**Project Title: e-Learning Platform**

**Project Date:**18/9/23

**Project Manager(s):**Kirtpreet Kaur , Daksh Shukla

**Key members:**

* ARYAMAN **(21BCS3853)**
* DAKSH SHUKLA **(21BCS6432)**
* KIRTPREET KAUR **(21BCS3531)**
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* SNEH SAGAR SUBEDI **(21CBS1048)**

**Project Scope:**

* Web application for online and distance learning.
* Develop an onboarding process for new users (both instructors and students) to familiarize them with the platform's features and functionalities.
* Provide training materials or resources to help users make the most of the platform.
* Provide content in the form of PPTs, videos, audios, lecture notes or other documents.
* Inclusion of gamification elements, such as badges, leaderboards etc. to enhance user engagement and motivation.
* Establish a data backup and recovery strategy to prevent data loss and ensure business continuity.
* Include feedback mechanisms within the platform for users to report issues, suggest improvements, or seek assistance.

**Initial Stage**

* E-learning platform is an online educational platform designed to provide users with flexible and accessible learning experience. With a variety of features and functionalities, this platform seeks to meet the demand of students, teachers, and lifelong learners. We create a user-friendly interface so everyone can easily use it , we offer a diverse library of courses and practice quizzes, interactive assignments, and videos to engage learners. We track the users performance or progress and what course they completed yet. We maintain standards of course content and the educational objective is up-to-date.
* E-learning platform is a complex endeavor that involves multiple key steps to ensure its successful kickoff. We clearly define the project's objectives, goals, scope and identify the target audience. We also do market research to understand competitive landscape, legal and regulatory compliance, choose the good technology stack for building the platform and the development of accurate content and create a content roadmap that aligns with the platform's goals. Launching an e-learning platform project demands careful planning, implementation, and constant development to offer your target audience a worthwhile and long-lasting educational resource.

**Key Personas**

* **Student Persona:** Pursuing higher education or professional development.

Goals and Motivations: Access high-quality educational content, engage in interactive learning, improve skills and knowledge, obtain certifications.

Challenges: Limited time, need for a flexible learning schedule, desire for clear progress tracking and feedback.

Behaviour and Preferences: Prefers mobile-friendly interface, values peer interaction and collaboration, appreciates clear navigation and intuitive design.

* **Instructor Persona:** A seasoned academic or industry expert.

Goals and Motivations: Share expertise, create engaging courses, track student progress, provide constructive feedback, and facilitate effective learning.

Challenges: Need for an easy-to-use platform, desire for comprehensive analytics, time constraints due to teaching commitments.

Behaviour and Preferences: Values a simple course creation process, appreciates real-time analytics on student performance, and seeks a platform that minimizes administrative tasks.

* **Administrator Persona:** A technical administrator responsible for managing and supervise the working of the platform.

Goals and Motivations: Ensure platform reliability, scalability, and security, optimize performance, manage user data, and provide technical support.

Challenges: Balancing performance with scalability, ensuring data privacy and security, and responding to technical support requests.

Behavior and Preferences: Values a robust and secure technical infrastructure, appreciate a clear and efficient user management system, and seeks easy integration and maintenance.

* **Parent Persona:** A parent using the platform for supplementary information.

Goals and Motivations: Monitor the child's progress, ensure safe and appropriate content, support the child's learning, and encourage engagement.

Challenges: Balancing screen time for the child, understanding and navigating the platform, and assessing the child's performance.

Behavior and Preferences: Values parental controls and monitoring features, appreciates a user-friendly parent dashboard, seeks clear communication from the platform about child's progress

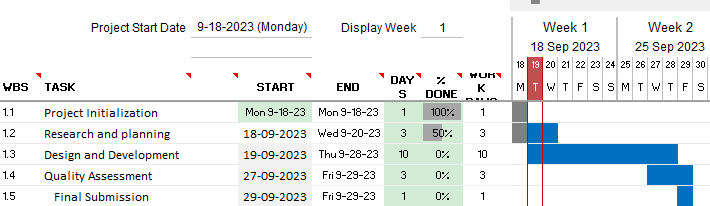
**Deliverables**

* **User Registration and Login**: Develop user registration and login functionality with secure password handling.
* **Course Catalog and Enrollment**: Create a user-friendly course catalog displaying available courses, Enable Users to browse search and filter courses, and Implement a seamless enrollment process.
* **User Profiles**: Develop user profiles where learner and instructors can manage their information, Include features like bio description.
* **Interactive Course Material**: Implement course content delivery, including video lectures, text material, quizzes and assignments, Ensure content is accessible and responsive across various devices
* **Progress Tracking**: Develop Tracking mechanisms to monitor learner's progress within courses, Provide visual representations of progress such as progress bars and completion percentages
* **Database Implementation**: Setup Database structure to store user profiles, course data, progress records, quiz scores
* **User Authentication and Authorization**: Develop authentication processes to verify user identifies during login, implement role-based access control
* **Content Management System(CMS)**: Create a CMS for instructors to upload and manage course content, implement version control easily
* **Quiz and Assignment Management**: Build a system for creating, grading, and managing quizzes and assignments, including auto and manual grading.
* **Analytics and Reporting**: Implement analytics to track user behaviour, such as course completion rates, quiz performance, and time spent on the platform, and generate reports for both learners and instructors.

**Timelines**

We have the following categories to describe the timeline of our work:

* Project Initialization: Defining project goals and objectives.
* Research and Planning: Deciding user personas,technology stack and outline.
* Design and Development: Actual implementation of the project.
* Quality Assessment: Fixing Bugs and checking if all deliverables meet.
* Final deployment and submission.



**Risk Log:**

 Basically Risk Logs play an important role in e-learning platform development. In simple words its basically a risk register that helps in identifying,assessing and mitigating or reducing the risks that have chances to occur.

Some of the sample risk logs for e-learning projects are:

| **RIsk** | **Probability** | **Impact** | **Strategies** |
| --- | --- | --- | --- |
| Technical risk | Medium | High | Test it on various devices before deploying it. |
| Content risk | Medium | Medium | Review the content before launching it on the platform. |
| Schedule risk | Medium | Medium | Create a project plan and track the progress. |

**Communication Plan**

* ARYAMAN **(21BCS3853)** (Frontend and Backend)
* DAKSH SHUKLA **(21BCS6432)** (Development and Project Management)
* JASLEEN KAUR **(21BCS11176)** (Frontend and Design)
* KIRTPREET KAUR **(21BCS3531)** (Team leader and Project Manager)
* SHUBHANSHU PANDEY **(21BCS3854)** (Backend and Bug Fixing)
* SNEH SAGAR SUBEDI **(21CBS1048)** (Design and Bug Fixing)

**Key Takeaways:**

* This eLearning project will enable learners to access a broad range of specialized courses with an interactive course plan that includes regular quizzes, assignments, and feedback for both learners and instructors.
* The target audience for the platform is anyone who wants to learn new skills or knowledge.
* The platform will include a course catalog, learning management system (LMS) features, discussion forums, wikis, social media integration, and feedback and assessment tools.
* The project will be developed using Python,....
* The project is scheduled to be completed within two weeks, with a total budget of …..