

## **CoNCePTs**



**DOBBY 360** 



## Learn creative skills, from absolute beginner to advanced mastery

Learning should not stop outside the classroom! KiddoKids, one of the most prominent educational apps designed for high school students with young and fresh minds. Make your world better with new skills! It enriches the classroom experience without replacing it, and at the same time, it provides positive reinforcement and communication among teachers, learners, and parents. Our courses have been hand-tailored to teach a specific skill. It can be watched 24/7 wherever you are. Most are fully downloadable so you can take them with you.

## **Introduction of Educational Mobile App**

Education was once equated with money and access to great education was a dream for many. The influence of technology on education has made it possible for the students to opt for e-learning. The advent of mobile phones, as well as other devices, have made it possible for the students to learn at their own pace and take their time for understanding things through mobile teaching apps.

The way every coin has two sides, in a similar manner every technological invention has merits as well as demerits. It just depends upon the way we use it. Thus to achieve a balance between the two extreme sides, let us understand the importance of mobile apps in education as well as disadvantages through an article. This would help us in maintaining a perfect balance.



## **Benefits Of Online Education Teaching App For Teachers**

Capable of being used on any device ranging from a laptop to computer to mobile phone, an app for online teaching acts like a magic wand for those who aim to study face to face with their teachers at the comfort of their home. Promoting Elearning with a live teaching app has been beneficial for the instructors who opt to teach through this. Let's learn about this in detail:

**Self Paced Learning**: An **online learning app** allows the teachers to maximize the potential for individual learning curves and styles within the classroom. They can do this by embracing the learners with the real-world application of theory. The educators get the opportunity to harness the power of everyday technology for bringing educational theories into the classroom.

**Online educational apps** allow them to access self-paced learning with which they meet the scheduled targets. All of this gets more effective when teachers use the app that supports videos in any format. This can range from mp4 to documents in the form of Microsoft presentations to blogs.

1. Practicality: With an app for online teaching, the ones who teach can resort to other practical ways to make the learning incredible. They can create tests as well as quizzes with the help of a pre-existing or an ever-expanding question bank if the app permits automated creation of the same.

It also provides the teachers with the ability to track the submission of assignments given to the students digitally as well as reconstruct a course curriculum with the aid of a new course template. All of these practical benefits aid them in keeping the learners interested in online learning material.



- 2. Access to Training: Teaching online through an app gives the teachers a platform for updating and honing their approach towards teaching. The option where students can give feedback after every session helps the instructors to constantly change their teaching methodology. This can help them to deliver exceptional lectures that are understood by the learners in a manner that they can retain.
- **3. Assess The Students**: The features that give the teachers the liberty to create pre and post-class tests are coupled with a feature detailed analyzed result. With this, the instructors are never in a dilemma if the method they have adopted for teaching is suitable for the students or not or if it requires improvements.

## **Innovation Mainly focussed on**

#### A. Key Technology Involved

This app running on a powerful cloud computing service will provide us a 24x7 uninterpretable solution. Mainly focused on high performance.

The latest frameworks are able to deliver highly responsive applications in multiple mobile devices like mobile, tablet, laptops.

Used A/B testing with more than 100 teachers and 1000+ students to design usable UI UX.

#### **B. Solution Capabilities, Features & Specifications**

Our methodology initially consists of a clear analog understanding, complemented by research in various use cases and contexts to gain a collective understanding of how much it can affect. With a strong focus on behavior-driven implementation, the model is structured to retain and expand over time.



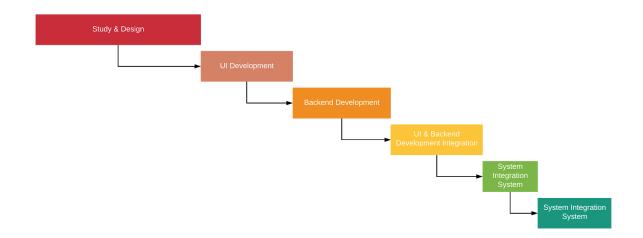
## Project

## A. Project Duration

| SI No | Description                    | Duration in days |
|-------|--------------------------------|------------------|
| 1     | Requirement and Workflow Study | 1                |
| 2     | UI Design and Workflow         | 6                |
| 3     | UI Development of the apps     | 7                |
| 4     | Backend Development            | 14               |
| 5     | UI & Backend Integration       | 7                |
| 6     | System and Integration Testing | 5                |
| 7     | User Acceptance Testing        | 5                |
| TOTAL |                                | 45 days          |

## **B.** Project Plan

## Project plan





## **C. Project Resources**

| SI No | Role                                 | No of Resources |
|-------|--------------------------------------|-----------------|
| 1     | UI/UX Designer                       | 2               |
| 2     | Senior Android Application Developer | 2               |
| 3     | Senior Backend Developer             | 1               |

## **D.** Commercial terms of Project

Trident Solution will carry out all work detailed above for a total consideration of ₹6,50,000/- (Rupees Six Lakh Fifty Thousand Only ),. The payments are to be made on a milestone basis as detailed below. Separate invoices will be raised upon mutual confirmation that the milestones have been achieved.

| Payment Milestone              | Payment Percentage |
|--------------------------------|--------------------|
| Work order and Initial Payment | 50%                |
| UI and Workflow Design         | 25%                |
| User Acceptance Testing        | 25%                |
| Total                          | 100%               |



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