**Group 4:**

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**LAB 7:** Identify your project objectives

**The project title:**Research and create a prototype for a mobile e-learning application.

**Project descriptions:**

Currently, in the face of a serious epidemic situation, state agencies and cities have launched a movement at home to self-prevent the epidemic to ensure safety and not spread the disease to society.

Especially for students, even during the epidemic period, they still have to study for high school and university entrance exams, so they often have difficulties finding resources and communicating with teachers about learning problems. The application is designed and developed to overcome the above problems.

**Project objectives**

1. Understanding online learning applications

* Collect information about study materials, exam questions of recent years from official source pages of the Ministry of Education or specialized schools, ...
* Understand the formal study methods or guidelines for doing focused exercises that may come up in the exam.
* Relate these learning methods and incorporate them into the application's prototype.

2. Understand similar products

* Explore applications and market surveys (user demand)
* Give advantages and disadvantages included in such applications to include in application development.

3. Tech-savvy for mobile apps

* Understand different technologies to build mobile apps
* Choose an appropriate technology

4. Create a prototype of a product (e-learning app)

* Request
* Analysis and design
* Implementation (Encoding)
* Test

5. Evaluation of prototypes (functionality, quality, testing on selected users)