



# Simple social platform to connect with college peers (Connecture)

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# Problem Statement

- Exploring new technology, knowledge, and skills is an important step to try to find a new passion or to polish an existing one. But, finding and connecting with new people who share a common interest can be a bit overwhelming at times.
- We would be addressing this very issue by designing a centralized platform wherein students and teachers can build new connections, post information and stuff that can help to create an inspiring and encouraging environment to learn, develop and venture for all.
- For this mini-project, we aim to develop an online social media platform at an institute level wherein students can connect with and share tech-related ideas, knowledge and help foster a rich tech culture in our college.



# Abstract

- This project is based on the concept of making new and meaningful connections.
- By providing access to all college peers on a single platform, getting to know peers with a similar interest can help to guide and inspire students.
- We already have many sophisticated social platforms to connect with people, but, a setup at an institute-level would significantly help to bind everyone by leveraging the ability to connect digitally.

# Modules of the project





# Landing page

- This page basically is title page of the web service.
- It includes the website name and a general introduction to the usage and aim of the website.
- When a new user visits our website for the first time, or visits the website after he has logged out from his previous session, he is taken to the landing page of the website.



# Sign up and Register page

- All new users, or first time users must create their accounts in order to use the website. They need to provide their name, email id, and a password for their account.
- Already registered users need to provide their password and email id while trying to login.
- The backend then authenticates the corresponding password to its corresponding email id and checks whether or not is valid.



# User profile

- When the user has made an account, via the dashboard, he needs to set up his profile with details like his or her name, skill set, year of engineering (alumni), GitHub username, LinkedIn and Twitter links, and a bio.
- A user, next can choose to add educational details too.
- A user can edit any field on his or her profile anytime or delete his profile from Connecture.



# Dashboard

- The first dashboard page is when the user is prompted to enter his or hers details on the his or her Connecture account. To enhance UX, we kept the action of setting up a profile and creating a profile different.
- The next dashboard page is actually a education form page. Here we take previous education details from the user.





# Result and Analysis

- Connecture, thus can significantly enhance the total experience with which peers interact with each other and to improve help with the tech culture of a college.
- The best part about such a system is that it is completely immune to a situation similar to the current pandemic.
- Connecture can have a strong impact on the learning and development of a student with the help of his peers and help him find his passion and excel in his field with making and build and maintaining a strong tech culture supported by healthy connections.



# Future scope

- In this model, a major drawback is that students cannot directly connect with each other via Connecture, but only through other contact details provided by the user. One possible solution for that would be to introduce chats. This would make it easier and faster to connect with students on Connecture.
- The functionality of posts can make Connecture a lot more interactive and fun to use.
- Notifications are another scope of improvement. If someone tries to interact with a user's posts, then he or she might actually get a notification about the same.