**Project Report**

**Uniguide - A Tuition Platform for Collegians**

## Title Page

Project Title: UniGuide - A Tuition Platform for Collegians

Group No.: Y1-2024-25-G189\

Submitted By:

- Adit Ghosh (2401350016) - Backend Developer (Team Lead)

- Subhrajeet Dash (2401350018) - Frontend Developer

- Harsh Panchal (2401350007) - UI Designer

- Manju (2401350014) - Frontend Developer

- \*\*Industry Mentor:\*\* Ms. Shayani Sharma

- \*\*Faculty Mentor:\*\* Dr. Surabhi Shanker

\*\*Department:\*\* SOET

\*\*College:\*\* K R Mangalam University

\*\*Date of Submission:\*\* 30 April 2025

---

## Acknowledgment

We would like to express our sincere gratitude to our industry mentor Ms. Shayani Sharma and our faculty mentor Dr. Surabhi Shanker for their valuable guidance, constant encouragement, and unwavering support throughout the course of this project.

---

## Abstract

UniGuide is an innovative tuition platform designed specifically for college students. The platform helps pool and manage study materials using techniques like web scraping and PDF filtering. With personalized features such as progress tracking, field-specific roadmaps, and project suggestions, UniGuide aims to centralize and enhance the online learning experience. Our project also incorporates a suggestion box to ensure continuous improvement and better engagement with user needs.

---

## Table of Contents

1. Introduction

2. Objectives

3. Scope

4. Research Methodology

5. Tools and Techniques

6. Features of UniGuide

7. Implementation

8. Results and Discussion

9. Conclusion

10. Future Prospects

11. References

---

## 1. Introduction

### 1.1 Industry Profile

The education technology (EdTech) industry is evolving rapidly, driven by digital transformation and demand for remote learning solutions. Tools like AI and ML are reshaping how students access and interact with educational content.

### 1.2 Company Profile

UniGuide is a tuition platform tailored for college students, providing organized, curated, and accessible educational materials. The goal is to reduce the time students spend searching for learning resources and increase academic efficiency through structured content delivery.

---

## 2. Objectives

- Curate High-Quality Resources from diverse online platforms.

- Design Structured Roadmaps for academic progression.

- Implement Personalized Learning Experiences.

- Enhance User Engagement through feedback-based suggestions.

---

## 3. Scope

The project currently targets undergraduate college students, especially in the technology domain. Future enhancements may include collaborative learning features, mobile applications, and content contributions from educators and learners.

---

## 4. Research Methodology

### 4.1 Research Problem

Students struggle with fragmented and unreliable educational resources. UniGuide addresses this issue by aggregating structured, high-quality materials.

### 4.2 Methodology

- \*\*Population:\*\* College students from different disciplines

- \*\*Sample Size:\*\* 50 students

- \*\*Data Collection:\*\* Online survey via Google Forms

- \*\*Techniques:\*\* Convenience sampling, content analysis

### 4.3 Data Collection Link

[https://forms.gle/tXyRBWnZtHqhfMzW7](https://forms.gle/tXyRBWnZtHqhfMzW7)

---

## 5. Tools and Techniques

- Web Scraping and PDF Filtering

- Machine Learning for Content Recommendation

- Graphical Progress Tracking

- Statistical Analysis for Engagement Evaluation

---

## 6. Features of UniGuide

- Centralized Resource Library

- Personalized Roadmaps and Recommendations

- Progress Tracking Dashboard

- Suggestion Box for Feedback

- Project and Course Suggestions

---

## 7. Implementation

- HTML, CSS, React and JavaScript for front-end development

- Node.js for backend setup

- Responsive design for mobile accessibility

- Survey and feedback data integration for feature refinement

---

## 8. Results and Discussion

User feedback indicates increased satisfaction with learning efficiency and ease of access to quality resources. Students particularly appreciated the course-specific roadmaps and suggestions for projects and learning materials.

---

## 9. Conclusion

UniGuide demonstrates the potential of digital platforms in transforming self-learning for students. It enhances academic efficiency by providing structured, reliable, and personalized content, backed by real student feedback and needs.

---

## 10. Future Prospects

- Community-driven content contributions

- Interactive tutorials and quizzes

- Mobile application

- Industry-specific knowledge-sharing forums

- Global student engagement

---

## 11. References

1. Taylor & Francis, "Technology in Education" (2020)

2. Cardiff University, "Best Practices in Online Content Curation" (2018)

3. ResearchGate, "Learning Roadmap Studio" (2020)

4. R.C. Goyal, "Hospital Administration and Human Resource Management" (2008)

5. Journal of Healthcare Management, "Consumer-Driven Healthcare Marketing" (2009)

---

\*\*End of Report\*\*