|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Version #** | **Implemented**  **By** | **Revision**  **Date** | **Approved**  **By** | **Approval**  **Date** | **Reason** |
| 1.0 | *Youssef alamood* | *<mm/dd/yy>* | Åsa Wegelius | 18/02/16 | First draft |
| 1.0.1 | Åsa Wegelius | 18/02/16 |  |  | Added further objectives in that section. |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

# Introduction

The physical classroom is losing its monopoly as the only learning method, since the arrival of world wide web students can access information and learn from everywhere they are in the world just by having an internet connection and a online learning platform that help them learn long variety of subjects from economic to programming languages to philosophy and literature. With online learning platform students can learn and implement their learning on their own pace and time.

# Objectives

* **The project shall be completed in 01/06/16.** It is the last delivery day on Fronter so it is a hard deadline.
* **The budget is 1060 man hours.** The project delivery day gives 14 ½ weeks. This time-span includes six holidays. That gives us 66 working days for the project. We calculate with 7h/day. Given we divide a day 2 hours’ project time and 5 hours spent on courses up until 06/05/16 we have 16 full time days and 50 \* 2h/day. That gives 16\*7 + 50\*2 hours per person = 212h/person. A project group of six persons gives a budget of 1060 man hours.
* **The outcome shall be an online learning platform.** The aim is to develop a learning platform directed to Arabic audiences allowing students, ordinary people to learn and test their abilities on the subjects provided by the platform. Not only will the normal people learn and develop skills through this platform but the universities and schools will have the benefit of variety in learning methods for their students, giving them the advantage of going through study materials on their own pace and time.
* **The project shall be managed according to Prince2.**
* **The development team shall follow the Scrum methodology.**

# Scope and interfaces

The platform will be an online site with access to variation of courses on subjects which are introduced by experts in those areas. After going through each part of the course the student can review and exam himself or herself on the learning by going through multiple choice tests and small exams.

People and enterprises interested in using the platform are paying a subscription per user which is going to be specified later on.

# Outline deliverable

* Online Subscription for single users and payment process
* Online Courses including video content and multiple choice exams and materials
* A scalable application to handle big data.
* Imbedded security to prevent hacking and cyber attacks
* User friendly online interface for the users , administrators and course providers

# Constraints

The initial timing for development and project initiation is 2 month.

# Risk assessment

There are a number of perceived risks with this project which are reviewed on risk log.

# Business Case

The business case for this project is very compelling since there are around half billion Arabic speaking people in the world and many universities and schools are missing on use of technology which gives us the opportunity to expand fast through this market with both enterprise users and single users who wants to learn on subjects.

# Project Product Description

The users are subscribers by monthly or enterprise based to use the platform from people who wants to learn a specific subject or universities that want to provide the students with learning platform.

# Project plan

# Timing