Online Learning Platform Project Briefing

Learning is a vital and empowering human activity. It enables people to achieve their goals. The pandemic conditions have made it evident that alternative forms of learning to develop one's knowledge is very important. However, this activity requires methods that facilitate deep concentration, work, and intelligibility.

Online learning platforms can offer such environments independent of the location of the teachers and learners. Here teachers and learners imply anyone who knows something well and can teach it and learner is anyone who is interested in learning. This departs from the classical educational course room context. In addition to location independence, such a learning paradigm offers self-guided approaches to learning at one's own pace, whenever and for however long s/he desires.

This project aims to create an e-learning platform that is motivated by learning rather than getting a grade. In this project, a learner will enroll in a learning experience where s/he will utilize resources and solve problems. Communication channels will support asking and answering questions, discussing ideas, and sharing resources.

Learners will be able to create notes related to what they are learning. They will be able to connect notes, annotate and tag them. They will also be able to share notes with others (individually or linked according to their choice).

This platform will offer semantic searching, browsing, and recommendations to offer a rich learning environment.

Learners will be able to monitor their progress.

Teachers will have reputations based on the feedback gathered by the learners as they learn.

Based on the learning experience the system will make recommendations.

Users will have a profile that describes their interest and their knowledge. Users will be able to follow other users. And be able to see the activities/achievements of those they follow.

Users can organize in-person meetings by specifying geolocations[3], dates, duration, and other relevant information using the platform. Events can be limited to a given capacity.

The platform should also allow lecturers to create polls to help the students contribute to some decisions taken during the lecture. Polls can be in three options: anonymous mode, multiple answers, and quiz mode.

This project will have a web interface as well as a native Android application. Both interfaces provide the same features, however, the interaction will differ. The backend will provide a RESTful API. The mobile app should be designed to keep mobile users engaged.

Users will be able to annotate content on the platform with text or images. The text may be a URI in which case it should serve as a hyperlink. These links may be to semantic resources which provide detailed information related to the resource.

Annotations must comply with the W3C Web Annotation Data Model [1] and follow W3C standards [2].

Ethical concerns must be considered, such as protection of personal information, contact information, adherence to copyrights, licensing considerations. You must follow the rules defined by GDPR/KVKK while implementing the project.

References: [1] W3C Web Annotation Data Model [2] W3C Standards [3] W3C GeoInfo