

VIA University College

Project Description

Semester Project 3

Group 3

Students

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Piotr Wiktor Junosz (355502)

Halil Ibrahim Aygun (355770)

Alexandru Savin (354790)

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Software Technology Engineering

3rd Semester

September 10, 2025

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4	Choice of Methods	3
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1 Problem Domain

1.0.0.1 Education problem Education is one of the most important aspects of a life in the civilized population. Basically, humans need it in order to function correctly in today's world, in order to get a job or just communicate with others. "Nowadays around 40% of the global population does not have an access to proper education in language they understand"(PTI & PTI, 2025), and that is a huge problem. Another problem involves gender equality and inequalities in general. Many countries and communities around the world struggle with gender equality in forms of different opportunities for women and men. As a result of that, many countries often have a lower amount of educated women than men despite the equality in their birth rates and sometimes even lower mortality for women. Moreover many disabled people are often not able to attend casual education in physical school. This is why digital learning is having more and more impact in the modern world. Not only more people are able to acquire proper knowledge but also everyone can learn at their own pace. ##### Stakeholders The primary stakeholders in the field of education include both learners and knowledge providers from all over the world.

For more information, see "Guidelines – Project Description".

2 Problem Statement

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For more information, see "Guidelines – Project Description".

3 Delimitation

[Insert your text here]

For more information, see "Guidelines – Project Description".

4 Choice of Methods

[Insert your text here]

For more information, see "Guidelines – Project Description".

5 Time Schedule

[Insert your text here]

For more information, see "Guidelines – Project Description".

6 Risk Assessment

[Insert your text here]

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7 References

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Software Technology Engineering

3rd Semester

September 21, 2025

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1 Introduction

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For more information, see “Guidelines - Process Report”.

2 Group Work

[Insert your text here]

For more information, see “Guidelines - Process Report”.

3 Project Initiation

[Insert your text here]

For more information, see “Guidelines - Process Report”.

4 Project Execution

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For more information, see “Guidelines - Process Report”.

5 Personal Reflections

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For more information, see “Guidelines - Process Report”.

6 Reflect on Supervision

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For more information, see “Guidelines - Process Report”.

7 Conclusion

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For more information, see “Guidelines - Process Report”.

8 References

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Software Technology Engineering

3rd Semester

September 21, 2025

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1 Abstract

- [Insert your text here. The entire chapter should be in italics] *

For more information, see “Guidelines – Project Report”.

2 Introduction

[Insert your text here]

For more information, see “Guidelines – Project Report”.

3 Main Section

[Insert your text here. You may introduce new sub-chapters, or change the numbering of the next chapters]

For more information, see “Guidelines – Project Report”.

4 Discussion

[Insert your text here]

For more information, see “Guidelines – Project Report”.

5 Conclusion and Recommendations

[Insert your text here]

For more information, see “Guidelines – Project Report”.

6 References

[Insert your text here]

For more information, see “Guidelines – Project Report”.