EFREKIADEV
AGENCE WEB & MARKETING

BOOK PFE
PROPOSAL
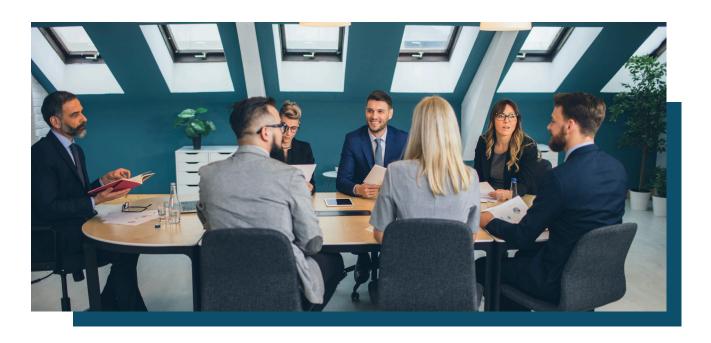# 2025

Prepared By :

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ABOUT COMPANY

We are EFREKIADEV we build web solutions and we guarantee their security.

We are going to make a platform called Intellektuals.com :

an online educational social media platform with groups, paid courses, Express.js, React, and big data enhanced with AI, you'll need to combine several components

ROLE ONE BACKGROUND

1. Backend (Express.js):

- Set up a server: Use Express.js to create a Node.js server that will handle API requests and manage data.

- Implement user authentication: Use a library like Passport.js to handle user registration, login, and password management.

- Manage groups: Create endpoints to create, join, and leave groups.

- Handle course creation and enrollment: Allow users to create and manage courses, and handle enrollment and payment processing.

- Store and manage data: Use a database like MongoDB to store user information, groups, courses, and other relevant data.

2. Frontend (React):

- Create a user interface: Use React to build an interactive and user-friendly interface for your platform.
- Implement user authentication: Integrate with the backend's authentication system to allow users to log in and access their accounts.
- Display groups and courses: Show users a list of available groups and courses, along with their details.
- Handle group interactions: Allow users to join, leave, and create groups, as well as interact with other group members.
- Manage course enrollment and payment: Enable users to enroll in courses, view course content, and make payments.

Require a full-stack   JS developer

04

ROLE TWO BACKGROUND

Understanding the Requirements

- Social Media: Basic features like user profiles, feeds, likes, comments, and direct messaging.
- Groups: Formation of communities around specific topics or interests.
- Paid Courses: Offering structured learning content with a fee.
- UX/UI Design: Focus on creating a user-friendly and visually appealing interface.

Key UX/UI Design Considerations

User Personas

- Student: A learner seeking knowledge and skills.
- Instructor: A subject matter expert offering courses.
- Community Member: A user participating in groups and discussions.

User Flow

- Student Journey:Landing page -> Course discovery -> Enrollment -> Course content consumption -> Community engagement.
- Instructor Journey:Course creation -> Student interaction -> Course updates.
- Community Member Journey:Group discovery -> Participation -> Interaction with other members.

Information Architecture

- Navigation: Clear and intuitive navigation with well-organized menus and labels.
- Layout: Effective use of space, consistent elements, and visual hierarchy.
- Content Organization: Logical grouping of content (courses, groups, user profiles).

Visual Design
- Color Palette: Harmonious and visually appealing color scheme.
- Typography: Readable and consistent fonts.
- Imagery: High-quality and relevant visuals.
- Branding: A strong and recognizable brand identity.

Interaction Design
- Microinteractions: Small, meaningful animations to enhance user experience.
- Feedback: Clear and timely feedback to users' actions.
- Accessibility: Adherence to accessibility guidelines for inclusivity.

Potential Features and Interactions
- Course Marketplace: A curated list of courses with search, filtering, and recommendation features.
- Course Dashboard: A personalized dashboard for enrolled students with progress tracking and course materials.
- Group Feed: A dedicated feed for group discussions, announcements, and shared resources.
- Group Creation: A simple process for users to create and manage their own groups.
- Payment Gateway: A secure and reliable payment system for course purchases.
- Instructor Dashboard: A tool for instructors to manage their courses, students, and interactions.
- Gamification: Elements like badges, points, and leaderboards to motivate user engagement.

Design Tools and Methods
- Wireframing: Create low-fidelity representations of the interface to focus on layout and structure.
- Prototyping: Build interactive prototypes to test user flows and gather feedback.
- User Testing: Conduct usability tests with real users to identify pain points and areas for improvement.
- Design Tools: Use tools like Figma, Adobe XD, or Sketch for visual design and prototyping.

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