



Gyalpozhing College of Information Technology

Royal University of Bhutan

Kabjisa, Chamjekha, Thimphu

**School of Computing**

**Bachelor of Computer Science**

PRJ101 CA-1

Project Proposal

Spring 2025

Student talent marketplace

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**Declaration**

We acknowledge that all tasks completed for a project must be individually undertaken. We must credit all outside sources used in all interviews, reports, and tests. Our reports must be written entirely in our own words, with any quoted material appropriately and clearly cited.

We understand that the work submitted for review must be entirely original and self-prepared throughout the project. Any prior work used in the project will be made clear in all interviews, reports, or assessments. We understand that we will receive a score of zero if any of these guidelines are violated.

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**Chapter 1. Introduction Project Background**

Students of GCIT or any other college in the RUB for that matter are very talented, but they do not have any outlet to make a financial gain on the basis of their skills. This leads to them wasting their potential.

Currently, if they want to make any sort of income through jobs or anything else, they are either rejected due to lack of experience and qualification or them being in an irrelevant field. This forces them into doing odd jobs or internships where they are not able to fully showcase their skills and also be prone to exploitation.

Due to not being able to deal with clients and also not utilize their skills in a professional setting leads to them maybe their skills and prevents them from gaining professional settings.

* 1. **Problem Statement**

There’s currently no sort of online marketplace from where we can hire the talent of skilled students. This has led to a huge skill vacuum in the market for a particular set of skills. The limited people with higher qualifications charge a higher rate for the same skillset and even they are limited.

The student skills marketplace would fill this gap for skills like video editing, content writing, designing, marketing, advertising, etc. It would be a tool that solves the problem of employers looking for cheap and skilled workers and also an opportunity for students to make financial gain while honing their skills.

* 1. **Aim**

The aim of this project is to build a responsive and accessible website by which we can help businesses and agencies to find skilled workers and also provide an opportunity to earn while also honing their skills, where eventually decreasing unemployment rate. We are making clear here that this is not for regular or contractual employment but for specific small scale projects. For example, a youtuber may need an editor for a video, they can hire from our platform. Similarly, if a small restaurant owner needs someone to click a few images of their business and build them a website, they can hire from our platform.

* 1. **Goal**

The goal of this project is to make an accessible and simple to use website that acts as a tool of both providing skilled work for employers and also an opportunity for students.

* 1. **Objectives**

The objectives of the Student Market Place are as follows:

* To develop a website where students can register themselves in accordance with their skills to get opportunities for paid projects to earn an income while pursuing their education.
* Give businesses and agencies access to a pool of skilled individuals at a rate that is very competitive compared to the market.
* To make the system very user friendly so that anyone, be it a small business or corporation will be able to use it.
  1. **Scope**

**1.7.1 System Scope**

**Student Skills Marketplace**

* User Registration: The system allows students to register by providing their details and selecting their skill sets for offering services such as video editing, content writing, graphic designing, etc.
* Profile Management: The system enables students to update their profile with details about their skills, experience, and previous work to increase visibility to potential clients.
* Messaging system: The employer can send a request to message the student in order to finalize the
* Job Search and Filter: Businesses can search for student profiles based on specific skills, availability, or experience, and filter results to find the best fit for their needs.
* Payment Integration: The system includes a secure payment gateway to allow businesses to pay students for completed tasks and services through the platform.
* Rating & Review System: The system allows businesses to rate and review students based on the quality of their work, helping future employers make informed decisions.
* Linking GitHub repos and screenshots: The system allows linking screenshots and links to GitHub repos to ensure reliability.

**1.7.2 User Scope**

* Students: The marketplace will mainly be used by students enrolled in gcit but can later be made to include students from other RUB colleges.
* Businesses and agencies: Businesses and agencies ranging from small scale to cottage or even large industries can use the marketplace in ways that fit their needs.
  + 1. **Constraints /Feasibility**

The constraints/feasibility of this project are as follows:

* Data Integrity and Security: The platform will manage a significant amount of data, including personal details, payment information, and job-related communications. So their must a good focus on securing user data to ensure privacy and security of both businesses and students.
* Storage and Hosting requirements: The platform will involve managing quite a bit of data – student profiles, resumes, screenshots from projects, etc. The need for scalable data-storage is uncompromisable but might prove to be a constraint in the future.
* Financial transactions and Payment systems: Some foreseeable issues are there might be some problems with making a reliable payment gateway to avail services.
* User experience and accessibility: For the platform to gain widespread adoption, the system needs to be as user friendly and intuitive as possible. This means designing a clean and simple interface.

**1.7 Requirements**

**1.7.1 Functional requirements**

**Student Module**

1. Registration page for students by authenticating email.
2. Profile Management: Ability to update profile details, add skills, upload screenshots of their work and link GitHub repos.
3. Browse job listings: Be able to browse available job listings, apply for projects, and track application status.
4. Messaging system: Receive and respond to messages from employers to discuss project details.
5. Job Management: Pop-up to accept or decline job offers.
6. Rating and reviews: Receive ratings from employers to build credibility and brand value.
7. Search and filter: Filter jobs based on category, pay rate, duration, or required skillset.

**Employer Module**

1. User registration for business to verify their identity.
2. Profile Management: Create a company profile with business details, required skills, and past hiring history.
3. Post job listings: A feature for companies to post available job listings, required skills, deadlines, budgets.
4. Search filter: Find students based on ability, experience and skillset.
5. Messaging: Same as the students.
6. Rating system
7. Hiring system

**1.7.2 Non-Functional Requirements**

Some of the non-functional requirements of the Student Talent Marketplace include:

1. Reliability: The system should be able to operate consistently and reliably, with a low probability of failure.
2. Security: The system should be secure, with appropriate measures in place to prevent unauthorized access or misuse of data.
3. Scalability: The system should be able to handle large volumes of data and be scalable to accommodate increasing data requirements over time.
4. Maintainability: The system should be easy to maintain and repair, with simple and clear documentation.
5. Usability: The system should be intuitive and easy to use, with user-friendly interfaces and training materials.

6. Performance: The system should perform well in terms of accuracy, speed, and

sensitivity, with minimal delays or downtime.

7. Compatibility: The system should be compatible with the hardware, software, and

network environments in which it will be used.

1. Portability: The system should be easily portable to different locations or environments, with minimal setup or configuration required.
2. Legal compliance: The system should comply with relevant laws and regulations related to employment.
3. Wireframe: The system should provide clear ideas about the UI and UX of the web application.

**1.7.3. System Requirements**

Tools and Technologies:

**Front-end**

* Programming languages: HTML, CSS, JavaScript
* Visual design tools: Figma, Sketch, Adobe XD
* Code editors: Visual Studio Code

**Back-end**

* Programming languages: Nodejs