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**Proposed DOST Project**

**General / Conceptual**

1. What specific problem or gap does the proposed project aim to address in science, technology, or society?

* Students find it hard to look for tutors. Manual searching wastes time and money. There is no single system to manage booking payment and session tracking.

1. How does the proposed project align with DOST’s research priorities and national development goals?

* The project supports digital learning. It promotes easy access to quality education using technology. It helps in national goals of improving learning opportunities for all.

1. What are the unique innovations or technologies introduced by this project compared to existing solutions?

* The app joins tutor search booking payment feedback and video call in one system. Current systems only focus on one or two features.

1. How will the project contribute to advancing local research and development capacity?

* The project will help schools and developers study how mobile systems improve learning. It can serve as a base for more ICT education projects.

1. What potential economic, environmental, or social impacts can be expected from the project?

* Tutors gain extra income. Students save time and cost. Communities gain wider access to skills and education.

**Technical / Development**

1. What methodologies and tools will be used to implement the proposed project?

* The project will use Agile method. Flutter will be used for mobile development. Firebase or SQL will handle the database. Payment and video call will use third party APIs.

1. How will the project ensure reliability, efficiency, and scalability of the developed system or technology?

* It will use secure login modular design and cloud hosting. The system will be tested and updated often.

1. What is the proposed project’s scope, timeline, and key deliverables?

- Scope includes tutor profiles student profiles booking payment and video call.  
- Timeline is 8 to 12 months from start to launch.  
- Deliverables are a working mobile app manuals and training.

1. How will the project integrate emerging technologies (e.g., AI, IoT, cloud computing, renewable energy)?

* The system will use cloud hosting. Later versions may use AI for tutor matching and data analysis.

1. What risks or challenges are anticipated in the project, and what mitigation strategies will be applied?

* Possible risks are data leaks weak internet and low user knowledge. Solutions include secure data storage offline features and training.

**Beneficiaries / Societal Impact**

1. Who are the target beneficiaries of the project (e.g., farmers, students, businesses, local government)?

* Main users are students and tutors. Schools training centers and families also benefit.

1. How will the project improve productivity, accessibility, or quality of life for its beneficiaries?

* Students can book tutors fast. Tutors can earn money online. Learning becomes easier and more flexible.

1. What is the potential for technology transfer and commercialization of the project outputs?

* The app can be sold to schools and training groups. It can be franchised or expanded to other regions.

1. How can the project support the United Nations’ Sustainable Development Goals (SDGs)?

* It supports SDG 4 Quality Education by giving access to learning. It supports SDG 8 Decent Work by giving tutors jobs. It supports SDG 9 Innovation by using digital systems.

1. How will the project ensure inclusivity, especially for marginalized communities?

* The app will allow low cost sessions. It will support remote learners out of school youth and persons with disabilities.

**Sustainability & Future Research**

1. What strategies will be employed to ensure sustainability of the project after initial funding?

* Tutors will pay a small service fee. Schools and LGUs can partner to maintain the system.

1. How will the project outputs be maintained, upgraded, or scaled up in the future?

* The app will be updated with new features. It can expand to more subjects and more locations.

1. What partnerships or collaborations (academe, industry, LGUs) can strengthen the project implementation?

* Partnership with schools universities LGUs and tech groups will help. They can provide training and funds.

1. How will the project measure and evaluate its success and impact?

* The project will track number of users completed sessions ratings and feedback.

1. What possible future research directions can stem from this project?

* Future studies may develop a smarter matching system between tutors and students. They may add support for different languages.