**IMPROVING ACCESS TO EDUCATIONAL RESOURCES**

**Description of the Community Need:**

There is a critical need to improve access to educational resources in our community. Many individuals, including students, parents, and lifelong learners, face challenges in accessing high-quality educational materials and opportunities. These resources may include textbooks, online courses, tutoring services, workshops, educational events, and many more.

Currently, accessing educational resources may be limited by factors such as financial constraints, and availability. This lack of access is an obstacle in the way of the individuals starting from acquiring new skills, advancing their education, or pursuing personal interests, to ultimately impacting their personal and professional growth. The other major issue is due to the complexity of the platform providing feasibility(resources). It should be simple and easily accessible so that person belonging to any genre can easily access it as, in many cases the user leaves the platform due to its complexity even before properly starting with it. In short, the platform must be user-friendly.

Addressing this challenge requires a digital solution that democratizes access to educational resources, making them readily available and easily accessible to all members of the community. By creating a user-friendly platform that aggregates educational materials from various sources and offers personalized recommendations, we can empower individuals to pursue learning opportunities tailored to their interests and needs.

Moreover, incorporating features such as interactive learning modules and discussion forums can enhance engagement and foster a sense of community among learners. By improving access to educational resources, we can facilitate lifelong learning and skill development, ultimately contributing to the overall growth and well-being of our community.

**Feedback:**

* Some users mentioned that the navigation menu was too cluttered and recommended simplifying it by categorizing resources.
* Several users gave suggestion to include search by interest box
* Users appreciated the simplicity of specifications of the proposed system.

**Changes Made:**

* Add search by interest search bar in the sub-divisions.
* Simplified the navigation menu by grouping resources into broader categories and reducing the number of menu items.

**Reflection on Prototyping Process:**

Creating a prototype for improving access to educational resources has been an enlightening experience. Through gathering feedback and making iterative changes to the prototype, I learned

several valuable lessons that I can apply in future projects:

1. **User-Centric Design:**

Prioritizing user feedback and incorporating user-centric design principles is crucial for creating an effective digital solution. By actively involving end-users in the prototyping process, we can identify pain points and design solutions that meet their needs and preferences.

1. **Iterative Improvement:**

Prototyping is an iterative process, and it's essential to embrace feedback and make continuous improvements based on user input. Each iteration brings us closer to creating a solution that is intuitive, user-friendly, and impactful.

1. **Importance of Accessibility:**

Accessibility should be a fundamental consideration in digital design, especially when aiming to improve access to resources for diverse user groups. Ensuring that the platform is accessible to individuals with disabilities and those with limited digital literacy is essential for promoting inclusivity and equity.

1. **Balancing Complexity and Simplicity:**

Striking the right balance between providing comprehensive features and maintaining simplicity is key. While it's essential to offer a wide range of educational resources, it's equally important to present them in a way that is easy to navigate and understand for users of all skill levels.

Overall, the prototyping process has equipped me with valuable skills and insights that I can apply in future projects. By continuing to prioritize user feedback, iterate on designs, and uphold principles of accessibility and simplicity, I aim to create digital solutions that have a meaningful impact on communities and address pressing societal challenges.