

Originality of the Work:

- The uniqueness in the approach of the VidMentor project starts here: it is really student-centered because the design was developed on real user data and learning behaviour, not assumptions. While many e-learning platforms provide general content for a broad audience, most of them are not tailored to address concentration issues, distractions, or inefficient learning patterns among students.
- An original key attribute of this project is the development process that's driven by surveys. This was a Google Form survey to understand learning preference, video duration choice, study habits, and distractions, which had 128 responses from students. The insights from this survey influenced the design and functionality of the platform directly, hence making the solution practical and relevant.
- Another distinctive feature is the concentration on brief, topic-of-interest education videos. VidMentor provides important, targeted content to make students interested, in contrast to many well-known platforms that recommend lengthy and frequently irrelevant videos. With this, learners can learn concepts easily without becoming overwhelmed or distracted.
- The project also introduces AI-driven video recommendations on the design level. While the current implementation is at the frontend, the system is wired to allow intelligent recommendations for future upgrades. This makes VidMentor different from any other simple static learning website.
- From a technical point of view, it's an application with pure HTML/CSS/JS without external frameworks or paid tools. The complete UI is manually created from its Figma prototype, showing creativity in translating designs and front-end logic.
- In a nutshell, VidMentor is an autonomous and novel academic project designed by the identification of real-world problems, research of users, and customized implementation; it was not copied or modified from any other online platforms.