

# IN PARTNERSHIP WITH PLYMOUTH UNIVERSITY

**Name:** Wickramasinghe Wickramasinghe 2

**Student Reference Number:** 10898943

**Module Code:** PUSL 2023

**Module Name:** Mobile App Development

**Coursework Title:** Project Proposal

**Deadline Date:** 19 February  
2024

**Member of staff responsible for coursework:**  
Mr. Diluka Wijesinghe

**Programme:** BSc(Hons) Computer Science

Please note that University Academic Regulations are available under Rules and Regulations on the University website [www.plymouth.ac.uk/studenthandbook](http://www.plymouth.ac.uk/studenthandbook).

Group work: please list all names of all participants formally associated with this work and state whether the work was undertaken alone or as part of a team. Please note you may be required to identify individual responsibility for component parts.

**Group No.80**

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Pitigala Manodya	10898813
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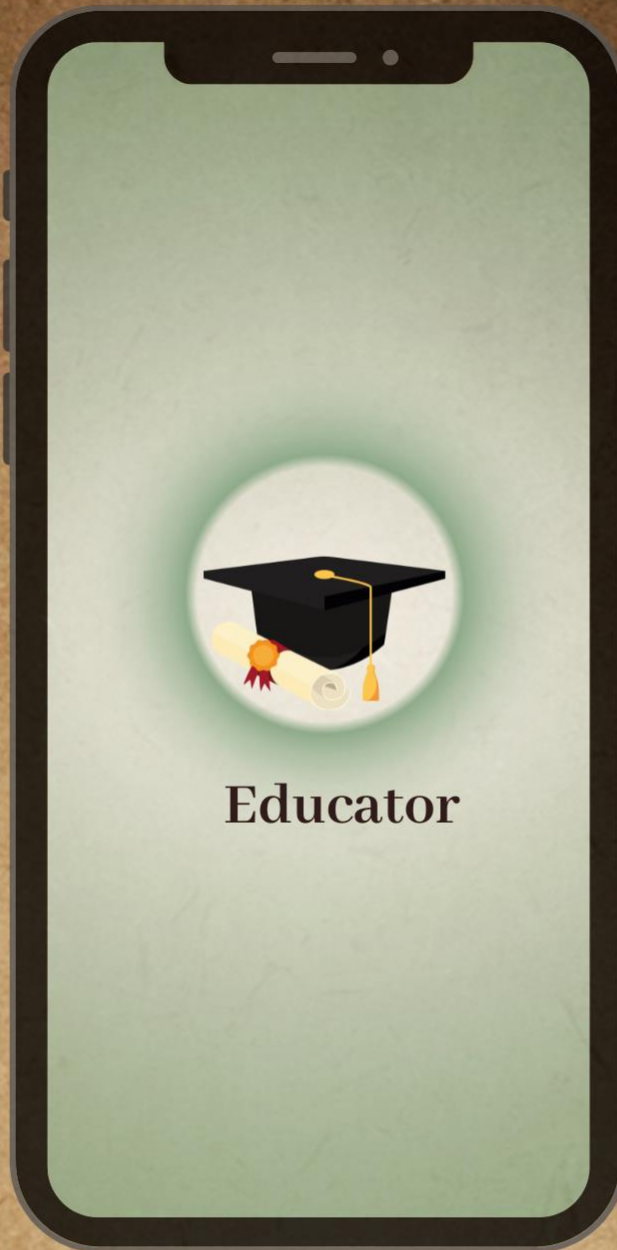
***We confirm that we have read and understood the Plymouth University regulations relating to Assessment Offences and that we are aware of the possible penalties for any breach of these regulations. We confirm that this is the independent work of the group.***

Signed on behalf of the group: Wickramasinghe.

**Overall mark** \_\_\_\_\_ **%**      **Assessors Initials** \_\_\_\_\_      **Date** \_\_\_\_\_

\*Please delete as appropriateSci/ps/d:/students/cwkfrontcover/2013/14

GROUP NO.80



# EDUCATOR

MOBILE APP FOR 1ST YEAR  
UNDERGRADUATES

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## Introduction

Transitioning from high school to college can be quite a daunting experience, and it's not uncommon for students to face challenges in adapting to the new academic system. Our app aims to address this issue by providing a comprehensive set of features designed to facilitate a smooth transition and enhance the learning experience. In this project, we will be utilizing the Flutter framework (Navneet Dalal, 2024) along with the Dart programming language (Galloway, 2024), and we'll be working within Visual Studio Code (Microsoft, 2024) as our development environment.

One of the key features of our app is the inclusion of short notes and sample papers organized by lesson. These resources will serve as valuable study aids, allowing students to review important concepts and practice their understanding of the material. By offering lesson-wise sample papers, students can familiarize themselves with the types of questions they may encounter in exams, enabling them to better prepare and build confidence in their abilities.

Additionally, the module descriptions provided in our app will offer students a clear understanding of the content and objectives of each module. This will prove particularly beneficial for those who may be unfamiliar with the college system and the expectations associated with different courses. By providing a comprehensive overview of each module, students can make informed decisions about their academic pursuits and align their goals accordingly.

The inclusion of questions for each lesson is another notable feature of our program. These surveys will help students assess their grasp of the content and identify areas where they may want more assistance or review. Our app encourages self-assessment and reflection, allowing students to take control of their learning experience and actively interact with course material.

Overall, our app demonstrates a thoughtful and student-centric approach to addressing the challenges faced by 1st-year Computing undergraduates. By providing a wide range of resources and features, we are equipping students with the tools they need to thrive academically and adapt to the college environment.

## Problem Definition

The problem we're aiming to solve with our app is the challenging transition that first-year Computing undergraduates face when they enter college. Many students find it overwhelming to adapt to the new academic system, and they may struggle with understanding the content of their courses and preparing for exams. Our goal is to provide a solution that makes this transition smoother and enhances the learning experience for these students. By offering comprehensive study resources, including short notes and sample papers organized by lesson, as well as module descriptions, we aim to help students better understand the material, practice their understanding, and make informed decisions about their academic pursuits. We want to empower these students to succeed in their first year of college and beyond.

## Scope of the project

The scope of this project entails the development of a mobile application tailored specifically for first-year Computing undergraduates at Plymouth University. The objective is to provide a comprehensive range of features and resources to facilitate a seamless transition into college life and enhance the learning experience for these students. The app will incorporate study materials, including succinct notes and lesson-based sample papers, as well as module descriptions to offer a clear overview of the course content. By addressing the challenges faced by first-year students, our aim is to support their academic journey and foster success in their initial year of college and beyond.

## Objectives

1. **Enhance Learning Experience:** Our primary objective is to enhance the learning experience for first-year Computing students at Plymouth University. We want to provide them with valuable resources and tools that can support their academic journey.
2. **Smooth Transition:** We aim to facilitate a smooth transition into college life for these students. By offering comprehensive study materials and module descriptions, we can help them understand the course content and feel more confident in their studies.
3. **Academic Success:** Our goal is to support first-year students in achieving academic success. Through interactive features like quizzes and study reminders, we aim to keep them engaged and motivated, leading to better performance in their exams and coursework.
4. **Collaboration and Engagement:** We aim to foster collaboration and engagement among students. By incorporating collaboration tools like discussion boards or study groups, we can create a sense of community and peer learning.
5. **User-Friendly Interface:** Our app will have a user-friendly interface, making it easy for students to navigate through the content, track their progress, and access study resources.
6. **Timely Notifications:** We want to ensure that students stay informed about important deadlines, assignments, and course updates. By providing notifications and reminders, we can help them stay organized and on top of their academic responsibilities.

## Features of Application

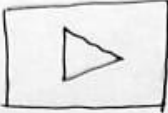
1. **Study Resources:** We'll provide short notes and sample papers for each lesson, helping you ace your exams and understand the course material better.
2. **Module Descriptions:** You'll get comprehensive module descriptions, giving you a clear overview of what you'll be learning in each course.
3. **Interactive Features:** We're thinking of adding interactive features like quizzes and study reminders to keep you engaged and on track with your studies.
4. **User-Friendly Interface:** Our app will have a user-friendly interface, making it so much easier for you to navigate through the content and find what you need.
5. **Collaboration Tools:** We're considering adding collaboration tools, such as discussion boards or study groups, to foster peer learning and engagement.
6. **Notifications and Reminders:** You'll receive notifications and reminders about upcoming assignments, exams, or important course updates, ensuring you never miss a deadline.
7. **Feedback and Support:** We'll have a feedback mechanism in place, allowing you to provide input and suggestions to improve the app. Plus, we'll offer support if you encounter any issues or have questions along the way.



## Wireframe diagram

Educator

Welcome




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Introduction  
Note.....


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
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


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 1<sup>st</sup> Semester

 2<sup>nd</sup> .....

 3<sup>rd</sup> .....

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1<sup>st</sup> Sem

Maths

C Language

DBMS





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Maths

Description

Short Note

Question

Reference



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Maths

Description ...

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Maths

Short Note

SN 01

SN 02

SN 03



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
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Questions

L1 L2 L3

L4 L5 L6

final Paper



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
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Reference

R1

R2

R3

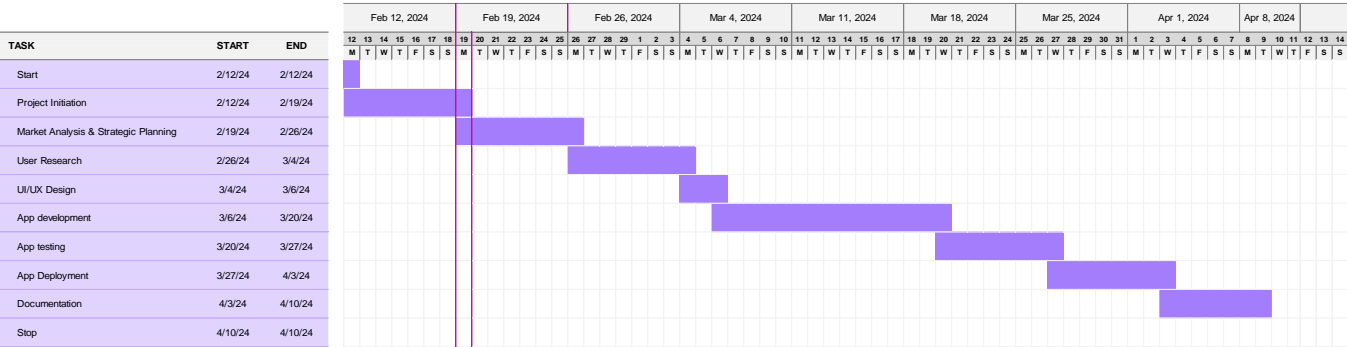


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# Gant chart and Work Matrix

**Mobile App Development**  
Educator - Mobile App  
For 1st Year Undergraduates

Project start: **Mon, 2/12/2024**  
Display week: **1**



Student ID	Name	Contribution
10898809	Nadil Lokuhetty	Contributed to ideation, played an active role in group discussions, evaluates assumptions and their impact on project, Assisted with the documentation.
10898943	Wickramasinghe Wickramasinghe 2	Played an active role in group discussions, evaluates assumptions and their impact on project, Took charge of the documentation
10899421	Widanalage Priyantha	Actively participated in group discussions
10898813	Pitigala Punara	Actively participated in group discussions
10898866	Hettiarachchige J Perera	Actively participated in group discussions



## References

Galloway, W. (2024, 02 04). Retrieved from Dart: <https://search.yahoo.com/search?p=dart&fr=srp-dd-share&fr2=p:s,v:w,m:KgCompany,ct:copy-link>

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