**Related Work**

This chapter surveys previous student-teacher platforms. Our project isn’t about reinventing the wheel, but to suggest a decent way to bind between existing products and to innovate with our live streaming.

We’ll demonstrate for each field how it exists, but suffers lack of functionality and accessibility for students/teachers.

1. **Clouds**

As we all know, clouds exist for a very long time. There are clouds owned by the strongest companies in the world. Our project isn’t meant to compete with any of those, but to optimize the student/teacher approach to a study-relevant cloud. Our application will identify the file’s extension, decide whether it’s a document, a summary or a previous test, and will sort it so the user will enjoy surfing our cloud, instead of getting lost in it.

1. **Text-Message systems**

There are lots of text-messaging systems, such as WhatsApp, Telegram, etc. Our platform will suggest a basic messaging system.

1. **GPA Calculator**

During our studies, we came across a several GPA calculators. One of them was in our university’s mobile application and the other was an external mobile application. The problem with our university’s application was the fact that it was unmodifiable. We couldn’t calculate our “what ifs” or to check whether we should retake a certain course. The problem with the external application was the fact that it’s external. It forced us to download another application to our mobile phone.

1. **Tracking course progress**

By using the product of our project as a student, you will be able to track your course progress, which will be determined by taking quizzes, submitting the assignments and by reading summaries. Our team has yet to see anything like it.

1. **Learning management system**

There are many learning management systems. The one which the project’s team used is Moodle. Moodle suggest a lot, but as you will witness, we suggest more.

1. **Live Stream Video**

This is where we truly innovate. Using the product of our project, you will be able to be at the lecture live, even if you are absent from the class. You can send/receive messages from other students from the same lecture group through the lecture. You can ask the group questions and answer questions yourself.

1. **Live Feedback**

The live feedback is for everyone’s best. A student which didn’t quite get the last topic the teacher was talking about can tell the application that he didn’t understand instead of raising his hand. If most of the students felt the same way, the teacher might want to consider it. If a student did understand, he can tell the application that he did understand an by so to balance the “wizeScale”.

1. **Statistical Gathering**

The product of this project will independently gather statistical information regarding students’ satisfaction and students’ progress. This way the educational institution will be able to monitor its employees and improve.