YALTOPIA EDUCATION PROPOSAL

E-learning System

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YALTOPIA
EDUCATION

Education from Anywhere

"When you educate one person you can change a life, when you educate many you can change the world"
Shai Reshef

WHAT DEFINES US

CREATE

INNOVATE

TEACH

Introduction

Education is critical to the development of any nation. For individuals, the guaranteed path to success is through education. Self-reliance,self-betterment, self-fulfillment are all cheques one can cash through education.

Problem Statement

1 Access to educational material at any time

3 Curriculum Based not flexible to learn from home

2 Communication Issues

4 No MOOC Providers

Background

- This project is the provision of high quality, accessible education guided by the best instructors and supportive material.
- Besides infrastructure and underdeveloped technologies, the main reason behind the circumspect transition to digital learning is the lack of trust in digital education's efficacy as compared to traditional in person learning.
- The benefits gained from a digital education platform are clear to see, such benefits could not have been more clearly demonstrated than during the COVID-19 pandemic. This global event accelerated the shift towards the electronic paradigm alluded to by this proposal and digital services began to explode in popularity and usage.
- Not enough has been done in any digital sector in our country for a multitude of reasons, but this also means that the market is unpenetrated.

Motivation

Communication

Questions should be answered any time they come

Accessibility

Access to education through several platforms.

Productive Workforce

Decrease the time to search for quality material more on learning

Overall Improvement

General experience improvement in education process.

General Objectives

- To provide a system that will give anyone from anywhere an education.

- Gradually we hope to have a wide array of students, professionals, teachers, and everyone on this platform.

- The platform will be used by professionals to expand horizons, and create new avenues in their careers.

- The efficiency of online e-learning is improved by evaluating the student's performance, offering feedback to the tutor, and providing reliable resources with a combination of online e-learning systems.

Specific Objectives

- Study competitors within the sphere.
- Requirement Elicitation
  - Stakeholder identification
  - Stakeholder contact and elicitation
    - Interviews
    - Questionnaires
    - Surveys
- System Design as per Requirements
  - The design should materialize the requirements collected and the design document should be malleable enough to accept changes.
- Ensure and maintain the system, so that end-users will have a reliable platform
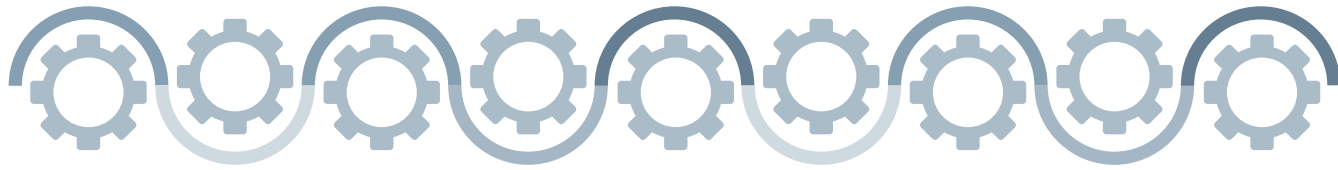
Solutions

The solution Yaltopia came up with:
- Implement an E-learning system that would allow students to learn at any time and place.
- To solve the communication problem by allowing them to interact with their teachers in a variety of ways ranging from direct messages to public questions, giving students more freedom.
- Also making the job of the teacher easier by using the system will allow them to teach any time and place.
- The solution will include both paid and free services, which will be used in tandem to maintain the platform's functionality.
- Finally,add some positive and unique elements to the teaching process.

Project Scope

Registered Student and Instructors

Adding new students and teachers without disturbing existing users.

Course Creation and Management

Content creation

Class Creation and Management

Class will be created and managed easily!

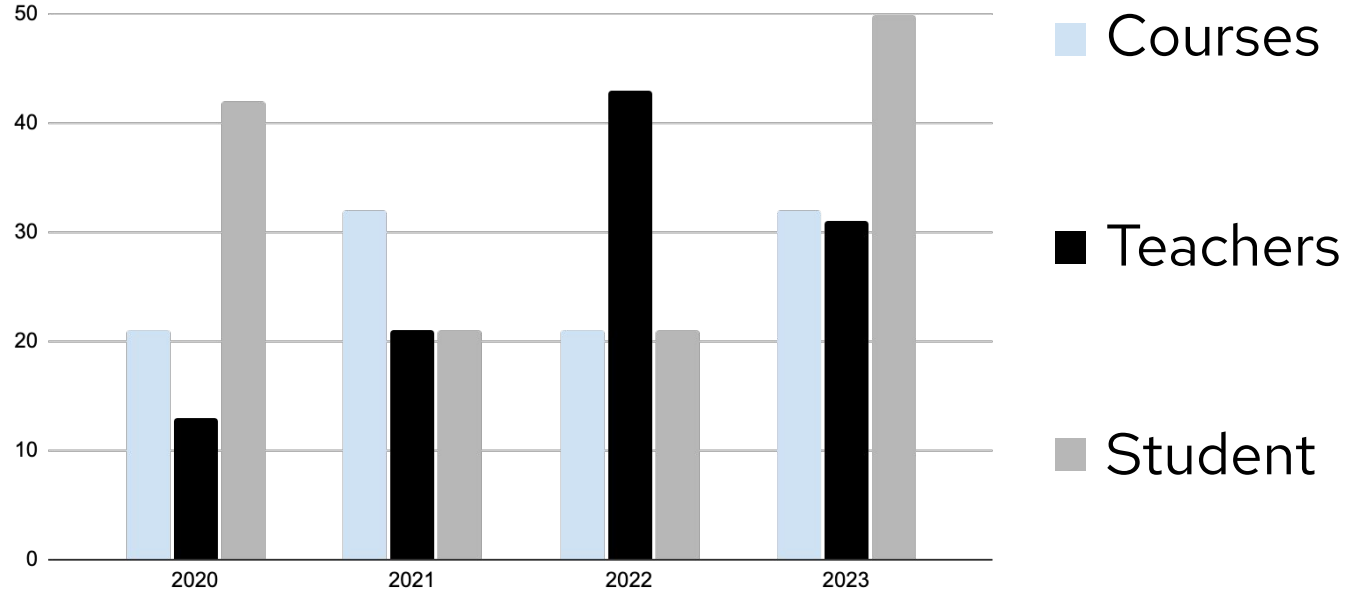**Certification**

Completion any of educational material will be rewarded.

"Education is the most powerful weapon which you can use to change the world" – Nelson Mandela
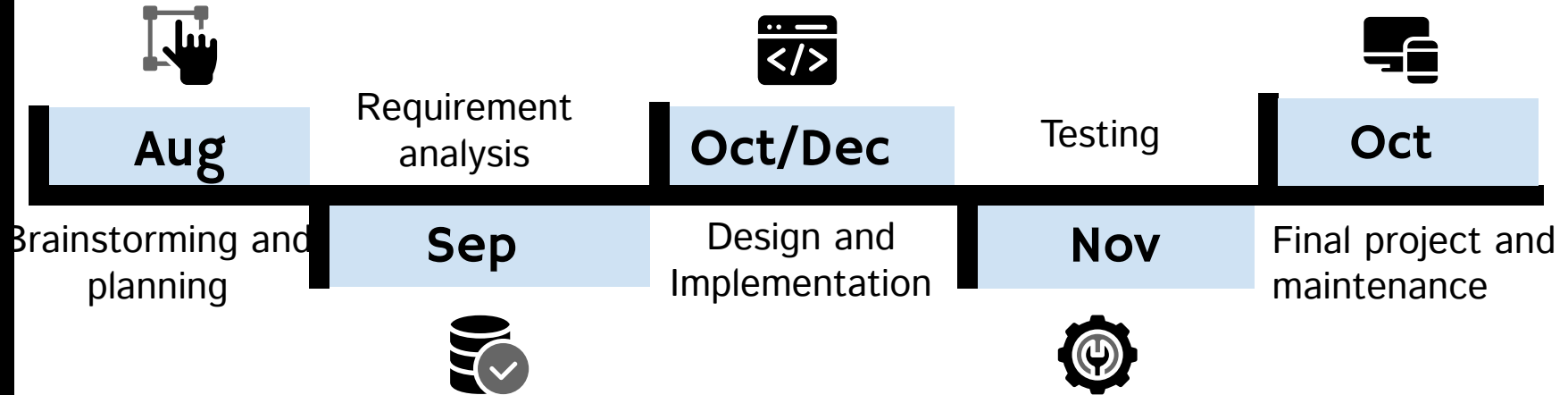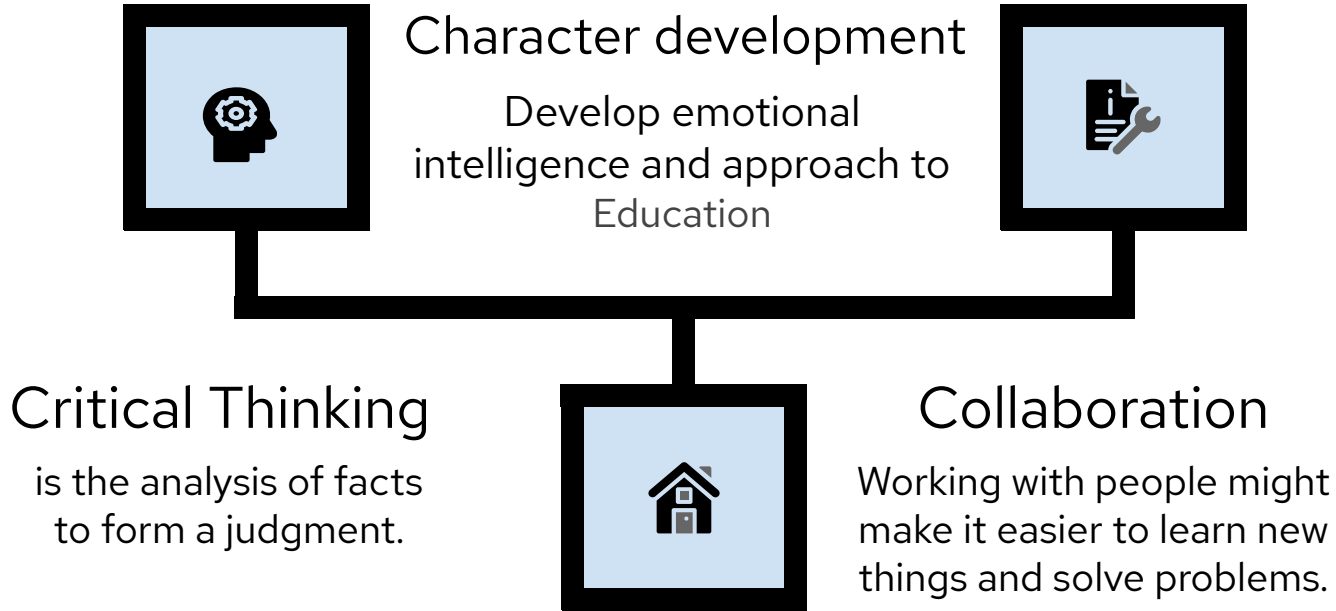
PREDICTED RESULTS

SNEAK PEEK

The general user interface for the mobile has already been modeled will be previewed after the presentation.

TIMELINE

Aug

Requirement analysis

Oct/Dec

Testing

Oct

Brainstorming and planning

Sep

Design and Implementation

Nov

Final project and maintenance

OUR GOALS

Character development

Develop emotional intelligence and approach to Education

Critical Thinking

is the analysis of facts to form a judgment.

Collaboration

Working with people might make it easier to learn new things and solve problems.

Potential Partners

Coursera

Is an online education platform with 23 million users, that is dedicated to offering high-quality online training courses worldwide.

Udemy

Is one of the most popular online course marketplaces on the web.

Edx

Is the learning platform where students find online courses from various universities.

HERE ARE SOME PERCENTAGES

76%
Enrolled in primary education

24%
Only get access to secondary education

20%
Have access to internet.

THANKS!

Do you have any questions?

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