Detailed Project Report (DPR)

EdTech Start-up Company Analysis

**Objective**

Educational technology (Ed-Tech) refers to a wide range of teaching and learning-related software and hardware that is increasingly being used in college and university classrooms. The ultimate purpose of educational technology, commonly known as Ed Tech, is to provide a better learning environment, which in turn is intended to improve student results. It's also been shown to boost student involvement and participation in class.

Educational technology (Ed-Tech) is a technology that typically aids in the facilitation of cooperation in an active learning setting. Educators can use educational technology to develop digital, interactive textbooks, gamify courses, take attendance, assign homework, hold quizzes and assessments, and receive real-time results linked to teaching subject, style, and format. Traditional education and teaching methods are being disrupted by educational technology, which allows both teachers and students to learn in an environment that makes use of now-common gadgets such as smartphones, computers, and tablets.

**Questions**

1. **What’s the source of data?**

Data are taken from Legacy Baton Rouge Crime Incidents.

1. **What was the type of data?**

Data are coming in the form of tables in comma separated value (CSV Form)

1. **What’s the complete flow you followed in this Project?**

Start Application 🡪 Dashboard 🡪 Analysis

1. **Which framework you used for this project.**

I use Flask framework to do backend part of the project.