EDUCREATOR

A major project

Submitted in partial fulfillment of the requirements for the award of the Degree of

Bachelor of Technology

IN

Computer Science and Engineering

BY

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APPROVAL OF THE GUIDE

Recommended that the minor project which is entitled as **"EduCreator"** presented by **Nikita Jain** and **Divya Gupta** under my supervision and guidance be accepted as fulfilling this part of the requirements for the award of Degree of **Bachelor of Technology.** To the best of my knowledge, the content of this thesis did not form a basis for the award of any previous degree to anyone else.

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DECLARATION CERTIFICATE

We certify that

a) The work contained in the project is original and has been done by ourselves under the general supervision of our supervisor.

b) The work has not been submitted to any other Institute for any other degree or diploma.

c) We have followed the guidelines provided by the Institute in writing the project report.

d) We have conformed to the norms and guidelines given in the Ethical Code of Conduct of the Institute.

e) Whenever We have used materials (data, theoretical analysis, and text) from other sources, We have given due credit to them by citing them in the text of the project and giving their details in the references.

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CERTIFICATE OF APPROVAL

This is to certify that the work embodied in this project entitled **"EduCreator"**, is carried out by **Nikita Jain(BTECH/25012/20)** and **Divya Gupta(BTECH/25035/20)** has been approved for the degree of Bachelor of Technology in Computer Science and Engineering from Birla Institute of Technology, Mesra, Ranchi.

Date:

Place:

Internal Examiner **External Examiner**

Incharge
Head of Department

ABSTRACT

EduCreator is an innovative platform designed to facilitate seamless interaction between mentors, teachers, and students in the education sector. By giving mentors, teachers, and students a place to produce and exchange educational information and interact with it to further their grasp of a range of subjects and domains, this platform seeks to improve the educational learning process for students. EduCreator's salient features encompass topic-based content curation for customised learning experiences, content production and uploading capabilities for mentors and teachers, and verification procedures to guarantee content authenticity. Students can engage in chat rooms with creators, study a variety of instructional materials, and take part in conversations to get answers to their questions and advice.

Through the use of technology, EduCreator creates a more interactive and collaborative learning environment by bridging the gap between teachers and students. EduCreator seeks to transform the delivery and reception of education by enabling instructors to share their knowledge and experience and providing students with access to top-notch educational materials.

Additionally, EduCreator provides a platform for career guidance and counseling, helping students make informed decisions about their academic and professional paths. The platform offers a comprehensive solution for educators and learners alike, promoting knowledge sharing, collaboration, and continuous learning. EduCreator's innovative approach to education aims to empower both educators and learners, ultimately contributing to the advancement of education as a whole.

ACKNOWLEDGEMENT

We would like to express our profound gratitude to our project guide, **Dr. Seema Gaur** for her guidance and support during our project work. We benefited greatly by working under her guidance. It was her effort for which we are able to develop a detailed insight on this subject and special interest to study further. Her encouragement, motivation and support has been invaluable throughout our studies at BIT, Mesra, Ranchi (Jaipur Campus).

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Our apologies and heartful gratitude to all who have assisted us yet have not been acknowledged by name.

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_____ _____

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1. INTRODUCTION

By reducing the distance between teachers and students, the ground-breaking platform EduCreator seeks to revolutionise the education industry. Conventional approaches to information delivery and engagement are insufficient in the current digital world. With the help of EduCreator, educators can produce dynamic and interactive content and students may actively engage in their learning process without any kind of distractions.

1.1. Problem Definition:

Students in traditional schooling typically have a passive learning experience because there is frequently little interaction and participation. To tackle this problem, EduCreator offers a platform where teachers can produce engaging content in various formats and students may interact meaningfully with the subject matter.

1.2. Domain:

The EduCreator platform operates at the intersection of education, technology, and content creation. It addresses the evolving needs of educators and students in the digital age, where traditional methods of teaching and learning are being supplemented and transformed by digital tools.

1.2.1 Education Technology (EdTech): EdTech is a rapidly evolving field that uses technology to improve the way that things are taught and learned. By offering a platform that incorporates technology into education and empowers teachers to produce dynamic and captivating content for students, EduCreator is in line with this domain.

1.2.2 Content Production and Distribution: The development and delivery of content, two crucial elements of contemporary education, are the focus of EduCreator. Teachers can use the platform to produce and share a wide range of material types with students, including notes, videos, photos, and quizzes. This method helps teachers reach a larger audience while also improving the learning process.

1.2.3 Designing User Interface: Any digital platform's success, but particularly in the educational space, depends on its user interface design. In order to make sure that educators and students can simply navigate the platform and utilise its capabilities, EduCreator places a strong emphasis on simple and user-friendly design. This design ethos promotes sustained platform involvement and improves the user experience overall.

1.2.4 Collaboration and Interaction: Teachers and students can communicate and exchange knowledge in a collaborative learning environment that is supported by EduCreator. Users can interact with content and with one another through features like comments, questions, and conversations, which enhances the educational process and fosters a sense of community.

1.3. Requirements:

- Content Production and Administration: Teachers should have the ability to add different kinds of content to the platform, such as quizzes, photographs, videos, and notes with the ease to make changes and updates to their materials, enabling ongoing enhancements and to make it simple for users to navigate and acquire pertinent information, the platform should have tools for classifying content into categories or courses. Version control for content should be supported by the platform so that users may keep track of changes and go back to earlier iterations as needed.
- User Engagement and Interaction: To promote cooperation and interaction, users should be able to leave comments on material and hold conversations with other users. In order to help educators improve their material, the platform should provide a feedback mechanism that allows users to offer comments on specific content to increase user engagement.
- User Management: In order to access content and features, users must be able to authenticate themselves and register on the platform and in order to encourage networking and community building, users should be able to create profiles on the site by adding personal information. The feature, which enables administrators to grant users varying levels of access according to their positions (e.g., student, educator, administrator), should be supported by the platform.

- Platform Scalability and Performance: As the user base and content volume increase, the platform must be scalable. To guarantee quick loading times and responsiveness, the platform needs to be performance optimised.
- Confidentiality and Safety: The platform needs to have safeguards in place to protect user data, such as data backup, secure authentication methods, and encryption and with this the platform must adhere to pertinent data protection laws, including the CCPA and GDPR, and respect user privacy.

2. OBJECTIVE

The objective of this project is to create a mobile application that fosters seamless educational interaction between students and teachers. By offering diverse educational content tailored to students' interests and preferences, the platform aims to enhance the learning experience and promote active engagement through likes, comments, and topic-based feeds. Additionally, the application provides a platform for direct communication between users, enabling personalized assistance and feedback. With a focus on user satisfaction, collaboration, and compliance with data protection regulations, the project seeks to empower educators and learners alike, driving growth and innovation in the field of education.

- Facilitate Educational Interaction: Create a platform that facilitates seamless interaction between students and teachers in an educational context.
- Enhance Learning Experience: Provide students with access to diverse educational content tailored to their interests and preferences, thereby enhancing their learning experience.
- Encourage Engagement: Foster active engagement among users through features such as likes, comments, and topic-based feeds, promoting collaboration and knowledge sharing.
- Support Direct Communication: Enable direct communication between students and teachers through chat functionality, allowing for personalized assistance and feedback.
- Ensure User Satisfaction: Prioritize user satisfaction by delivering a user-friendly interface, responsive performance, and robust security measures.
- Promote Collaboration: Create a collaborative environment where teachers can share educational resources and students can engage in meaningful discussions, fostering a sense of community.
- Enable Personalization: Allow users to personalize their experience by selecting topics of interest and customizing their profiles, ensuring relevance and engagement.
- Ensure Compliance: Ensure compliance with relevant data protection regulations and industry standards to safeguard user privacy and security.
- Drive Growth: Continuously innovate and iterate based on user feedback to drive user acquisition, retention, and platform growth.
- Empower Education: Empower educators and learners alike by providing them with tools and resources to enrich their educational journey and achieve their academic goals.

3. SOFTWARE REQUIREMENTS SPECIFICATION (SRS)

3.1 Functional Requirements

3.1.1 User Registration and Authentication

- Sign-Up and Login: Users, both teachers and students, should be able to create accounts using a valid email or other authentication methods.
- Account Profiles: Users can create and customize their profiles with details such as name, profile picture, educational background, and expertise (for teachers.
- Account Verification: Implement a verification process for teachers to ensure the authenticity of their accounts.

3.1.2 Content Posting and Interaction:

- Content Creation: Teachers can create and post educational content, including notes, short videos (30 seconds to one minute), photos, and visuals.
- Content Interaction: Students can interact with content through comments, likes, shares, and the ability to download educational materials.

3.1.3 Topic-Based Content Filtering :

- Topic Selection: Students can choose a minimum of five topics of interest during onboarding process.
- Content Recommendation: Implement an algorithm to recommend content to students based on their selected topics, ensuring a personalized learning experience.

3.1.4. Chatrooms for Doubt Resolution: Chatroom Creation:

- Teachers can create chatrooms for specific topics or subjects. Students can join relevant chatrooms to ask doubts and seek guidance.
- Real-time Interaction: Enable real-time communication within chatrooms, supporting text messages, multimedia sharing, and file attachments.

3.1.5. User Roles and Permissions:

- Teacher/Mentor Roles: Teachers can create and post content, moderate chatrooms, and view analytics.

- Student Roles: Students can interact with content, join chatrooms, and customize their profiles.

3.2 Non-Functional Requirements

3.2.1 Performance

- Responsiveness: The platform should respond to user actions within 2 seconds for optimal user experience.
- Scalability: The system should handle a simultaneous user load of at least 10,000 users without significant degradation in performance.

3.2.2 Security

- Data Encryption: All data transmission should be encrypted using HTTPS to ensure secure communication.
- User Authentication: Implement secure authentication mechanisms to safeguard user accounts and personal information.
- Account Access Controls: Enforce access controls to ensure that users can only access features and data relevant to their roles.

3.2.3 Usability

- The user interface shall adhere to user-friendly design principles, ensuring ease of use and accessibility.
- The app shall be compatible with a wide range of Android and iOS devices, and browser.

3.3 Interface Requirements

3.3.1 User Interface Design:

- Consistency: Ensure a consistent design theme and layout across both the website and mobile application for a unified user experience.

- Responsive Design: Implement responsive design principles to adapt the interface to various screen sizes, ensuring optimal viewing on both desktop and mobile devices.
- Navigation: Design an intuitive navigation structure with clear menus, making it easy for users to access different features and sections.

3.3.2 Platform-Specific Considerations:

- Web Design: Utilize web design best practices for the website interface, including hover effects, tooltips, and contextual menus.
- Mobile Design: Optimize the mobile application interface for touch interactions, gestures, and smaller screens. Prioritize simplicity for on-the-go usability.

3.3.3 Cross-Platform Compatibility:

- Browser Compatibility: Ensure compatibility with popular web browsers such as Chrome, Firefox, Safari, and Edge for the website.
- Device Compatibility: Ensure compatibility with major mobile operating systems (iOS and Android) for the mobile application.

3.3.4. User Interaction:

- Touch-Friendly Elements: Use touch-friendly elements for the mobile application, considering the limited screen real estate and touch gestures.
- Hover and Click: Differentiate between hover and click interactions for the website to accommodate both desktop and mobile users.

3.3.5 Content Presentation:

- Readability: Optimize text size and contrast for readability on various screen sizes.
- Multimedia Display: Ensure consistent rendering of multimedia content (images, videos) on both platforms.

3.3.6. Authentication and Account Management:

- Login/Signup Screens: Design user-friendly and secure login/signup screens for both the website and mobile application.
- Profile Editing: Enable users to edit and update their profiles seamlessly on both platforms.

3.3.7. Search and Filtering:

- Search Bar: Implement a search bar that works consistently on both the website and mobile application.
- Topic Filtering: Enable users to filter content based on their chosen topics on both platforms.

3.4 Software Constraints

3.4.1 Hardware Constraints:

- Server Specifications: The server hardware hosting the application may have limitations in terms of processing power, memory, and storage capacity, impacting the application's performance and scalability.
- Mobile Device Specifications: The hardware capabilities of mobile devices, including CPU, RAM, and storage, may impose constraints on the application's features and performance, especially for resource-intensive tasks such as multimedia content rendering.
- Networking Equipment: Constraints related to networking hardware, such as routers, switches, and wireless access points, may affect the application's network connectivity, bandwidth, and reliability.

3.4.2 Software Constraints:

- Operating System Compatibility: Compatibility constraints with different operating systems (e.g., iOS, Android) may impact the application's development, deployment, and functionality across various platforms.
- Programming Languages and Frameworks: Constraints related to the choice of programming languages and development frameworks may affect the application's performance, maintainability, and scalability.
- Database Management System: Constraints related to the database management system (DBMS) used for storing application data may impact data retrieval, storage, and processing capabilities.
- Third-Party Libraries and APIs: Dependencies on third-party libraries and APIs may impose constraints on the application's functionality, integration, and compatibility with external services.

- Security Software: Constraints related to security software, such as firewalls, intrusion detection systems (IDS), and antivirus software, may impact the application's security measures and compliance with security standards.
- Development Tools and IDEs: Constraints related to the availability and compatibility of development tools, integrated development environments (IDEs), and version control systems may impact the development workflow and collaboration among team members.
- Performance Monitoring and Debugging Tools: Constraints related to the availability and functionality of performance monitoring and debugging tools may impact the application's optimization efforts and troubleshooting capabilities.

3.5 User Interface Design

For Educreator, user interface design encompasses creating an intuitive and user-friendly interface that enables teachers and mentors to post educational content such as notes, short videos, photos, and visuals, while students can interact with the content but cannot post. The interface includes features like verification for teachers and creators, chatrooms for doubt asking and personal guidance, and the ability for students to choose topics of interest to see related content. The design aims to provide a seamless experience, allowing easy navigation and interaction with the platform's various features, ultimately enhancing the educational experience for both creators and students.

Additionally, the user interface design for Educreator focuses on accessibility and responsiveness, ensuring that the platform is usable across a variety of devices and screen sizes. It employs responsive design principles to adapt the layout and functionality based on the user's device, providing a consistent and optimal experience. The interface design also emphasizes clarity and simplicity, with intuitive controls and informative feedback to guide users through the platform's features. Overall, the user interface design of Educreator is crafted to enhance engagement, facilitate learning, and promote a collaborative educational environment

- Login page: On opening the EduCreator app, the user will see this page for logging into the app, if they are a new user they can sign up by entering their e-mail id and password for their account.

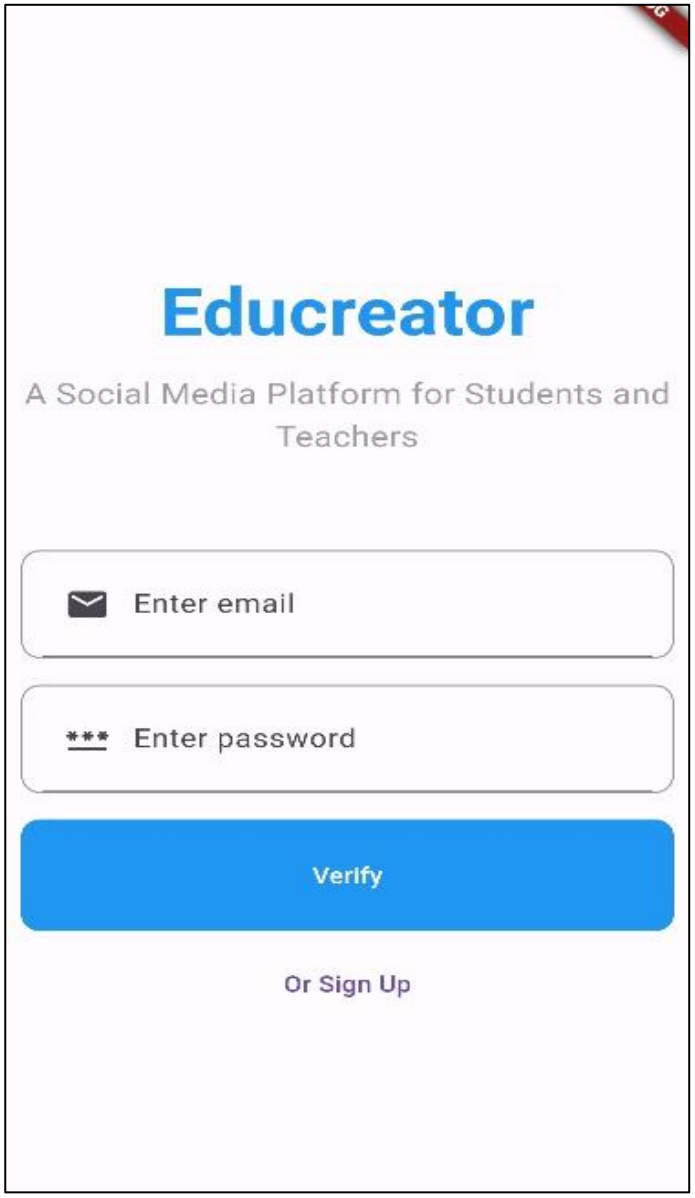

Figure 3.5.1 Login page

- Signup page: For a new user there will be an option to sign up either as a student or as a mentor.

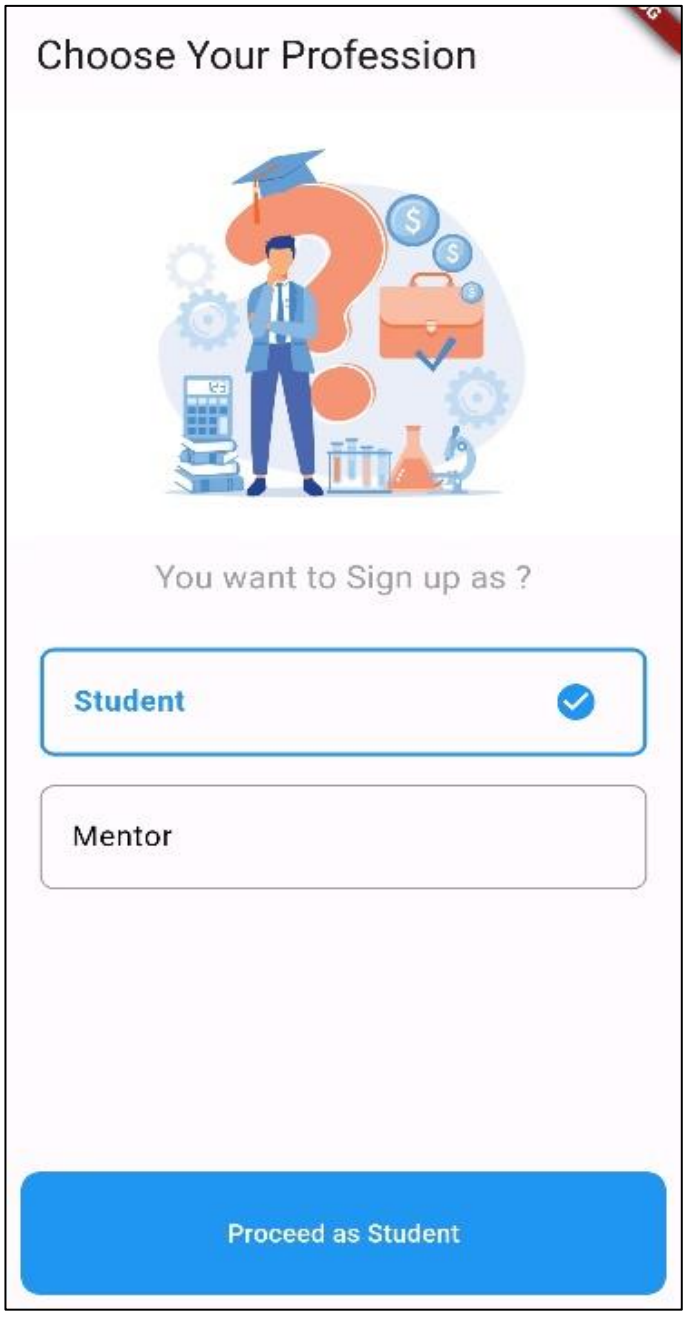

Figure 3.5.2 Signup page

- Profile details page: Then the user needs to enter the basic details like the full name, email address, DOB, college, degree etc. for building the profile.

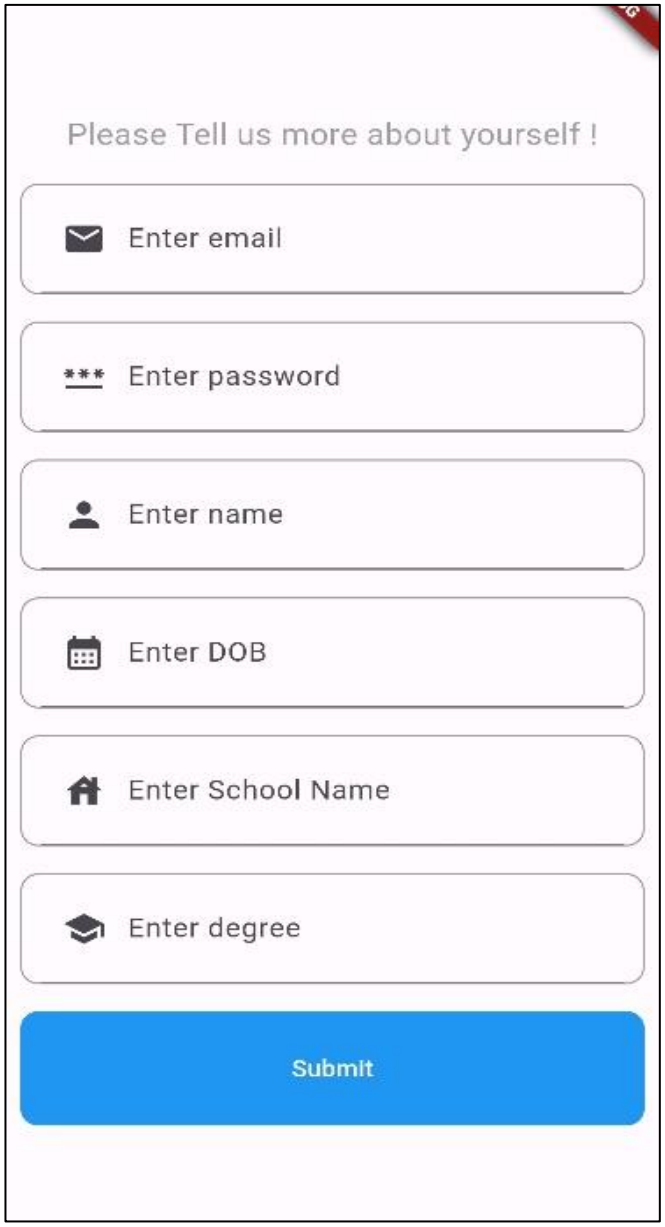

Figure 3.5.3 User profile details page

- Category selection page: If the user has signed up as a student then they can choose 5 or more than 5 subject categories or domains matching their interest and they will be able to access the content related to these domains.

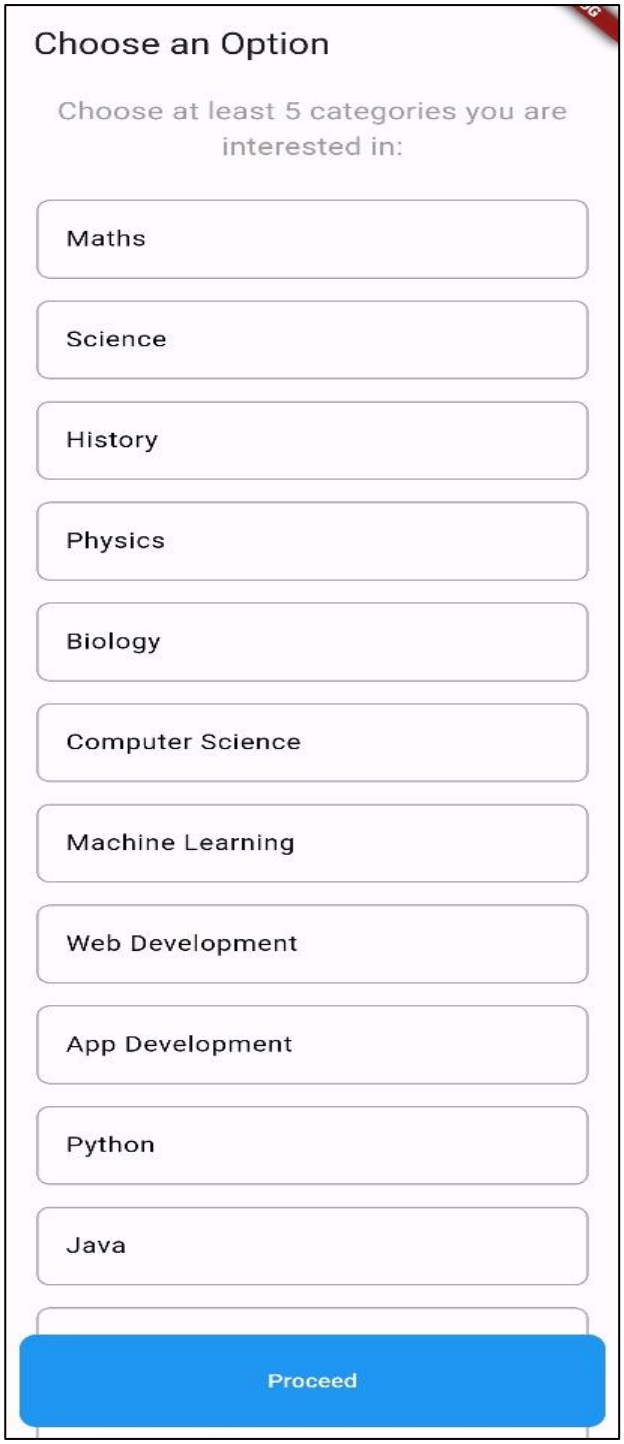

Figure 3.5.4 Subject/domain selection page

- Profile building page: After selecting the domain, now the user needs to complete his/her profile by adding the profile picture, creating a username and adding description about them which other users can see.

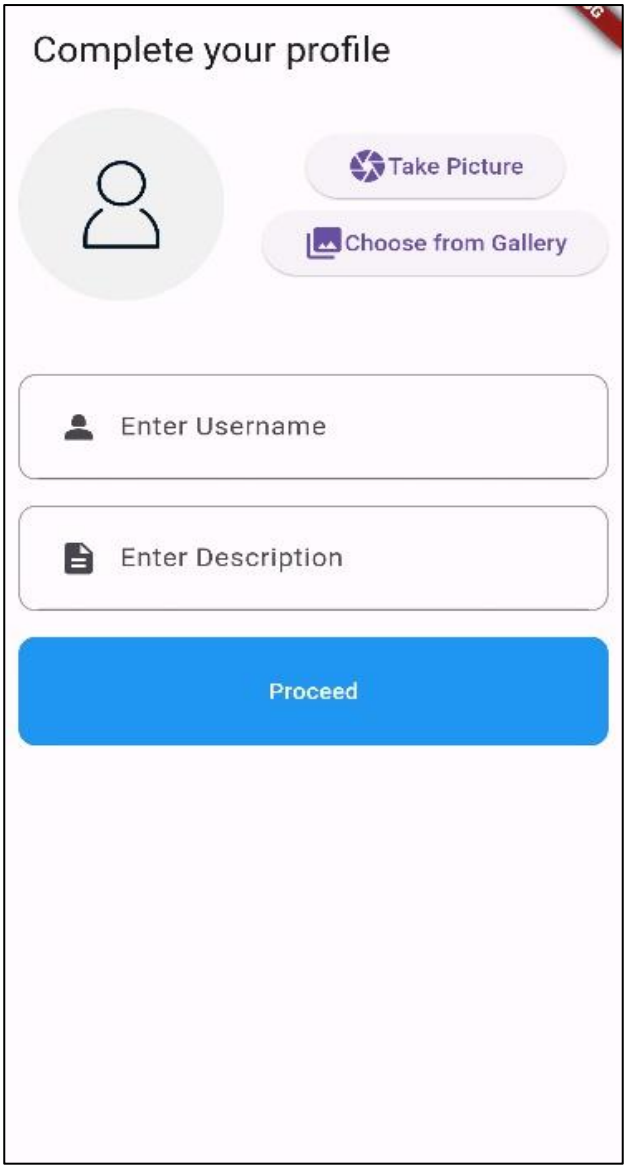

Figure 3.5.5 Profile completion page

4. SOFTWARE DESIGN SPECIFICATION (SDS)

4.1. Use-Case Diagram

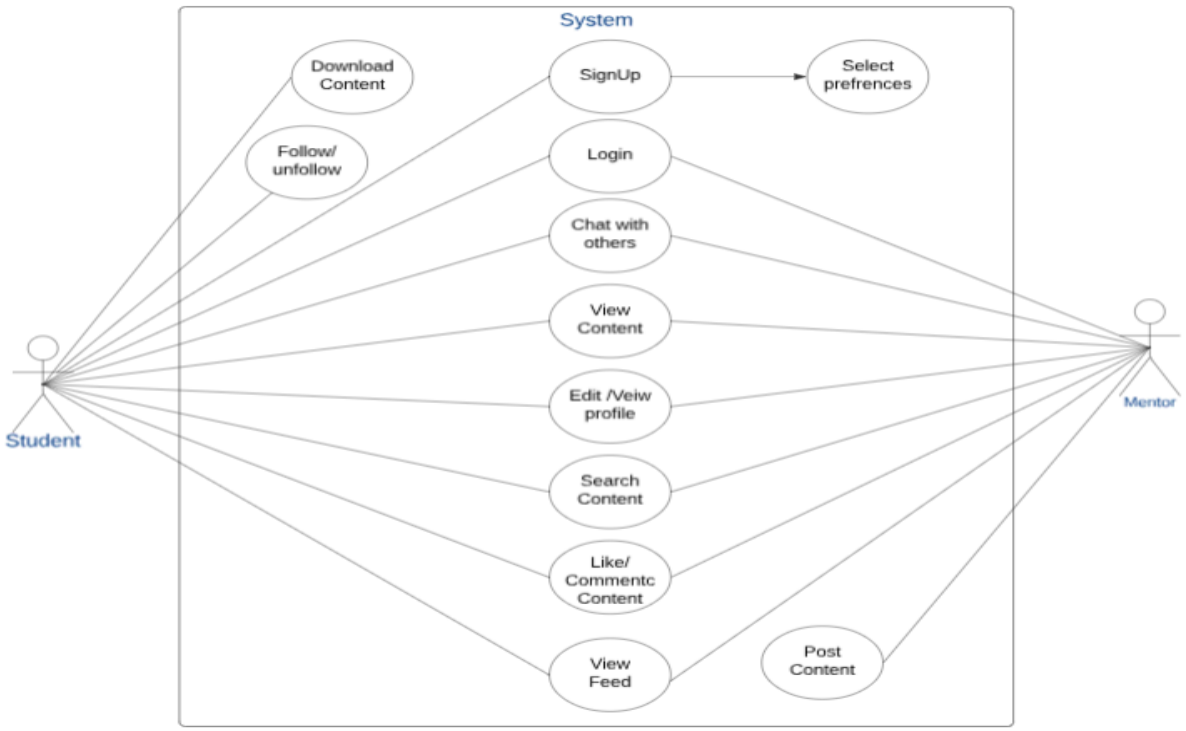

Figure 4.1 Use case diagram

The use case diagram for EduCreator illustrates the various interactions between actors (users) and the system. It identifies the different ways users can interact with the platform to achieve specific goals. Here's a description of the key components of the use case diagram:

4.1.1. Actor: The primary actors in the diagram are "Educator" and "Student." The Educator represents teachers or content creators who use the platform to create and upload educational content. The Student represents learners who access and engage with the content created by educators.

4.1.2. Use Cases:

- Create content: This use case describes how an Educator can create new educational content on the platform. It includes uploading notes, videos, images, and other materials.
- Manage content: Educators can manage their content, including organizing it into categories, updating or editing existing content, and deleting content as needed.

- Collaborate: This use case involves educators collaborating with each other or with students. It includes features such as commenting, sharing content, and working together on projects.
- Personalize learning: Students can personalize their learning experience by choosing topics of interest, subscribing to specific educators, and accessing related content easily.
- Access content: Students can access educational content uploaded by educators, view materials, participate in quizzes, and engage with the learning materials.

The use case diagram provides a high-level overview of the interactions between users and the EduCreator platform, highlighting the key features and functionalities that the platform offers to both educators and students.

4.2. Activity Diagram

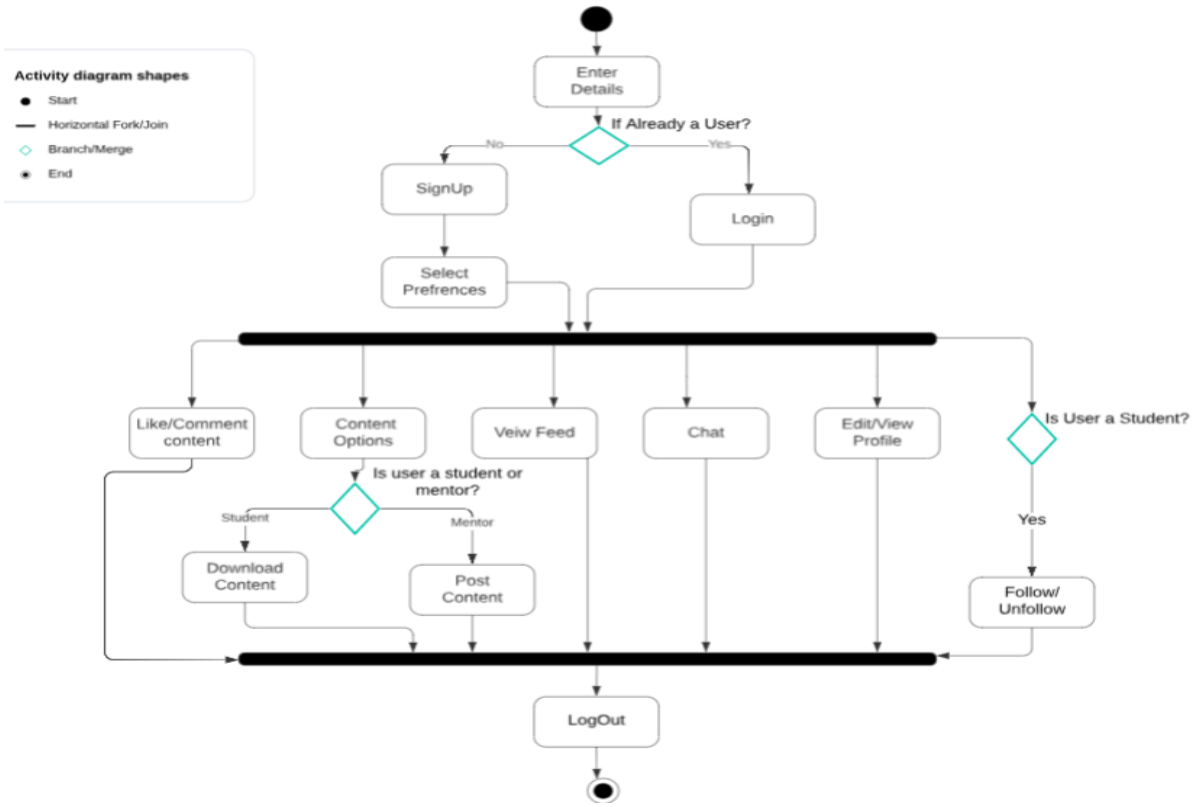

Figure 4.2 Activity diagram

This activity diagram for the EduCreator project visually represents the flow of activities within the platform. It illustrates how users interact with the system to access, create, and engage with

educational content. Starting with user interaction, where users access the platform, the diagram shows the process of content creation by mentors and teachers. It then depicts how students discover and interact with content, engage in community discussions, track their progress, and seek support. The diagram highlights the dynamic nature of the platform, emphasizing collaboration and engagement among users to facilitate a rich learning experience.

4.3. Workflow Diagram

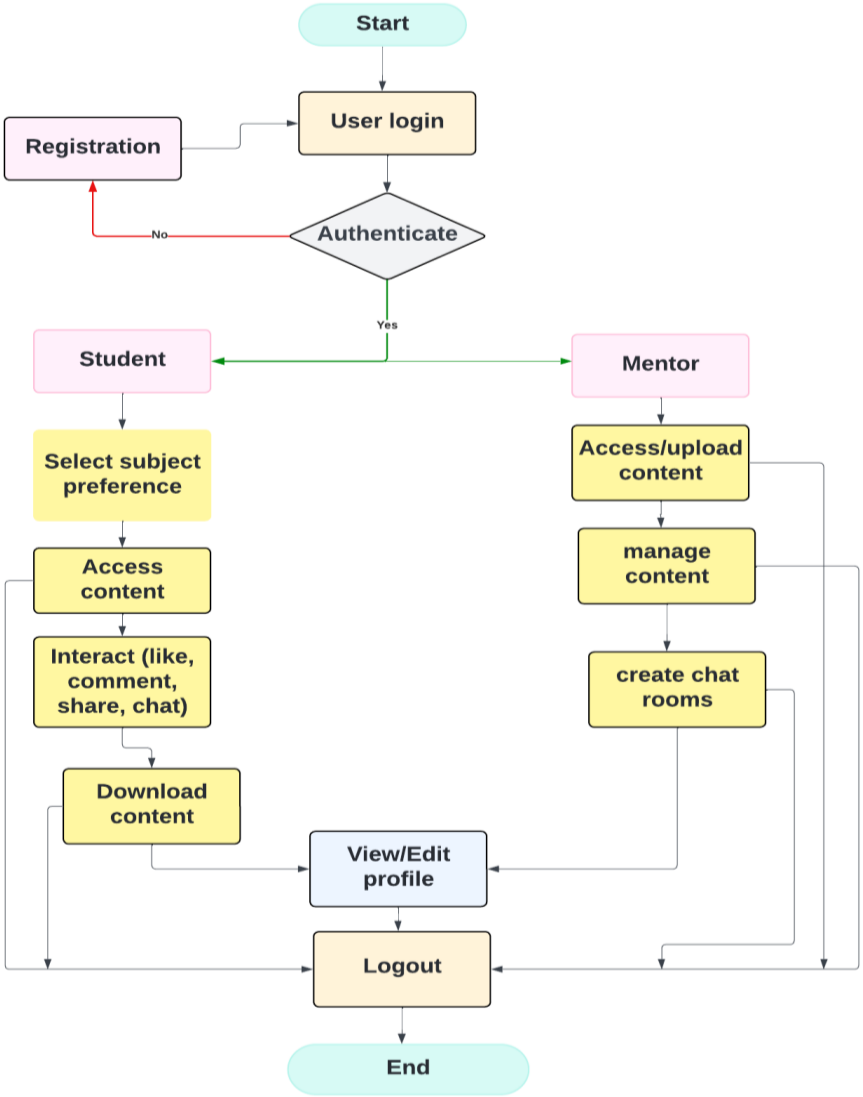

Figure 4.3 Workflow diagram

The workflow diagram for the EduCreator project outlines the sequence of actions and interactions involved in the platform's operation. It begins with the user accessing the platform, either as a mentor/teacher or as a student.

For mentors and teachers, the workflow includes creating and uploading educational content, such as notes, videos, and visuals. They can also engage with students through chatrooms for doubt clarification and guidance. The platform verifies the creators and allows them to choose topics of interest to showcase related content to students.

For students, the workflow involves discovering and interacting with the content posted by mentors and teachers. They can choose topics of interest to see related content, interact with the content through likes and comments, and engage in chatrooms for doubt clarification and personal guidance.

The workflow emphasizes collaboration and interaction between mentors/teachers and students, creating a dynamic learning environment.

5. IMPLEMENTATION

5.1. Steps for implementation:

Step 1. Requirement Analysis:

- Gather and analyze requirements from stakeholders, including students, teachers, and administrators.
- Define the features, functionalities, and user roles of the social media platform.
- Identify any constraints, such as budget, timeline, and technical limitations.

Step 2. System Design:

- Design the architecture of the platform, including the database schema, backend services, and frontend components.
- Define the APIs and communication protocols for interactions between different system modules.
- Create wireframes or mockups to visualize the user interface and user experience (UI/UX) design.

Step 3. Backend Development:

- Set up the server infrastructure and select appropriate technologies for backend development (e.g., programming languages, frameworks, databases).
- Implement user authentication and authorization mechanisms to ensure secure access to the platform.
- Develop APIs for user registration, content management, social interactions (likes, comments), and chat functionality.
- Integrate third-party services for features such as email verification, push notifications, and multimedia storage.

Step 4. Frontend Development:

- Choose frontend development technologies (e.g., JavaScript frameworks, UI libraries) based on requirements and design considerations.
- Develop user interfaces for different platform components, including user registration/login, profile management, content feeds, and chat interface.
- Implement responsive design principles to ensure compatibility with various screen sizes and devices.

Step 5. Integration and Testing:

- Integrate frontend and backend components to create a cohesive application.
- Conduct unit tests to ensure the functionality of individual modules.
- Perform integration tests to verify the interaction between different system components.

5.2. Tech Stack

5.2.1. Backend (Node.js):

- Framework: Express.js - A lightweight web application framework for Node.js.
- Database: MongoDB or PostgreSQL - NoSQL or relational databases for storing user data, content, and chat messages.
- Authentication: JSON Web Tokens (JWT) - For user authentication and session management.

5.2.2. Additional Tools:

- Mongoose - An ODM (Object Data Modeling) library for MongoDB.

5.2.3. Frontend (React Native):

- Framework: React Native - A JavaScript framework for building native mobile applications.
- Navigation: React Navigation - A navigation library for React Native apps.
- HTTP Client: Axios -For making HTTP requests to the backend APIs.
- Styling: React Native StyleSheet - A built-in styling solution for React Native components.

5.3. Workflow of the project

- User Verification and Registration: When a user registers for EduCreator, they provide the required information, including their name, email address, and educational background. Teachers go through a verification process wherein they could be required to provide credentials or provide proof of their subject-matter expertise. This process makes sure that only authorised users are able to produce and submit instructional materials.
- Content Creation and Verification: Lecture notes, presentations, videos, and quizzes are produced by verified teachers. The content is uploaded to the site and subsequently verified. Verification guarantees that the material is appropriate for the target audience and satisfies quality requirements.
- Content Finding and Consumption: Students search the platform for pertinent instructional materials. They can look into particular courses or topics and browse through different resources that instructors have published. Pupils are free to go through the material at their own speed, pausing, fast-forwarding, or repeating as necessary to improve their comprehension.
- Engagement and Interaction: EduCreator offers tools to facilitate communication and engagement between educators and learners. Through chat rooms and comments, students can participate in debates, ask questions, and get clarification. Teachers can help students better understand the concepts by offering comments, providing more explanations, or suggesting additional resources.
- Feedback Loop: A feedback loop is advantageous to both educators and learners. Students are able to comment on the content's efficacy, relevancy, and clarity. By utilising this input, educators may enhance their lesson plans, delivery techniques, and engagement tactics, giving students a better education.
- Options for Monetization: Teachers can make money from their instructional content by using EduCreator's monetization options. Instructors have three options for making money:

charging for premium content, offering one-on-one coaching or tutoring, or making money through advertising. Certain content may be available to students for free, while access to premium content may need a membership or payment.

- Building Community and Collaboration: The goal of EduCreator is to unite educators and students into a community. Cooperation, knowledge exchange, and networking opportunities are encouraged in this group. By working together on projects, exchanging best practices, and benefiting from one another's experiences, educators can improve the whole educational ecosystem.
- Development and continual Improvement: EduCreator is dedicated to development and continual improvement. The platform changes in response to feedback from users, innovations in technology, and shifts in the pedagogical landscape. This guarantees that EduCreator will always be applicable, easy to use, and capable of satisfying the demands of its users in the ever-changing educational landscape.

6. WORK TO BE DONE(Future Scope)

6.1. Enhanced Content Management:

- Implement features for teachers to organize and categorize their uploaded content more effectively.
- Allow teachers to schedule content releases or updates, enabling them to plan and manage their educational materials.

6.2. Advanced Social Interactions:

- Expand social interaction features by adding functionalities like sharing content with specific groups or individuals, tagging users in comments, or bookmarking favorite content.
- Introduce gamification elements such as badges, rewards, or leaderboards to encourage active participation and engagement.

6.3 Real-time Collaboration Tools:

- Integrate collaborative tools such as virtual whiteboards, document editing, or screen sharing for real-time collaboration between students and teachers.

- Enable group discussions or study sessions where multiple users can interact and collaborate on educational topics.

6.4. Personalized Recommendations:

- Implement machine learning algorithms or recommendation systems to provide personalized content recommendations based on user preferences, browsing history, and engagement patterns.
- Use data analytics to analyze user behavior and improve the accuracy of content recommendations over time.

6.5. Accessibility and Inclusivity Features:

- Enhance accessibility features to ensure the platform is usable by all users, including those with disabilities.
- Implement features such as screen reader support, keyboard navigation, and high-contrast modes to improve accessibility.

6.6 Content Moderation and Safety Measures:

- Strengthen content moderation tools to detect and remove inappropriate or offensive content proactively.
- Implement safety measures such as content filters, user reporting systems, and automated moderation algorithms to maintain a safe and positive environment for all users.

6.7. Performance Optimization:

- Conduct performance optimization tasks to improve the platform's loading times, responsiveness, and scalability.
- Optimize database queries, caching mechanisms, and server-side rendering to enhance overall performance, especially during peak usage periods.

6.8. Internationalization and Localization:

- Enable support for multiple languages and locales to make the platform accessible to users worldwide.

- Implement localization features such as language preferences, date/time formatting, and culturally appropriate content presentation.

6.9. Community Building and Engagement Strategies:

- Develop community-building initiatives such as online events, webinars, or forums to foster interaction and collaboration among users.
- Create engagement campaigns, challenges, or contests to incentivize user participation and promote a sense of belonging within the community.

6.10. Continuous Monitoring and Improvement:

- Monitor user feedback, metrics, and analytics to identify areas for improvement and prioritize future development efforts.
- Iterate on features based on user input and emerging trends in education technology, ensuring the platform remains relevant and valuable to its users.

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