETTY - Software Tester / SDE 2**

AGENDA

- Problem Statement
- Understanding the scope of the project
- Market Analysis
- Sprint Schedules
- Tools & Technologies
- Personas
- Retrospective

Problem Statement

- How Students and Parents know the objective of the subjects taught in the class ?
- How the teachers and the student communicate with each other after the school hours ?



- How the Parents monitor their kids assignments and learning material ?
- How the current system can notify the user about any updates just in time ?



STAR ANALYSIS

- SITUATION
- TASK
- ACTION
- RESULT

A warm, dimly lit library or study. In the foreground, a wooden desk holds an open, thick book with aged, yellowed pages. To the left of the book is a small, silver-framed tablet or laptop screen displaying the text "PROJECT DESCRIPTION" in white serif font. Behind the desk, tall wooden bookshelves are filled with numerous books, their spines showing various colors and textures. A green lampshade with a white light bulb is positioned on a shelf to the left, casting a soft glow. The overall atmosphere is quiet and scholarly.

PROJECT DESCRIPTION

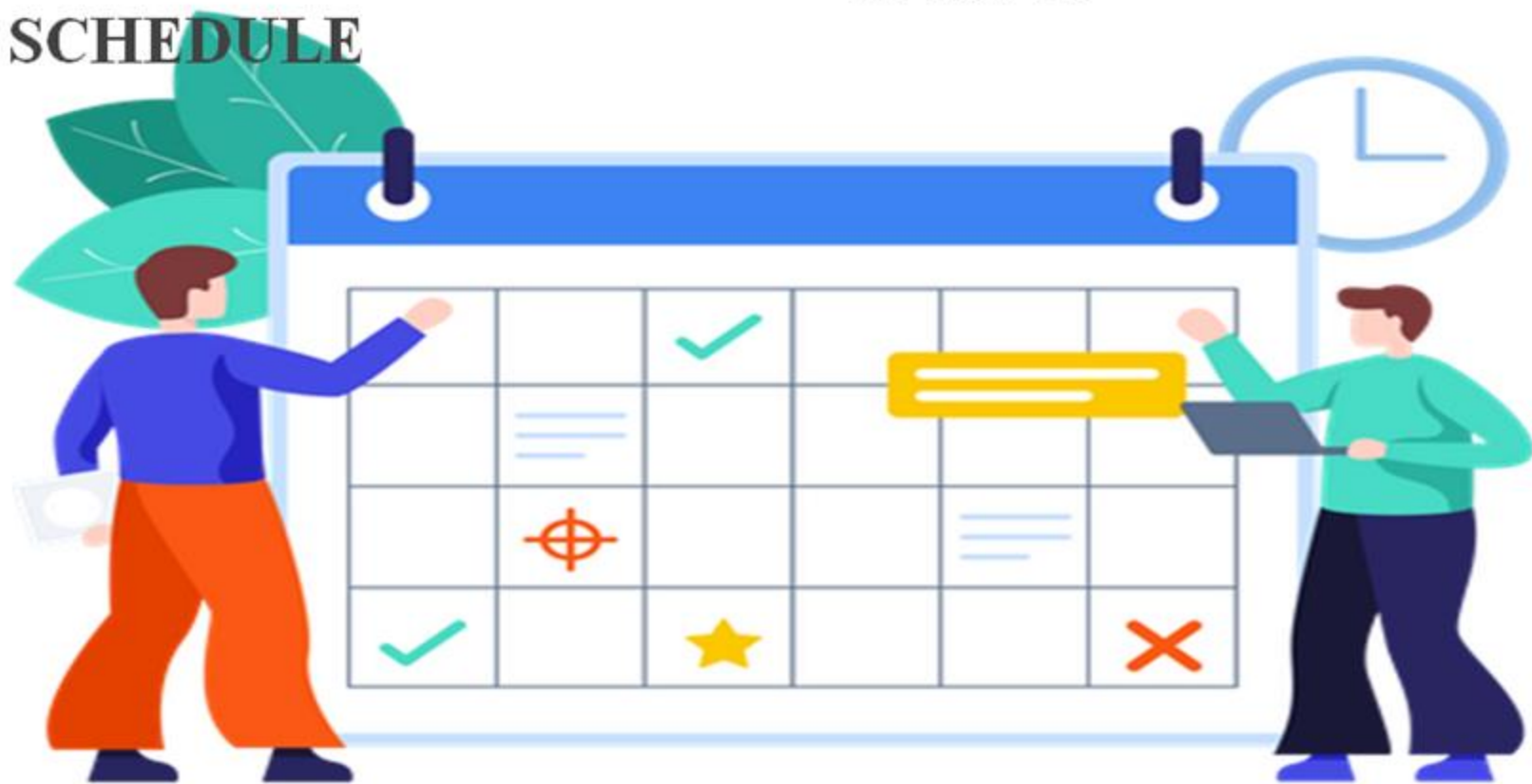
- A learning management system (LMS) is a software that is designed specifically to create, distribute, and manage the delivery of educational content.
- The LMS can be hosted as a stand-alone product on the company server, or it can be a cloud-based platform that is hosted by the software firm.
- The goal of this project is knowledge management which means gathering, organizing, sharing and analysis of an organization's knowledge/resources.



AppName	Platform	Open Platform	Function
BlackBoard	Web and Mobile Application	yes	As a repository of information, i.e. course materials and course information but also used as a tool for communication through emails, announcements, discussion boards, and podcasts.
Canvas	Web and Mobile Application	yes	Canvas LMS simplifies teaching and learning activities and organizes coursework. Canvas Credentials empowers educators to own their professional development through digital badging.
Moodle	Web and Mobile Application	yes	It's secure and scalable, integrates seamlessly with third-party platforms and plugins, and allows teachers to create engaging, accessible, and active learning experiences.
Quick Learning	Web and Mobile Application	yes	Quick Learning is a software that is designed specifically to create, distribute and manage the delivery of educational content.

SPRINT

SCHEDULE



Sprint 1 (07th Sept 2022 - 27th Sept 2022)			
Name	Status	Priority	Priority Estimation(Days)
Discuss Project Ideas and brainstorming	Done	High	10
Create Team Roles	Done	Medium	2
Establish Weekly Meetings	Done	Medium	3
Set up Github and Wiki Page	Done	Medium	2
Work on Deliverable 1	Done	High	5
Total			22
Sprint 2 (28th Sept 2022 - 26th Oct 2022)			
Name	Status	Priority	Priority Estimation(Days)
Research Existing Management Systems	WIP	Medium	2
Detail research on the existing personas	WIP	Medium	2
Design the Database	NA	High	2
Dry run the Database	NA	High	3
Research more on technologies	WIP	Medium	3
Work on Deliverable 2	NA	Medium	3
Total			15

TEAM CONTRACT

Project Name: QuickLearning

A. Commitments:

As a project team we will:

1. Only agree to do work that we are qualified and capable of doing.
2. Be honest and realistic in planning and reporting project scope, schedule, staffing and cost.
3. Operate in a proactive manner, anticipating potential problems and working to prevent them before they happen.
4. Keep other team members informed.
5. Focus on what is best for the project as a whole.
6. See the project through to completion.

B. Team Meeting Ground Rules: Participation

We will:

1. Keep issues that arise in meetings in confidence within the team unless otherwise indicated.
2. Be honest and open during meetings.
3. Encourage a diversity of opinions on all topics.
4. Give everyone the opportunity for equal participation.
5. Be open to new approaches and listen to new ideas.
6. Avoid placing blame when things go wrong. Instead, we will discuss the process and explore how it can be improved.

C. Team Meeting Ground Rules: Communication

We will:

1. Seek first to understand, and then to be understood.
2. Be clear and to the point.
3. Practice active, effective listening skills.
4. Keep discussions on track.
5. Use visual means such as drawings, charts, and tables to facilitate discussion.

Meeting Procedures:

1. Meetings will begin and end on time.
2. Team members will come to the meetings prepared.
3. Agenda items for the next meeting will be discussed at the end of each meeting.
4. A Parking Lot will be used to capture 'off-the-subject' ideas and concerns.
5. Unresolved issues will be added to the Issues list.
6. If a team member cannot attend a meeting, he/she will send a representative with authority to make decisions.
7. Meeting tasks will be rotated among members.

▲ Signatures: (Team members)

AB

ARG

GM

SD

SE

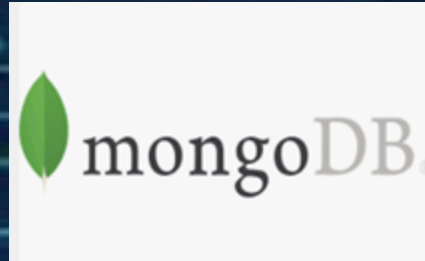
UT

TECHNOLOGIES USED:

Front End Tools:



Back End Tools:



PERSONAS



Persona -1:



Name :- Meghan

Job Role/Description :- Admin / Principal

Age :- 35

- Meghan manages a team of 5 teachers and 200 students.
- As the admin / Principal she assigns the task of the day to all the teacher, advising the student.
- Ensuring a standard curriculum is being followed through the institute.
- Providing resources for the teachers to update according to the changing market scenario.

Persona -2:



Persona :- David

Job Role/Description :- Teacher

Age :- 29

- He is a teacher of the age 29 and teaches Mathematics.
- As a teacher, it's his responsibility to prepare lesson plans and make courses available to the students on time and collect deliverables from the student.
- Also grading them accordingly in the given time frame.
- Along with this he has to maintain the progress report of each student.
- Prepare annually grade report for each student.

Persona -3:



Name :- Tyler

Role/Job Description :- Student

Age :- 18

- Tyler is a 18-year-old student studying at the university.
- As a student, it is his responsibility to manage his course work and keep track of his deadlines.
- Meeting the requirements to receive the desired grades.
- Completing a degree that will help him reach his career goal.
- Getting accepted at his top choice of college.



Utilities / Functionalities

- **Organizes Learning in A Single Location.**
- **Tracking Learner's Progress.**
- **Reduces Training Costs.**
- **Easy to Customize & Update.**
- **Multimedia Learning.**



RETROSPECTIVE

MORE

LESS

SAME

PUZZLING

FRUSTRATING

ENJOYABLE

WHAT WENT WELL ?

- We collected useful and relevant background information for the project
- Each of the team member contributed the ideas for the project.
- The goals were defined and responsibilities were taken care of.
- We did our research on all the topics including the tools and technologies used.
- Team meeting were conducted in the timely manner.

WHAT NEEDS IMPROVEMENT ?

- Creating a periodic schedule to better coordinate parallel workflows in the team.
- Work on more ways to consolidate the information we collected individually.

Global Learning Management System (LMS) Market Share, By Deployment, 2021



Future Enhancements



- **Microlearning**
- **Gamification**
- **Making the content available offline**
- **Social and collaborative learning**

Conclusion