University of Caloocan City

Congressional Rd Exit, Barangay 171, Caloocan

Computer Studies Department

Program Title: QuestAcademy (Learning Management System)

Description:

QuestAcademy is a PHP Laravel-based project created to efficiently manage and deliver online educational courses and training programs. It serves as a comprehensive platform meticulously designed to simplify the learning journey by equipping both instructors and learners with the essential features to develop, administer, and monitor online educational experiences.

Features:

For Administrators:

1. User Management: This feature allows administrators to manage users within the system, including creating and deleting user accounts, and managing user permissions.

2. Course Management: This feature allows administrators to create, manage, and organize courses within the system.

3. Reporting and Analytics: This feature provides administrators with the ability to track and analyze user data, including course completion rates and assessment results.

4. Content Management: This feature allows administrators to manage and organize learning content, such as documents, videos, and audio files.

5. System Configuration: This feature allows administrators to configure the LMS settings, including branding and system preferences.

For Instructors:

1. Course Creation: This feature allows instructors to create and manage course content, including text, video, audio, and other multimedia content.

2. Assignment and Assessment Management: This feature allows instructors to create and manage assignments and assessments, including quizzes, tests, and surveys.

3. Learner Progress Tracking: This feature allows instructors to track learner progress, including tracking assignment submissions, quiz results, and course completion rates.

4. Communication and Collaboration: This feature allows instructors to communicate with learners, including sending messages and providing feedback on assignments.

5. Gradebook Management: This feature allows instructors to manage and track learner grades and progress.

For Students:

1. Course Enrollment: This feature allows learners to enroll in courses within the LMS.

2. Course Content Access: This feature allows learners to access course content, including text, video, audio, and other multimedia content.

3. Assignment and Assessment Submission: This feature allows learners to submit assignments and assessments, including quizzes, tests, and surveys.

4. Communication and Collaboration: This feature allows learners to communicate with instructors and other learners within the LMS.

5. Progress Tracking: This feature allows learners to track their progress within courses, including tracking assignment submissions, quiz results, and course completion rates.

Limitation:

- Limited Functionality: Web-based LMS systems may have limitations in terms of functionality compared to full desktop LMS platforms. This can affect the types of learning experiences that can be delivered and the features available to users.

- Security Concerns: Web-based platforms, including those built with PHP Laravel and MySQL, need robust security measures. Security breaches can put sensitive learner data at risk, emphasizing the importance of strong security practices.

- Limited Compatibility: Web-based LMS systems may not be compatible with all web browsers and devices. Compatibility issues can limit the audience that can access the learning content, so cross-browser and device testing is essential.

- Limited Customization: While some web-based LMS systems built with PHP Laravel and MySQL offer customization options, they may not be as flexible as full desktop LMS platforms. This can limit the ability to tailor the learning experience to individual learners' needs.

- Internet Limitations: Access to the LMS relies on a stable internet connection. Users with limited or unreliable internet access may face challenges in accessing course materials and participating in online learning activities, impacting their learning experience.

Proposed by:

Avila, Julian Miguel DC.
Belardo, Reylan M.
Morata, Mary Thalia Cygie R.
BSCS 3-A

Proposed to:

Emmanuel T. Flores
Subject Professor

Program Title: ArtofJeAA (E-Commerce Website Proposal)

Description:

This e-commerce website focusing on art-related products, ArtofJeAA, provides a digital marketplace for artists and art enthusiasts to buy and sell a wide range of creative stuff. This online art store gives artists a convenient and accessible place to display and sell their artwork, which includes paintings, sculptures, prints, digital art, and other artistic creations. Customers can browse a cast selection of paintings, choose their favorites, and make secure online purchases from their comfort of their own homes. This e-commerce platform frequently incorporates elements such as the artist profile, user reviews, secure payment choices, and shipping, establishing a dynamic online art community and bringing art to a global audience.

Features:

1. **User Authentication:** To handle artist ad customer accounts, implement registration, login, and password recovery capabilities.
2. **Artist Profile/Portfolio:** Give the artist the ability to build and manage his profile, which includes portfolios, bios, and contact information.
3. **Art Listings:** Allow artists to add artwork photographs, descriptions, pricing, and manage inventory.
4. **Product Category and Filters:** Sort art into categories and offer filters to help in product discovery.
5. **Search Functionality:** Implement a comprehensive search feature to assist users in finding certain art pieces utilizing keywords, and other criteria.
6. **Checkout and Shopping Cart:** Allow customers to add items to a shopping cart, review selections, and finish purchases through a secure and user-friendly checkout procedure.
7. **Order Management:** Provide capabilities to artists and administrators for managing and tracking orders, inventories, and delivery.
8. **Wish List:** Allow users to establish wish lists for art they interested in, making it simple to revisit and buy later.
9. **User Reviews and Ratings:** Allow customers to leave reviews and ratings for purchased artwork, increasing potential purchasers' trust decision-making.
10. **Notification System:** Provide users with email notifications and alerts for new arrivals, pricing adjustments, or artwork.
11. **User Accounts:** Allow users to create accounts to track their orders, remember preferences, and view order history.
12. **Responsive Design:** Ensure that the platform is mobile-responsive to provide a smooth shopping experience across several devices.
13. **Customer Service:** Provide options for customer support, such as chat, email, or a helpdesk system, to resolve enquiries and issue.
14. **Privacy and Security:** Implement strong security measures to protect user data and maintain compliance with data privacy legislation.
15. **Content Management:** Make it simple for artists and administrators to maintain and update content, such as artwork listings and profile.

Limitation:

There are a few potential restrictions to consider while using PHP, Laravel and MySQL to build an e-commerce platform for art-related products. As the platform grows, scalability may become a problem, while Laravel and MySQL can handle substantial loads, achieving extreme scalability may require more resources and specialized infrastructure. To ensure seamless communication with the numerous tools used in the art and e-commerce industries, it may be difficult and time consuming to integrate with other third-party services and systems.

Proposed by: **Proposed to:**

    Avila, Julian Miguel DC.   Emmanuel T. Flores
    Belardo, Reylan M.   Subject Professor
    Morata, Mary Thalia Cygie R.
    BSCS 3-A