



Marathwada Mitramandal's
COLLEGE OF ENGINEERING, PUNE
An Autonomous Institute



Project Based Learning

Title of Project :Educational Platform Enhancement: Improve the user interface and user experience of an online learning platform, incorporating features for better engagement and learning outcomes.

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CHAPTER 1

Introduction

1.1 Brief overview of the project.

The aim of this project is to create an enhanced educational platform that redefines how learners interact with digital content. Traditional e-learning systems often focus on delivering information but lack the engagement, personalization, and accessibility that modern users expect. This project addresses those gaps by integrating user-centered design principles and advanced technology to create a more dynamic, effective, and inclusive learning experience.

This project is not only about aesthetics—it's about functionality and impact. By enhancing the UX/UI of the platform, we aim to increase user satisfaction, improve educational outcomes, and create an environment where learners feel motivated and supported. The platform will cater to a broad spectrum of users, including students, educators, and administrators, each benefiting from a streamlined and adaptive interface designed for their specific needs.

1.2 Objective:

- 1.Improve user engagement through intuitive and accessible design.
- 2.Enhance learning outcomes with interactive and personalized features.
- 3.Streamline course navigation and content consumption.
- 4.Foster collaboration and motivation through community-driven tools.

Importance of UX in Educational Platforms

A strong UX ensures that learners can easily focus on content without technical barriers or confusion. It reduces dropout rates, boosts motivation, and makes the platform inclusive for all types of learners. Well-designed UX builds trust, promotes consistent usage, and supports diverse learning styles effectively.

CHAPTER 2

UX Research Report

2.1 Research Methods

To understand the specific needs and challenges faced by NEET and MHT-CET aspirants, we conducted:

- **Surveys:** Distributed to high school students across Maharashtra and India preparing for NEET and MHT-CET.
- **User Interviews:** Conducted with students, coaching center teachers, and parents to get a well-rounded view.
- **Competitive Analysis:** Evaluated popular platforms like BYJU'S, Unacademy, Physics Wallah, and Embibe.

2.2 Survey Results & Interviews

Survey Insights

Common Challenges:

- Time Management: 62% struggle to balance school, coaching, and self-study.
- Concept Clarity: 49% need more visual aids and doubt-clearing sessions.
- Motivation: 41% lose momentum due to a lack of progress tracking or peer competition.

User Needs:

- Daily Study Planner with Timed Reminders
 - Instant Doubt Solving & Mentorship
 - Topic-wise Tests with AI Feedback
- Preferred Features:
- Live & recorded lectures
 - Weekly mock tests with NEET/MHT-CET level difficulty
 - Performance analytics dashboard
 - Gamified leaderboards

Interview Summaries

Functional Requirements

Adaptive test generation

Interactive quizzes and revision tools

Subject-wise performance analysis

Bookmark & note-taking tools

Non-Functional Requirements

Low-latency streaming even on 3G networks

24/7 uptime during peak exam seasons

Data privacy for minors (GDPR-compliant)

Mobile-first design (90% users on phones)

Common Pain Points:

- Generic content, not exam-specific
- Lack of performance feedback after tests
- Slow or delayed doubt resolution
- Boring UI, especially for long study sessions

2.3 User Personas

Persona 1: Aryan – NEET 2025 Aspirant (Dropper Year)

- **Age:** 18
- **Goals:** Crack NEET and get into a government medical college
- **Frustrations:** Gets overwhelmed with syllabus
- **Behaviors:** Studies 10+ hours/day, prefers structured planning
- **Motivations:** Family pressure and personal ambition

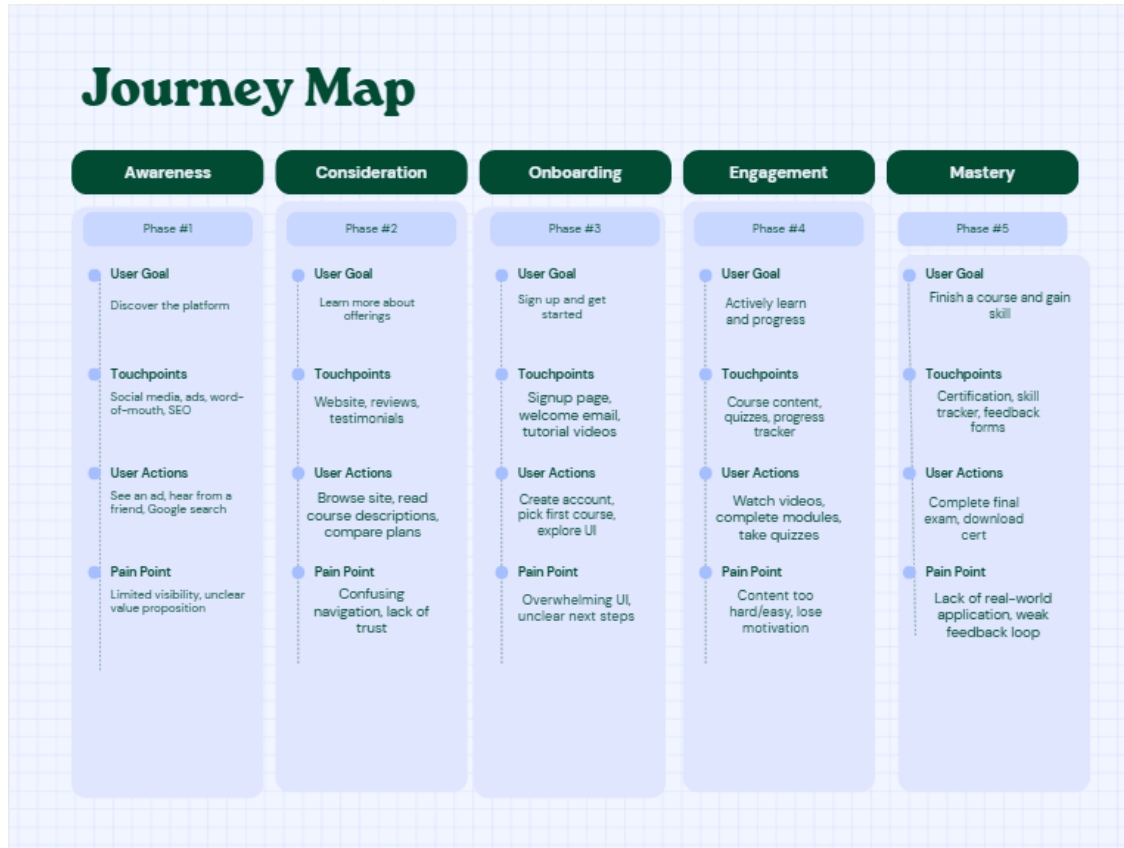
Persona 2: Kavya – MHT-CET 2025 Aspirant (State Board)

- **Age:** 17
- **Goals:** Score 99+ percentile for Engineering
- **Frustrations:** Difficult to find CET-specific mock tests
- **Behaviors:** Studies in the evening; prefers mobile learning
- **Motivations:** Wants to get into COEP/PCCOE

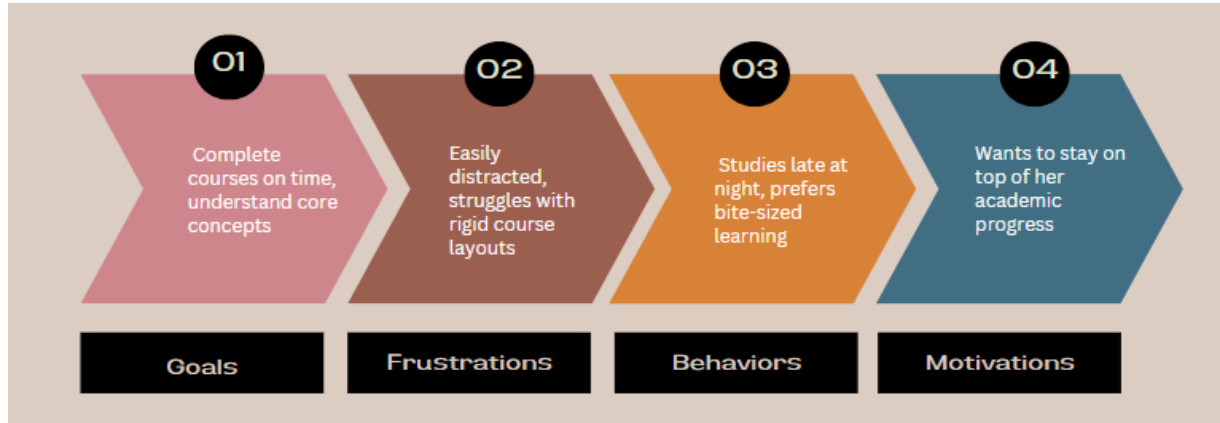
Persona 3: Ananya – NEET 2026 Aspirant (11th Grade)

- **Age:** 16
- **Goals:** Build a strong foundation for NEET 2026
- **Frustrations:** Finds long videos boring and hard to retain
- **Behaviors:** Mixes coaching + self-study; uses flashcards
- **Motivations:** Dreams of becoming a pediatrician

2.4 Journey Maps



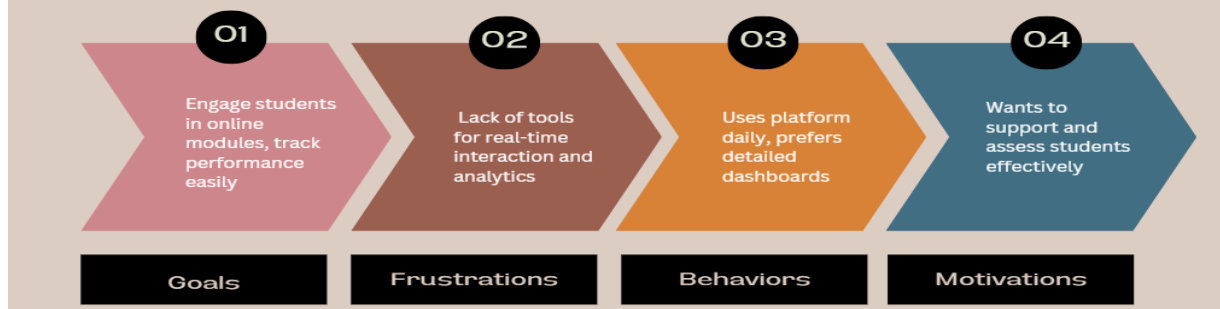
Persona 1: Aryan – NEET 2025 Aspirant (Dropper Year)



Persona 2: Raj – The Busy Professional Age: 32 | Status: Working full-time, part-time learner



Persona 3: Anna – The High School Teacher Age: 47 | Status: Educator



CHAPTER 3

UX Audit Document

3.1 Key UX Issues Identified



1. AI-Powered Personalized Learning Paths

Recommends courses, videos, and exercises based on the learner's performance, preferences, and goals.

Adapts difficulty level in real time for quizzes and tasks.

2. Smart Tutor / Chatbot Assistant

24/7 support for answering doubts or explaining concepts using natural language.

Can assist with navigation, assignment reminders, and FAQs.

3. Automated Grading and Feedback

Instantly evaluates multiple-choice, fill-in-the-blank, and short answer questions.

Provides personalized feedback on essays using NLP (Natural Language Processing).

4. Predictive Analytics

Identifies students at risk of falling behind and alerts educators.

Tracks learning behavior to forecast outcomes and recommend interventions.

5 Voice-to-Text & Text-to-Speech

Students can dictate notes or answers.

Lessons and quizzes can be read aloud for accessibility and multitasking.

6.Plagiarism Detection

Scans student submissions for originality using AI-powered plagiarism detection tools.

7. Content Summarization & Highlighting

Automatically generates concise summaries of long articles or lecture transcripts.

Highlights key points and definitions to aid in revision.

8 Image Recognition for Assignments

Students can upload handwritten or scanned documents; AI can read and convert them into editable text.

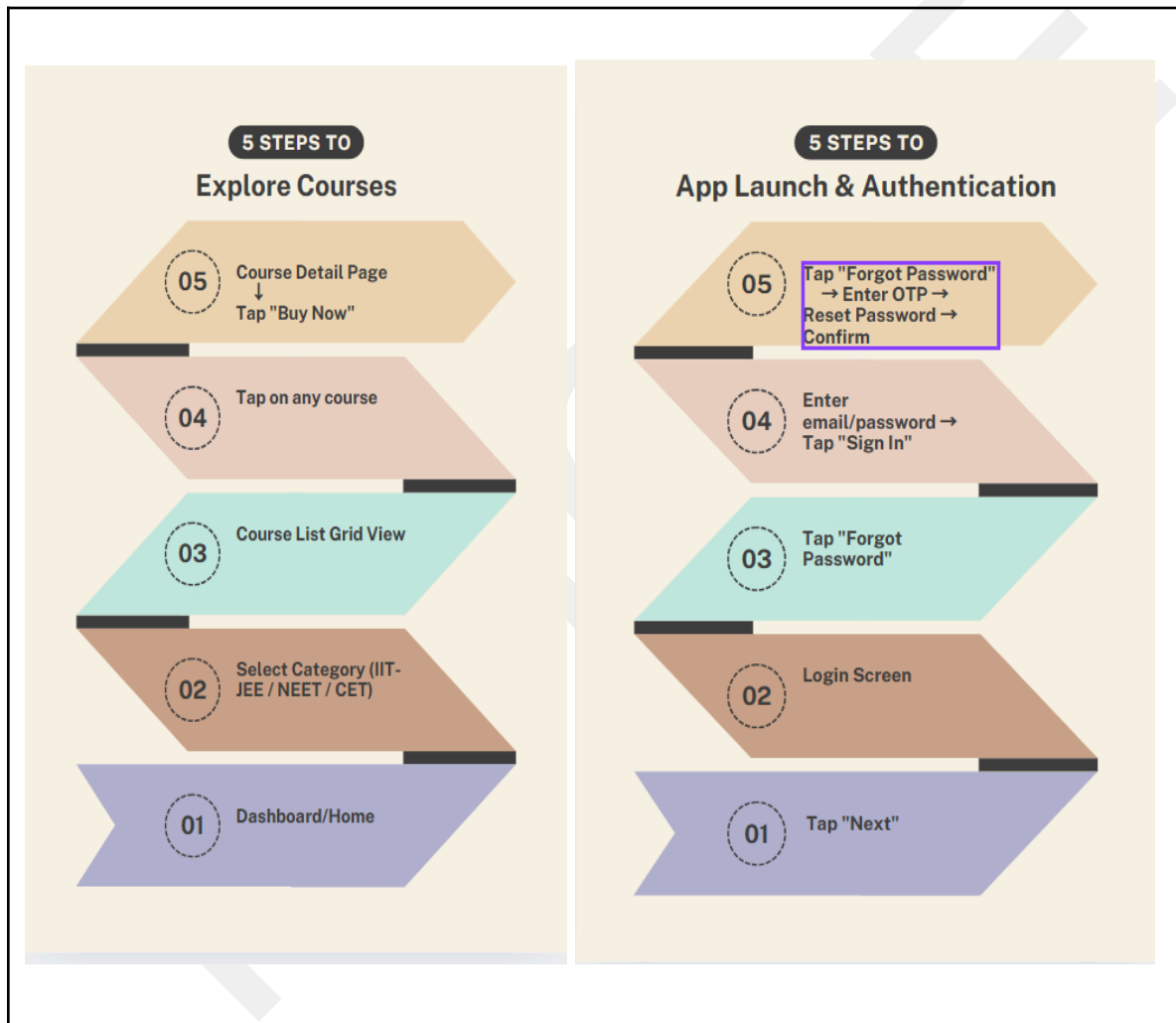
Useful for math equations, diagrams, or offline homework.

Chapter 4

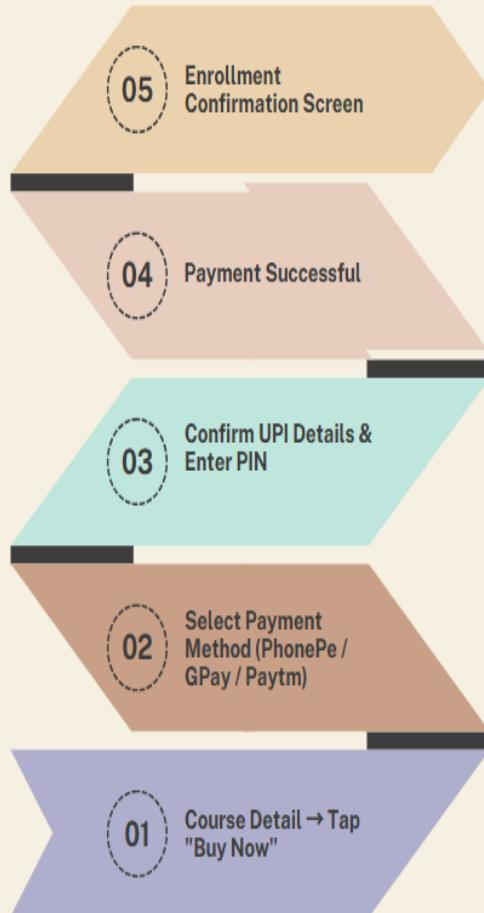
Task Flows & Sitemap

4.1 Task Flows

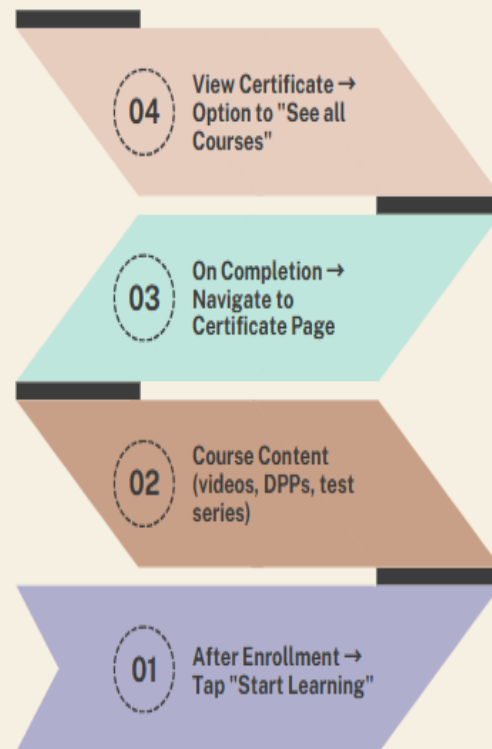
- Define step-by-step user interactions for:



5 STEPS TO Buy a Course



4 STEPS TO Access Learning Resources



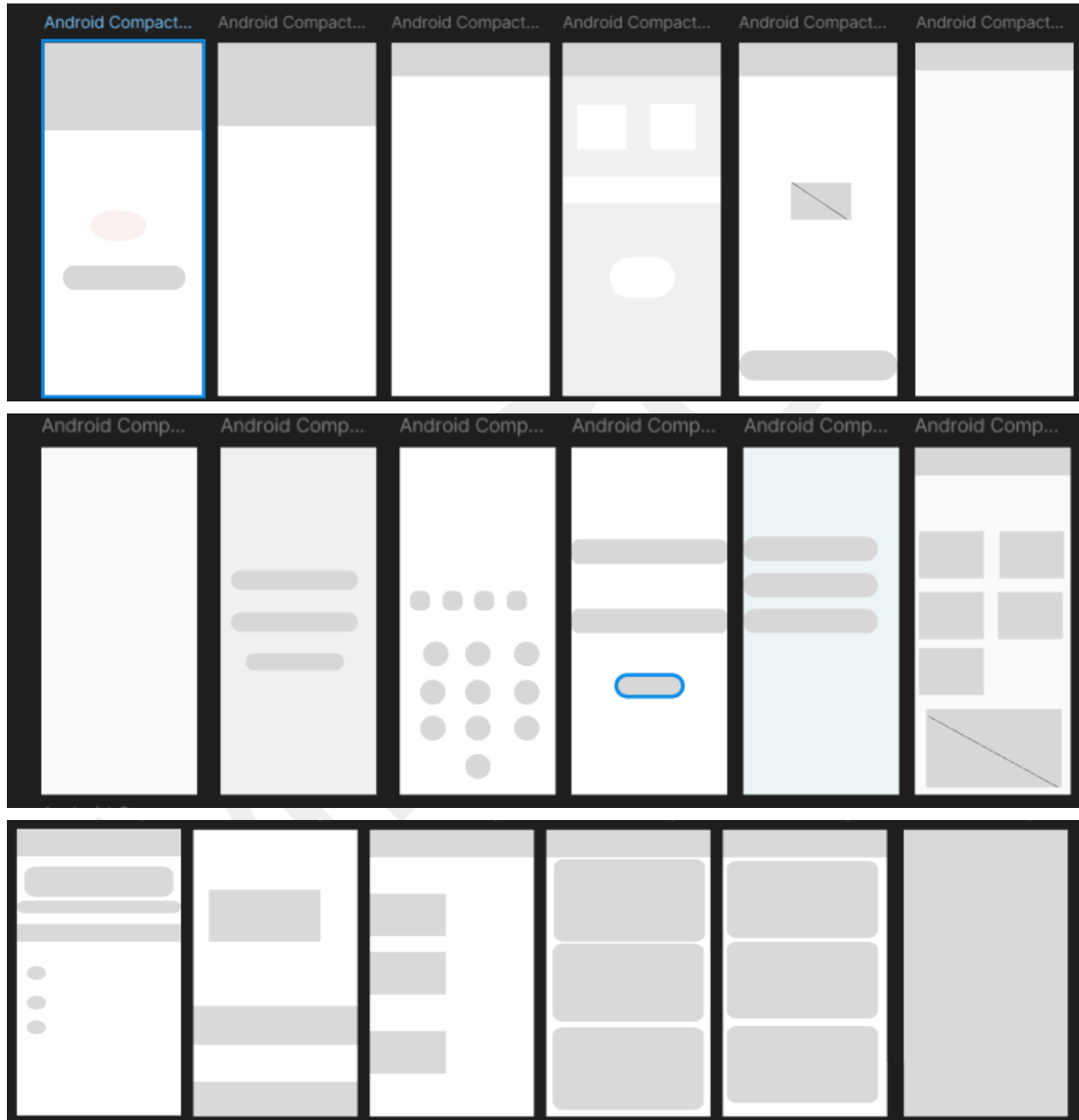
4.2 Sitemap

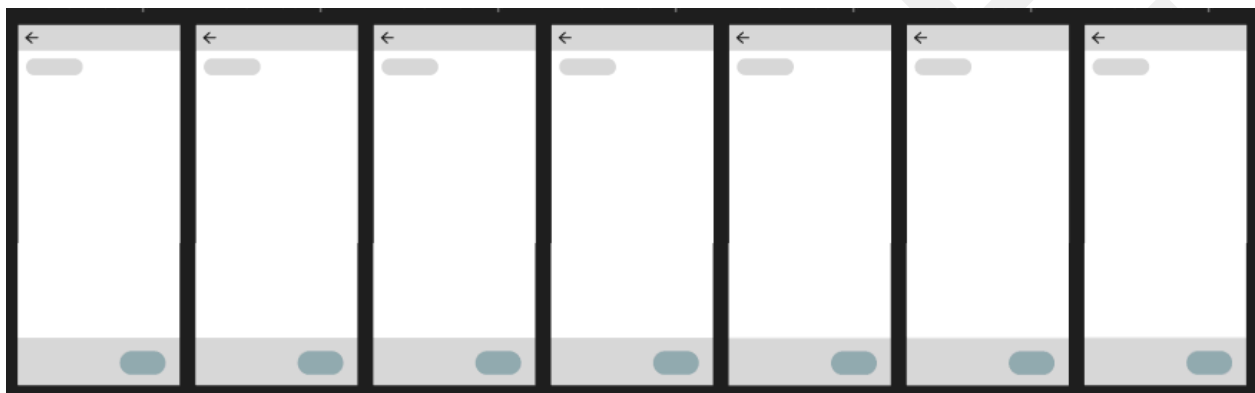
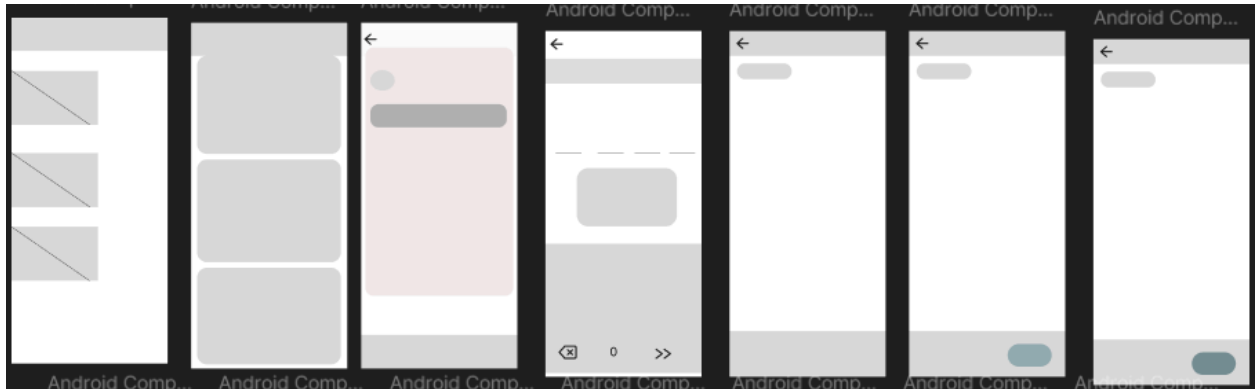


Chapter 5

Wireframes & Interactive Prototype (Figma)

5.1 Low-Fidelity Wireframes





5.2 High-Fidelity Wireframes

[Prototype](#)

Chapter 6

Style Guide (UI Components, Typography, Color Scheme)

- **Typography** (Primary & secondary fonts).



Typography

Headings (H1, H2, H3): "DM Sans"
Body Text & Labels: "Manrope"
Buttons & Inputs: "Space Grotesk"

H1 The quick brown fox jumps over the lazy dog

H2 The quick brown fox jumps over the lazy dog

H3 The quick brown fox jumps over the lazy dog

Text The quick brown fox jumps over the lazy dog

Inputs The quick brown fox jumps over the lazy dog

Color Palette (Financially trustworthy colors like blue, green, neutral tones).



Chapter 7

Findings, Designs & Improvements

7.1 Key Research Insights

Navigation Issues: Complex menus and cluttered dashboards make course discovery difficult.

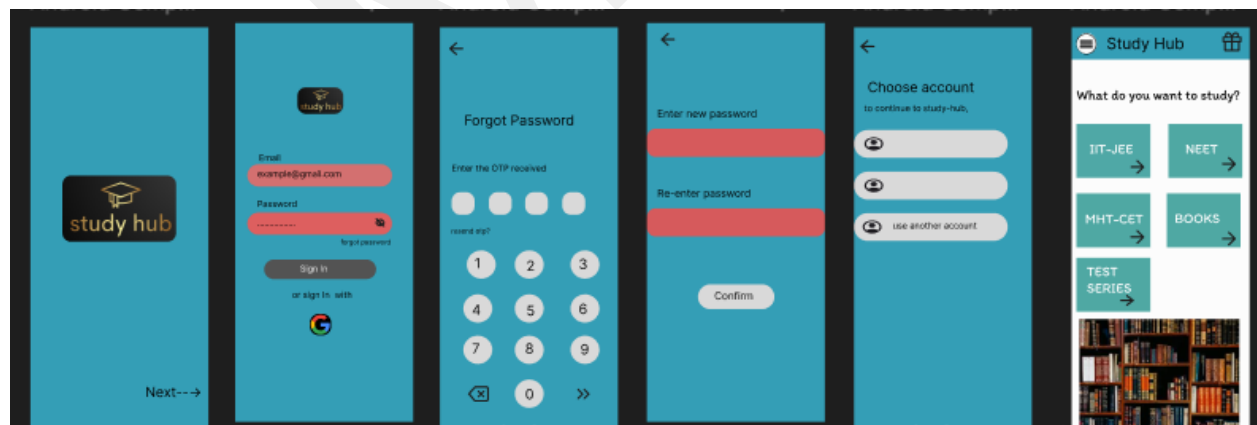
Engagement Challenges: Passive content (videos) leads to disengagement.

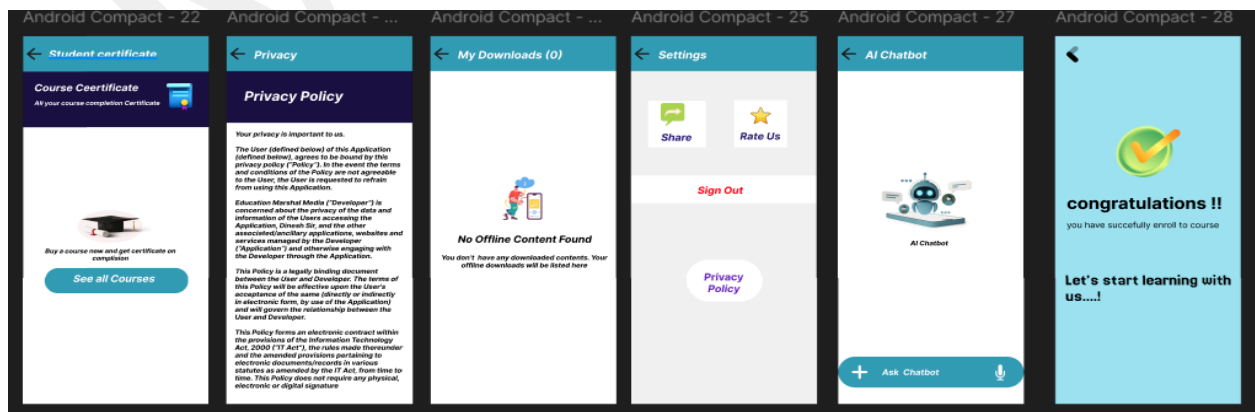
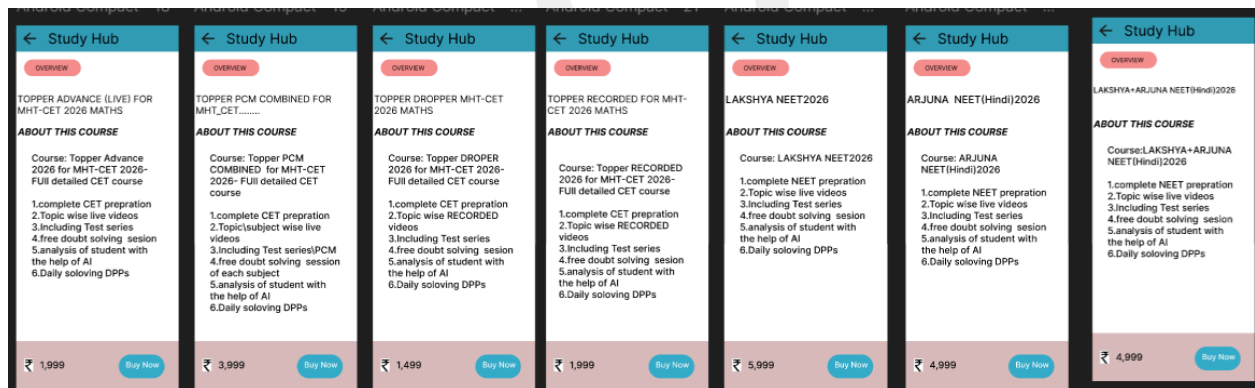
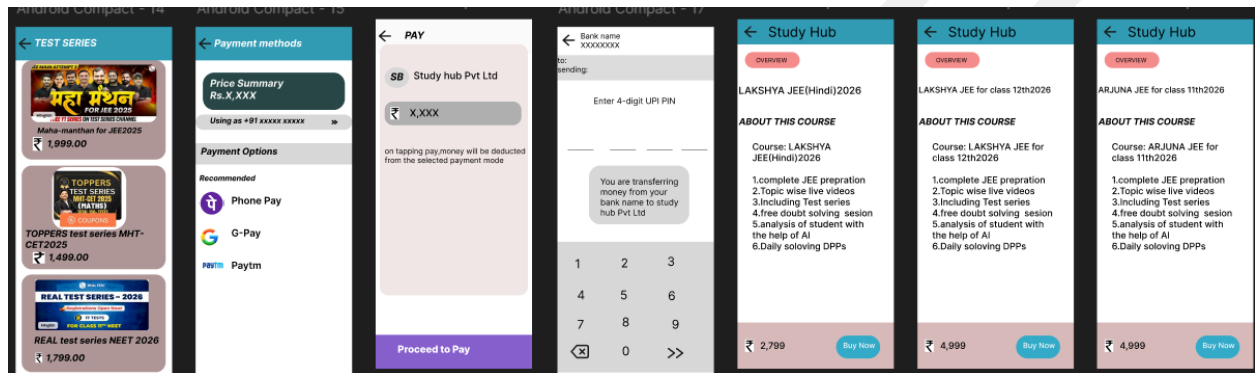
Lack of Personalization: No tailored recommendations or adaptive learning paths.

Progress Tracking: Unclear visual progress feedback.

Community Features: Limited interaction spaces for peer support.

7.2 Final Design Showcase







7.3 Future Improvements

1.AI-Powered Tutors:

Integrate AI chatbots or voice assistants to help students with instant doubt resolution.

2.AR/VR Learning Modules:

Add immersive Augmented/Virtual Reality experiences for subjects like science, history, or engineering.

3.Learning Analytics Dashboard:

Provide deep insights into learner behavior, weak areas, and predictive performance using data analytics.

4.Community-Driven Content:

Allow teachers and students to contribute, rate, and share custom content or learning resources.

5.Offline Learning Mode:

Enable content downloads for offline access, especially for users with limited internet connectivity.

6.Multi-language Support:

Offer content and interface in multiple regional and global languages to cater to diverse learners.

7.Integration with External Tools:

Connect with tools like Google Classroom, Microsoft Teams, or Notion for a seamless workflow.

8.Personalized Goal Setting:

Let learners set personal goals, receive reminders, and track completion milestones.

9.Gamified Career Pathways:

Show progress toward career goals with skill trees, certification maps, and portfolio builders.

10.Parental Engagement Dashboard:

Provide parents with insights into their child's progress, strengths, and areas of concern.

11.Voice-Based Navigation:

Implement voice commands for easier accessibility and hands-free navigation.

12.Credential Verification System (Blockchain):

Securely issue and verify certificates using blockchain technology to prevent fraud.

Links

1)Finlytic Figma Prototype:
[Prototype](#)

2)Finlytic Youtube Video Link :
[video link](#)

3)Finlytic Github Link :
[Github](#)