

**LA GRANDEE INTERNATIONAL COLLEGE**

**Simalchaur, Pokhara, Nepal**

A Project Proposal/Report

On

**D-Academe**

**Submitted to:**

LA GRANDEE International College

Bachelor of Computer Application (BCA) Program

In partial fulfillment of the requirements for the degree of Program Name under

Pokhara University

**Submitted by:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name:** | **Program** | **Semester** | **P.U. Registration Number** |
| Sangam Subedi | BCA | 6th | 2021-1-53-0366 |
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| Amit Baral | BCA | 6th | 2021-1-53-0346 |

**Date: 01/10/2024**

**Declaration for**

**“D-Academe”**

**Student’s Declaration**

We hereby declare that we are the only authors of this work and that no sources other than the listed here have been used in this work.

Name: Sangam Subedi Name: Amit Baral

Class Roll No.: 22 Class Roll No.: 2

PU-Registration No.: 2021-1-53-0366 PU-Registration No.: 2021-1-53-0346

Semester: 6th Semester Semester: 6th Semester

**Date: 01/10/2024 Date: 01/10/2024**

Signature: ............... Signature: ...............

Name: Prabin Shrestha

Class Roll No.: 14

PU-Registration No.: 2021-1-53-0358

Semester: 6th Semester

**Date: 01/10/2024**

Signature: ...............

**Supervisor’s Declaration**

I hereby recommend that this project entitled **D-Academe** is done under my supervision by **Sangam Subedi, Amit Baral and Prabin Shrestha** during their SixthSemester in partial fulfillment of the requirements for the degree of **BCA** under **Pokhara University** is completed to my satisfaction and be processed for final evaluation.

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**Sunil Sapkota**

**Date: 01/10/2024**

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# **Introduction**

In today’s fast-changing world, the need for innovative education solutions has never been greater. We’re excited to introduce our new decentralized online learning platform project, aimed at making education more accessible, engaging, and effective for everyone.

Our project is designed to break down traditional barriers to learning. With the rise of technology, many students face challenges such as limited access to quality education, geographical constraints, and rigid course structures. We believe that learning should be flexible and inclusive, allowing individuals from diverse backgrounds to thrive.

One of the foremost features of our platform is live learning. This feature enables real-time interaction between students and teachers, fostering a dynamic learning environment. Instead of simply watching pre-recorded lectures, students can engage in discussions, ask questions, and collaborate with peers. This interactive approach not only enhances understanding but also builds a sense of community among learners.

Moreover, our decentralized model control are shared among users. This means that students and educators have a greater say in the learning process, from course creation to content delivery. By leveraging decentralized technology, we can provide a transparent and secure platform that promotes trust and accountability.

We are committed to creating a space where education is not just a one-way street but a collaborative journey. Our platform will include various resources such as discussion forums, peer reviews, and mentorship opportunities, allowing learners to support each other and share knowledge.

# **Problem statement**

1. Engagement and Retention of Learners: Ensure students stay engaged and motivated to complete courses in a digital learning environment.
2. Personalized Learning Experience: Provide customized learning paths tailored to each student's needs, preferences, and progress.
3. Assessment and Feedback Automation: Automate assessments and deliver real-time, meaningful feedback to track learners' progress.
4. Access to Quality Educational Resources: Ensure equal access to high-quality educational content for learners from diverse backgrounds.
5. Cheating and Fraud Prevention: Prevent cheating during assessments and ensure certificates are legitimate and earned by students.
6. Ownership and Intellectual Property Authentication: Securely represent and verify educational content ownership using NFTs on a decentralized platform.
7. Tokenized Access to Courses: Use tokens to grant students secure access to courses through a decentralized paywall system.
8. Automated Royalty and Payment Distribution: Automate payments and royalty distributions to content creators using smart contracts.
9. Certificate and Credential Authentication: Issue tamper-proof, verifiable certificates as NFTs upon course completion.

# **Objectives**

1. Create a real-time learning environment for active participation, discussions, and collaboration with educators.
2. Offer flexible, self-paced learning that fits diverse schedules and personal commitments.

# **Background Study**

# **System Design**

# **Methodology**

# **Project Gantt Chart**

# **Deliverables**

# **References**