Project Name: AfriLearning

Project Description:

AfriLearning is an multi features online educational platform that enables university, elementary, primary, and secondary students to interact with teachers and perform the respective task post by the administrators.

The platform encompases an interactive dashboard to display and track students results coupled with machine learning tool IBM watson to process data in real time and predits students results.

Main Functionality:

Teachers can be able to post educational material in the forms of video, text and images through a unique ID students can log in and perform the task stipulated by the teachers within the given period of time.

Analytical Overview:

Giving respect to the African online Educational board there are over 12 known educational platforms on the continent more of which are still in its infancy stage, the list can be found here <https://www.schoolnetuganda.com/news/the-top-e-learning-platforms-transforming-africa/>

1. The for main main competitors are:

1. Udemy
2. Coursera
3. Edx
4. Code Academy

2. A analyst of functional comparison between AfriLearning and other online educational platforms are:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Monetization | User-friendly | Speed & Latency | Comfortability |
| AfriLearning | NO | YES | NO | YES |
| Udemy | YES | YES | NO | YES |
| Coursera | YES | YES | YES | NO |
| Edx | NO | NO | YES | NO |
| Code Academy | YES | YES | YES | NO |

1. Expected Results:

The project is expected to follow the KISS principle, its simplicity and user-friendly attributes will give users satisfaction and boost user retainments.

A. AfriLearning will feature a progressive web application that entails web, Mobile and Desktop applications for easier accessibility of students.

B. list of features that should be completed in the first phase of the project.

1. Home page
2. Teachers panel
3. Students Panel
4. Video endpoint from server
5. Interactive dashboard using chart.js for students and teachers
6. Sign up page
7. Sign in page
8. Administrative panel for institutions and schools
9. Exam assessment algorithm should be implemented
10. Beta phase of the project should be ready

Projects Objective:

Simulate offline class room features for teachers and students in Africa, enhance educational accessibility through digitalization.

The project is set to alleviate educational literacy and improves standard of living.

Assumptions and limitations:

1. High internet cost to access the platforms will result in inequality of knowledge among students.
2. Lack of technological devices is a hindering factor for knowledge accessibility.
3. For the fact the educational is provided for free educational contents value tends to reduce thus affecting the quality of education.
4. Increase in irresponsibility of students since student won’t be monitored offline