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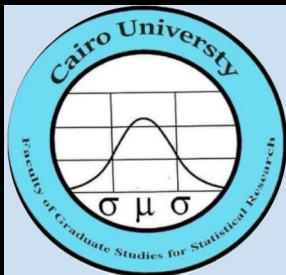
Cairo University

Projects, Recommendations Platform

Cairo University
Faculty of Statistical Studies and Research

Department of Computer and Information Sciences

Graduation Projects Recommendations Platform

A Proposal Presented for Fulfillment
Of The Diploma Project in Computer Science

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Introduction

Due To the difficulty faced by the students or scholars in finding the graduation project that perfectly suits their skills and knowledge, they waste enormous amount of time and effort searching the internet for such project. As a result, we attempt to build an artificial intelligence-based website that recommends and provides ideas and roadmaps for graduation projects that match the skills and knowledge inputted by the user.

Project background

Most of the websites that provides ideas and roadmaps for graduation projects are used to view just an idea or a brief of the graduation project, not only without considering the available technology, that the students are good at working within, but also without a detailed guide for the students to provide them by the required technology for their project and the general step to build their own project.

In this project, we refine the recommendation process using A.I. and using the set of skills and knowledge inputted by the user to guarantee the best matching results.

Problem statement

The students and/or scholars spend much time and effort searching the internet for ideas for their graduation projects.

Goal

The main goal for this work is to save time and effort of students and/or scholars and help them find their desired idea fast and easily.

Objectives

1. **Obtain skills and knowledge of scholar through user input.**
2. **Recommend a team member, who can work with a tool / technology, that the team is needed to complete its project.**
3. **Recommend the suitable project for the students.**
4. **Follow up project implementation steps.**

Beneficiaries

Bachelor of science students and higher studies scholars.

And in the future may by widespread platform for the future graduates to use it and cooperate in future real-world project and jobs.

Proposed methodology.

1. Create the forms and pages of the platform.
2. Creating database and make sure it is updates periodically, for projects and technology used in developing (Flutter, NodeJS, python, React, ASP.NET, etc)
3. Manage the structure of the platform.
4. Develop the code of the platform.
5. Manipulating the contents.
6. Develop bot for managing the Teams and Leader connection, either with direct messages with WhatsApp

List of the Technology suggested to begin used As a Starting point for the project ::

1- Languages and Libraries:

- HTML language [1].
- CSS Language [2].
- JavaScript language [3].
- Python language [4].

2- Tools and Frameworks:

- Vue.js framework [6].
- Django framework [5].

Project Plan

1. Gathering the project requirements.
2. Analyze the requirements and design the required diagrams.
3. Implement the code.
4. Test the project.
5. Maintain the project.

References

1- https://www.w3schools.com/html/

2- https://www.w3schools.com/css/

3- https://www.javascript.com/

4- https://www.python.org/

5- https://www.djangoproject.com/

6- https://vuejs.org/