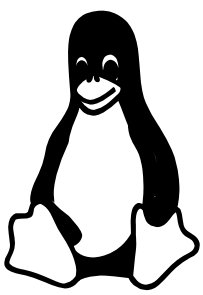
Who's who in this project

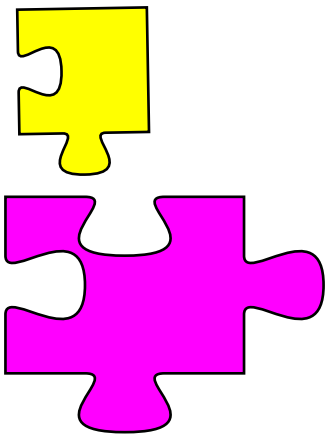
Group Member	Role
MD. AKTARUZZAMAN PRAMANIK	TEAM LEADER,SCALE AND EVALUATION EXPERT
JANNATUL FERDOUS RIMA	COORDINATOR
MEHEDI HASAN	ART DIRECTOR,DESIGNER
SIDRATUL ISLAM TUTUL	ENVIRONMENT COMPILERS,CONTENT EXPERT
MUIDUZZAMAN MOHIT	EDUCATION TECHNOLOGISTS,EDUCATION
MD.IMRAN KABIR	PRODUCER

Steps required for accomplishing the project:

a) Educational goals of the course:

- Enjoy mathematics and develop patience andpersistence when solving problems
- Understand and be able to use the language symbols and notation of mathematics
- Develop mathematical curiosity and use inductive and deductive reasoning when solving problems
- Become confident in using mathematics to analyse and solve problems both in school and in real-life situations
- Develop the knowledge skills and attitudes necessary to pursue further studies in mathematics
- Develop abstract logical and critical thinking and the ability to reflect critically upon their work and the work of others
- Providing enough knowledge and information for learning Differential Calculus
- Knowing and demonstrating the concepts of Limits continuity and differentiability L'Hospital's rule Euler's theorem.





b) Coverage and required flow:

Knowledge and understanding are fundamental to studying mathematics and form the base from which to explore concepts and develop problem-solving skills. Through knowledge and understanding students develop mathematical reasoning to make deductions and solve problems.

c) Evaluation Scale:

The user will be able to evaluate the performance and services provided by the e-content througharatingsystem thus we can understand how well our content is doing.

The users can be able to rate the multimedia presentation by placing a check on the appropriate

d) The materials to be used in the content:

- JPEG image
- GIF image
- Graphics
- Audio
- Video
- Animation
- Text

e) Building the materials in order to produce educational results:

We will use necessary tools to produce required materials to build our e-content.

Such as, for creating audio presentation we will use Audacity, for making video elements we will use Blender, OpenShot etc.

Similarly we will use other tools for creating graphics, images and animations.