

Result

- The final outcome of the VidMentor project is a working prototype of the anticipated learning solution via mobile Web app.
- The project's major goals were:
 - A simple and intuitive way to register and log into the app.
 - An easy-to-navigate home screen with a graphical interface.
 - A well-organized method for selecting subjects.
- The ability to add videos and the ability to perform searches that provide focused learning.
- A module that contains a User Profile and Settings.
- A design that functions on mobile devices.
- The application's ability to navigate from one page to another without reloading the webpage (providing for single-page functionality).
- The application similarly matches the Figma prototype and achieves the needs and specifications derived from the University student survey. It is created to provide users with easy navigation through educational materials, free of distractions.

Conclusion

- Therefore, VidMentor is highly effective in dealing with the ever-increasing problem of inefficient e-learning by providing a dedicated and distraction-proof online learning platform. VidMentor showcases how UI/UX principles coupled with frontend development concepts can be leveraged for developing an effective learning solution.
- Survey-oriented methodology ensured that everything developed is in accordance with what students actually require. This makes this solution relevant. The fact that this platform can be developed using basic web technology ensures that one does not necessarily require technological advancements to come up with effective e-learning platforms.
- Eventhough the current version focuses only on the frontend, the system is designed to be scalable and future-ready. In future versions, features such as backend integration, AI-based recommendations, user progress tracking, and real-time content updates can be added easily.
- On the whole, VidMentor can be considered as an accomplished academic project encompassing research, design, and implementation that serves as a solid base for the evolution of intelligent learning systems.