

PRODUCT DEVELOPMENT AND DESIGN ASSIGNMENT - 2

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Aim

To develop a marketable product from this final year project.

State the project

Our project is titled " TeachAR ". It is a virtual platform for teachers and students of Government schools of Kerala. In the current pandemic situation, educational institutions shifted their base to virtual platforms. Since, virtual methods are not as effective as the traditional educational system. Students are not able to fully understand the concepts. Using this application, students can understand the functionality and virtually experience the models of the subjects.

Objective

Teachers can teach by screen sharing with students using various 3D models. The system is designed based on the syllabus of Kerala State Education Board. Allow students teacher interaction. Thus making learning more fun and memorable. Thus promoting the state syllabus education system.

What are the attributes of this project?

1. Compatible to any android device.
2. Easy to use.
3. Interactive use

Functions

1. Full augmented reality experience.
2. Forum
3. Topics based on Kerala syllabus.

Means

1. Unity 2019.4
2. Vuforia 9.2
3. Firebase

Constraints

To integrate topics which have minimal description. To add all the topics of Kerala syllabus into one application.

Customer needs

Students require an application to know the 3D working and functionality of the topics. Teachers require a platform to give a full experience of topics similar to offline in virtual mode.

Need-Metics Diagram

	Metrics	Installation Time	Forum	User Interface	Installation steps are simple	Detailed 3D models and Functionalities
Needs	1	2	3	4	5	6
User friendly	2	*		*		*
Interactive UI	3	*	*	*		*
Easy to use and install	4	*			*	
Detailed Information	5		*			*
Saves Time	6	*	*		*	*
Online doubt clearing	7		*			*

Target audience

1. Teachers
2. Students
3. Government Schools

Application Mockups

