

A platform for students to learn and share knowledge

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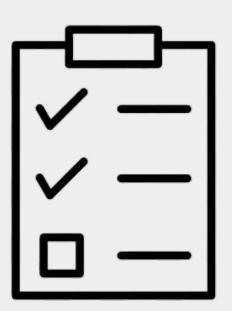
# INTRODUCTION

- User-centric E-Learning
- Access to educational materials and courses from anywhere and at any time
- A webapp for student and teachers.



### **OBJECTIVES**

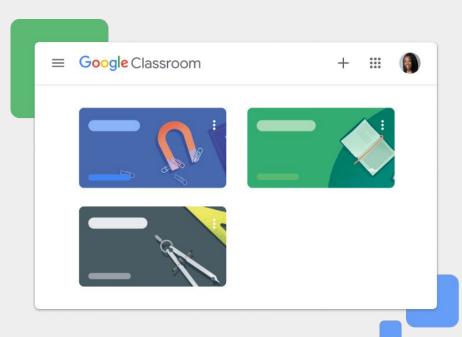
- Platform for the student and teachers to make the teaching learning process more intuitive.
- Assignments and quizzes can be added by the teacher to evaluate the student performance.
- Teacher and student can organize their personal notes and gain access to past papers.



### Related Works

#### **Google Classroom**

- An online platform for virtual Classrooms
- Features assignment distribution
- Submission and feedback and communication from both students and teachers.

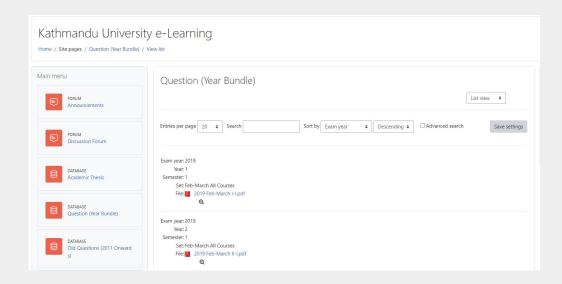


# Related Works

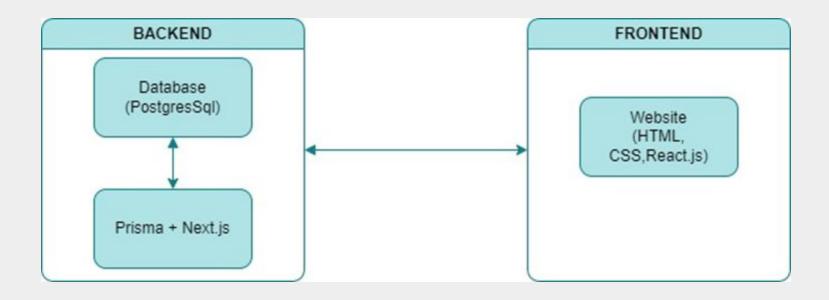
#### **KU ELF**

 An online learning management system used by Kathmandu University

 Facilitates access to course materials, assignment submission and online discussions



# Design and Implementation



# Software Tools Used

#### Frontend Tools

- HTML
- CSS
- React.JS

#### **Backend Tools**

- Next.JS
- PostgreSQL
- Prisma

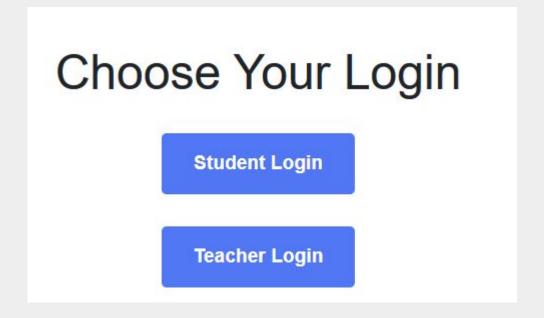




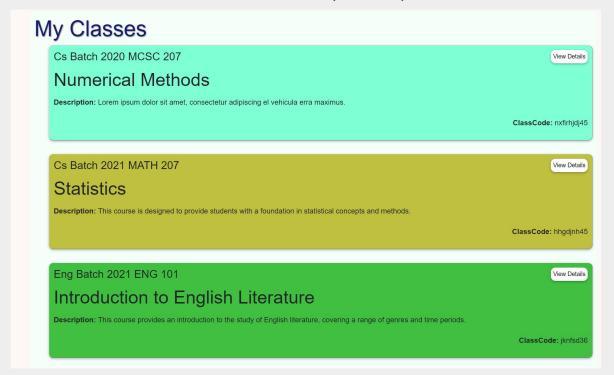




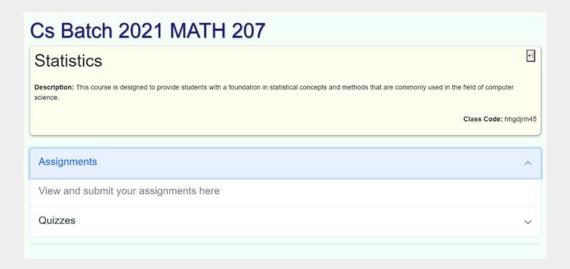
Student login: KU account only



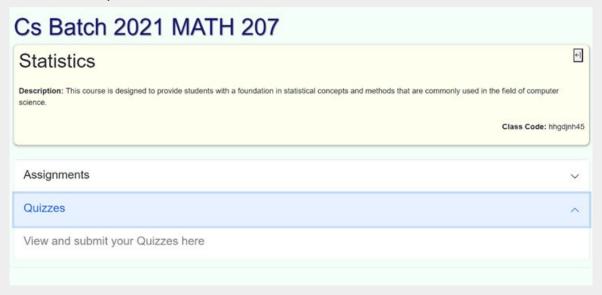
Classroom interface: Join and participate



• View and submit assignments



• View and submit quizzes



• Add and view personal notes



# Limitations

- Google Drive & Forms: Assignment/Quiz management
- Limited flexibility & integration
- No detailed performance metrics
- Challenges in assessing teaching effectiveness
- Lacks data-driven decisions



Future Enhancement

- Native assignment management
- Quiz integration flexibility
- Student performance tracking
- Chapter progress analytics



# PROJECT DEMONSTRATION