SE 216 – SOFTWARE PROJECT MANAGEMENT
Spring 2023-2024
Project Proposal
Project Group-1

UniLearn (Digital Learning Platform)

Problem Definition

In today's educational environment, college students have difficulty accessing high-quality extra learning resources that suit their academic needs. Digital learning platforms that are currently widely used tend to appeal to a more general audience and do not include courses that are adapted to changing university curricula. For example, the features offered on such platforms may not generally meet the requirements of many universities and programs, and in general, most of the courses available in such applications This situation causes students to drown in old and potentially useless information rather than the current information they need in their education.

In addition, the student information systems that schools house lack sociality and a structure that encourages meaningful interaction and collaboration among students. Students who lack interactive learning opportunities may drop out of courses before completing the education they need. In short, learning based solely on course materials is monotonous and uninteresting for most students. In this project we aim to provide the education and social activities that students need under one roof.

Background Information

We want to offer an effective way of supporting students with this project by enabling students to take online lessons by joining their universities. In this way, students can get help, feel social, and most importantly, ask questions to online lecturers. The main reason for taking on this project is the opportunity to create a different environment from other platforms in that area due to these factors. Students can watch asynchronous lectures of their universities. We want to provide access through our website and desktop and mobile applications. Users can create their accounts by selecting their universities and writing student ID, or lecturer ID with their personal password. The log-in system will be similar.

Universities can create their accounts by contacting us they will accept only students that belongs to them. There will be also student communities which is maintained and created by some students in specific context. Other students can join these communities for getting help, interact about context of community.

Objectives

- Designing a simple GUI so that everyone can understand the system easily. For example, without any knowledge, users can find a way to access the main article about the platform. This can be measured by surveys or customer feedback.

- Implementing everything according to plan with the most efficiency and safety. The system must be implemented so that usage of resources is minimalized without loss of functionality, and in any type of big issue (system slowdown due to overusage, DBMS crash), the system must ensure users receive minimal harm.

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- We are planning to get at least 100 courses from various departments initially uploaded to system after launch. We must get around 2 thousand sells in first 6 months. Most probably we will start from engineering up to social sciences.

- After launching the project, we expect to get at least 50 thousand users/accounts in the first year

- Improve course completion rates by 20% within the first year by implementing personalized learning pathways and progress tracking features, based on the feedbacks and analytics data on course completion rates.

These objectives depends on rough estimations and can be changed during project plan.

Approval Signatures and GitHub Accounts

Project GitHub Account / Repository: IUE-Project-Group-1 / UniLearn.

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