**UniLearn (Digital Learning Platform)**

**Problem Definition**

In today's educational environment, university students can struggle to access high-quality extra learning resources relevant to their academic needs. There are already some well-known digital learning platforms, but they are mostly unfocused on university topics and have a low social environment. This can lead users to have boring or hard times with less interaction, communication, and help.

**Background Information**

We want to offer an effective way of supporting students with this project by enabling students to take online lessons and join the community for discussions. 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. This platform will also include standard course packets, which is the same idea on other digital learning platforms, that you can read and watch as asynchronous lectures. We want to provide access through our website and desktop and mobile applications. Users can create their accounts for free and buy courses from the platform.

**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.
* 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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