# CHAPTER 1

## INTRODUCTION



#### Overview

The electronic educational platform is an interactive educational environment that employs web technology and combines the features of electronic content management systems with social networks that enable teachers to publish lessons and goals, set assignments, apply educational activities, communicate with learners through multiple tools and help exchange ideas and opinions between teachers and learners and share educational content, which helps to achieve educational outputs with high content, the creation of educational platforms has become one of the purposeful things in our time, especially after the technological development that is happening day after day, there is no doubt that e-learning is one of the most important therefore, education pioneers are always looking for the best ways and intend to create educational platforms taking into account the ultimate goal of providing an intuitive learning environment that attracts students and urges them to exchange experiences and information.

#### Overall objective

This platform aims to provide a diverse and interactive learning environment that helps students gain knowledge and develop their skills in a variety of topics

#### Project objective

1. to create an educational platform with a smooth design and simple and easy-to-use interfaces

2. organize the educational content in a way that allows students to access information easily and flexibly so that they can move between lessons and educational materials smoothly

3. to help students to exchange ideas

4. facilitating the learning process for the student

5. keep everything that belongs to the student where he can refer to him whenever he wants

6. enable the student to discuss and exchange opinions with all students and lecturers

7. monitor and evaluate learner learning

8. students acquire the skill of using communication and information

9. provide many quizzes and ratings to find out the student's level

10. provide a convenient and user-friendly learning environment

#### Significance of the Project

1. easy access to knowledge

2. learners ' participation in the study content

3.diversity and enrichment of sources

4. finding a safe psychological atmosphere

5. enable teachers to create virtual classrooms for learners that are not limited by time or place

6.The possibility of working on the educational platform through different operating environments and different devices with high compatibility