



DEDAN KIMATHI UNIVERSITY OF TECHNOLOGY
SCHOOL OF COMPUTER SCIENCE AND INFORMATION TECHNOLOGY
DEPARTMENT OF COMPUTER SCIENCE

PROJECT TITLE:
ELITE CONTENT MANAGEMENT SYSTEM

SUPERVISOR: MR. MORRIS KABURU

**A PROJECT PROPOSAL SUBMITTED TO THE DEPARTMENT OF COMPUTER SCIENCE IN
THE SCHOOL OF COMPUTER SCIENCE AND INFORMATION TECHNOLOGY IN PARTIAL
FULFILLMENT OF THE REQUIREMENTS FOR THE AWARD OF THE DEGREE OF BACHELOR
OF SCIENCE IN COMPUTER SCIENCE FROM DEDAN KIMATHI UNIVERSITY OF
TECHNOLOGY**

2022

DECLARATION

Student Declaration

I Paul Brian hereby declare that this Project Proposal is a bonafide work undertaken by me and it has not been submitted before for any academic award either in the **Dedan Kimathi University of Technology** or any other institutions of higher learning for academic publication or any other purpose.

Name: _____.

SIGNATURE: _____

DATE: _____.

University Supervisor

I hereby declare that this Project Proposal written by the above-named student has been submitted for examination with my approval as University Supervisor.

Name: _____.

SIGNATURE: _____

DATE: _____.

1. BACKGROUND

The theoretical and methodological basis of distance learning was first developed in Ukraine by scientists of the Institute of Information Technologies and Learning Tools of the National Academy of Educational Sciences of Ukraine (Spirin, M.P. Shyshkina, 2019).

With the rapid growth of technology, content delivery, and publication at large have taken a digital path with various efforts put in place to ease the access of various contents. The modern distance learning management system must meet the organizational and technical needs: to support the work of the software on any network, on any platform, to have an Internet-compatible interface, and to store data in a standardized format of storage of educational information (Bykov, 2008).

The parameters of the distance learning and content management system must also meet the requirements of international standards IMS, and SCORM for the DN system, in particular for profile distance learning courses (Kravtsov, 2009).

Central Queensland University (CQU) encapsulates many of the recent changes in Australian universities. These changes include the imperative to diversify funding sources, the expansion of international education, the blurring of modes of study, and the proliferation of online and other technologically based teaching and learning. This paper canvasses several of the issues framing current and potential strategies for evaluating the effectiveness of Central Queensland University's open and distance education provision. These issues include the institution's ongoing search for its identity; historically grounded practices and assumptions around open and distance education; changing demographics; expectations of contemporary university students and teachers; and evident tensions around the commercialization of some elements of the University's operations. The associated strategies are designed to respond to these issues at the same time as promoting diversity, equity, and sustainability in the institution's open and distance education offerings. In combination, these issues and strategies derive from implicit – and too often unexamined assumptions about which kinds of evaluation are viewed as legitimate and about who gets to make those judgments (Dr. Roberta E., 2018).

The global educational trend during the past decade is for face-to-face teaching, learning, and communication to be replaced with e-learning (electronic learning). E-learning features the use of an interface and website in which both faculty members and students can learn and communicate from anywhere in the world, with the use of a personal computer, laptop, or even a smartphone (Fahad Alturise, 2020).

Despite being a health disaster and sabotaging the economy, the COVID-19 pandemic engineered growth in content creation both locally and globally. For instance, most Kenyan Universities and other higher learning institutions started offering online learning. Also during that period several young people, as well as well-established celebrities, entered the content creation industry. Several content from religion, sports to education were shared on various platforms. However, there is a need to develop a platform for the management of these contents.

The Content Management System will provide both web and mobile application platforms for managing content. The system will allow content creators or trainers to upload their content and categorize them. The system will enable content creators to monetize their content. The system will also allow the consumers to select various categories of content to consume.

2. PROBLEM STATEMENT

The rapid growth of technology and the internet across the globe has enabled many creatives to create multiple content from various sectors, these contents require a platform for display and consumption. There is an increasing need for a platform for managing content for the creative industries. E-learning is a go-to trend in the current technological world, affordable, and reliable platforms should be instituted which offer a satisfactory assessment. The content creators spend time preparing their content and use lots of skills, experience, and creativity to make the best content, this calls for monetization of this content.

Entertainment industry has witnessed a massive revolution in terms of content distribution, a platform that is easily and conveniently accessible is necessary. The entertainment contents need to be categorized in different age groups for moral consumption observance. A platform that provides relevant distinctive categories is imperative.

3. OBJECTIVES

3.1 General Objective

To probe if a platform for content display and consumption can be developed.

3.2 Specific Objectives

- i. To examine if content creators can upload their content.

- ii. To probe content consumers can view the content of their categories of choices.
- iii. To explore if content creators can monetize their content – M-Pesa SDK integration.
- iv. To inspect if both content creators and consumers can own accounts.
- v. To evaluate if content consumers can be assessed on educational content.

4. RESEARCH QUESTIONS

- ❖ Can content creators upload their content?
- ❖ Is there a way content consumers can view content from categories of their choice?
- ❖ How can content creators monetize their content?
- ❖ Is there a way content creators and content consumers can own accounts?
- ❖ How can content consumers be assessed?

5. JUSTIFICATION

This study will provide a platform for content display and consumption. The platform will categorize the content and enable the consumers to select the relevant contents for their consumption. The study will accredit monetization of content by content creators as well providing satisfactory assessments to educational content. This will eliminate rogue content and will provide uncorrupted and aboveboard content in all categories.

6. SCOPE

This project is expected to take about six months. The focus of the project will be developing a mobile application and a web application for content management. The applications will have features of login for both the content creators and content consumers. The system will offer content upload features, it will categorize the contents into several categories and integrate the content with M-Pesa SDK for monetization of the content. The system will provide assessment features for education content.

7. REQUIREMENT GATHERING

- Questionnaire & Surveys
- Unstructured Interviews
- Observation

8. SOFTWARE DEVELOPMENT MODEL

- Object-Oriented System Development Methodology

9. SOFTWARE DEVELOPMENT LANGUAGE

- Java
- Android
- Firebase
- JavaScript
- PHP

10. RESOURCES

10.1 Hardware Resources

- **Processor:** Intel Pentium 4 or Later or Compatible
- **Hard Disk:** 320GB HDD and above or 128GB SSD and above
- **RAM:** 2GB or more
- **Printer:** Any
- **Monitor:** SVGA Color Monitor (Touch Screen or Simple)
- **Pointing Device:** TouchPad or Keys
- Android 8 and above

10.2 Software Resources

- Android Studio
- Visual Studio
- **Operating System:** Microsoft Windows 10 or Linux System
- **Browser - Any**

11. GANTT CHART: PROJECT TIME SCHEDULE

	June	July	August	September	October	November
Requirements Phase						
Design Phase						

Implementation Phase			
Verification Phase			

12. PROJECT BUDGET

Item	Quantity	Price Per Unit	Total Price (Ksh.)
Requirement Gathering	1	1,500	1,500
Testing and Verification	1	2,000	2,000
Internet	1	2,500	2, 500
Publication	2	450	900
TOTAL			6, 900