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Royal University of Phnom Penh



PROJECT PRACTICUM

A Research Report

Job and Major App

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CHAPTER 1: INTRODUCTION

1.1. Background and Motivation

In this third year, our team did a project practicum related to the app. Our app deals with the majors in and works according to each major so students can better understand before grasping any of the skills. We usually observe that after graduating from the 12th grade, a student encounters a problem that they should choose a profession that they love and that there will be a good job market in the future. our team did a project practicum related to the app. Our app deals with the majors in and works according to each major so that students can better understand before grasping any of the skills.

1.2. Problems

After finishing 12th grade, they do not know what skills to choose and what to do in the future. And sometimes the work they do and the skills they learn will be different. Don't know what basic subject to study. Because they do not know much about the skills in the university and also do not know exactly what the skills and when they take and when they graduate can go to some job and match the job they want to do or not. When they learn the wrong skills, they waste a lot of time and money on their studies and become confused as to whether they should continue to study or stop doing something.

For college students, when they are in their second and third year, they still don't know what skills they study can apply for a job. Clearly what to learn in the next years, whether they go ahead or not. Choosing to study with friends and family without exploring the skills learned.

These are big problems of high school and university students who started making us want to create this **Job and Major app** to help them.

1.3. Aim and Object

❖ Aim

For our Aim, will do Mobile Application and Develop mobile app that makes it easy for Students to see the skills and major in that skill. And we also include schedules to study in other major and information. We will develop our app to make it easier for users and meet the needs of users when we take ours to use, if there is something wrong, we will improve to use.

On the other hand, if we can create an app and it will be success, we can create another website for both of us. And we hope that app we make will be successful when we implement it.

❖ Object

In our object we also have information for the study of students who just finished 12th grade. And there are many professions that have explanations for each major, with guidance on

different occupations. That allows students to learn many skills that they never knew before in university. Which makes students understand the goal in the future more deeply. And know the relationship between education and work, Know the skills and major to study and all the majors have the references.

1.4. Limitation and Scope of Project

For the third year in this year, we set a limit to do the mobile app available. And our app is focused on students who have just finished 12th grade, who find it difficult to decide what to study after 12th grade. For first year students, they something does not even know that the work they are learning can be used for work related to skills and they can also look at the analysis to be learning next year.

In scope of project, we have 4 there are Notifications, List View, Library and Search, and Login and Download. Notifications we use it to show a news that we post in now in our app, and it will jump to every post on something new to make it easier to see it. List View, we use to scroll up and down to see the skill and job that we want to see it. Library and search we use it to research the major that we want to look it we just write a major that we want to know about it. Login and Download we use it to download the schedules input in Library for easier to see it again that we need Login when we download.

1.5. Structure of study

CHAPTER 2: LITERATURE REVIEW

2.1. Comparison app

Our mobile app there are introduction for each skill that they want to study. Our app includes the schedules for student in each year to get them ready for what to learn next year. Describe the work in each major like IT Engineering has backend developer, customer service C# developer and IT officer. It really does provide a lot of benefits when they download our app.

Other mobile app there are skills but it doesn't have work and introduction in their app. It doesn't have the schedules for student to study. It is difficult for student when they want know about information that their study in university.

Finally, we include about information that don't have other app. For students, it is easier when downloading our app to use it have all in one. Without downloading multiple apps in phone.

2.2. Summary their app

App Sololearn created by David Kochaoyon and Eva Hyusyan on November 2014. In their app have highly responsible, high data management and gave users confidence. And the result in their app there are Scan document edit, Optical character recognition and extract them from image and the Document editing-edit PDF conversion-edit.

App ព្រឹត្តិស័យ created by Current research. There are many functions that users can use such as type of work, educational institutions, job center and understand personality. The result has view or find out what skills each university has know which universities to choose for a job. And create educational videos related to various jobs.

CHAPTER3: METHODOLOGY

3.1. Research design

In Research design, we use it to make it easier for users. We have taken each point of it to study to make it easier when they use our app.

3.1.1. Tool to use

In tool that to use have Home, Download, Library, Research, Notification and Back. Home we show all the major when we open our app. Download for save the files that we want to download it to look again. Library for save the file that we read already, that we can know the file that we read until. Research use it for search the major that we find it by write the name it. Example: we write "Information technology engineering". Notification for input the new information that we post in the app. And Back we use it for back to the major when they are in the job, they can back to see major.

3.1.2. Development Technology

In our development technology we use three languages for do our app. There are **Figma**, we use to design the UX/UI our app. Use it for design before write the code, it is an important part before we start coding in app. **Flutter** we use it for do front-end like write it for input like the body like the Figma which we design. And then we use the **Database** for do the back-end that connect it about Flutter for our app can be process.

3.1.3. Project management methodologies

We use Agile for the project management methodologies. We can edit the code when we want add each other. In agile have conception, initiation, analysis, design, construction testing and deployment. We use it according to each concept. For easier to write the code. We are tasting the code in our app by do and tasting.

3.1.4. Collects data

We collect data in our app by research in social media like search the app as the our app and We search about the job and the major in Royal University of Phnom Penh. Interview people like student friend and people that we know, we ask them about problem that they study in university and high school, we ask them about job which they study in university. When they graduate form university, they can work what. And then we request a schedule that they study. We download their app to compare with our app what we have, what we have to make it easier to fill. And see how their design is easy for users to find to fill the gaps in our app. We use the google form to survey people like the question must to ask they about their study. And Discussion in our team what do we do in our app. We discussion about job in our major that can

do about work and we discussion about design.

3.2. System Landscape

User have a mobile app that connect with the browser in their mobile phone to server and database that can show the app in their mobile phone like information in our app as job major introduction home page. They can donwload the about information in app put in their phone.

Admin have web app that show about information in app we can see the user to do in our app like dowload. Input in browser to the server and database. Data is in the database.

3.3. System Algorithm

User can login your name, email or phone number, and choose school where they study have second school, hight school and university. And we see two column to choose major when we choose major have two options have study material and see al jobs. User can download about file in app to watch it again. User see a notification when have post about new information. When user read about information in app job and major it upload in the library.

CHAPTER4: DATA ANALYSIS AND RESULT

CHAPTER5: DISCUSSION

CHAPTER6: CONCLUSION

References

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2. App ព្រឹត្តិស័យ
3. App Sololearn
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APPENDICES