

Project Report Format

1. INTRODUCTION

1.1 Project Overview

1.2 Purpose

2. IDEATION PHASE

2.1 Problem Statement

2.2 Empathy Map Canvas

2.3 Brainstorming

3. REQUIREMENT ANALYSIS

3.1 Customer Journey map

3.2 Solution Requirement

3.3 Data Flow Diagram

3.4 Technology Stack

4. PROJECT DESIGN

4.1 Problem Solution Fit

4.2 Proposed Solution

4.3 Solution Architecture

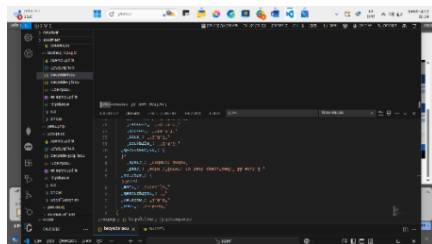
5. PROJECT PLANNING & SCHEDULING

5.1 Project Planning

6. FUNCTIONAL AND PERFORMANCE TESTING

6.1 Performance Testing

7. RESULTS



8. ADVANTAGES & DISADVANTAGES:

ADVANTAGES:

1. Personalized Learning: Learn Hub provides personalized learning experiences tailored to individual needs and learning styles.

2. Cost-Effective: Learn Hub reduces the costs associated with traditional learning methods, such as transportation and course materials.

DISADVANTAGES:

1. Technical Issues: Users may experience technical issues, such as connectivity problems or poor video quality.

2. Limited Interaction: The online learning environment may lack the face-to-face interaction and human connection of traditional learning methods.

9. CONCLUSION:

The Learn Hub project aims to create a comprehensive online learning platform that provides personalized learning experiences, accessibility, and flexibility. By leveraging cutting-edge technologies, Learn Hub seeks to bridge the gap between traditional learning methods and modern educational needs.

10. FUTURE SCOPE:

- Advancements in AI and Machine Learning: Integration of AI and ML can enhance personalized learning experiences, automate grading, and provide real-time feedback. ¹
- Increased Focus on Soft Skills: As automation takes over routine tasks, LearnHub may focus on developing essential human skills like creativity, empathy, and critical thinking.

11. APPENDIX

Source Code (VS code)

Dataset Link

GitHub: <https://github.com/akanksha833>