

Name: **M.G.I.Asanga**

Student Reference Number: **10899160**

Module Code: **PUSL2021**

Module Name: **Computing Group Project**

Coursework Title:  
**Project Proposal**

Deadline Date:  
**25<sup>th</sup> October 2023**

Member of staff responsible for coursework:  
**Mr.Pramudya Thilakarathne**

Programme:  
**BSc (Honours) in Software Engineering**

Please note that University Academic Regulations are available under Rules and Regulations on the University website [www.plymouth.ac.uk/studenthandbook](http://www.plymouth.ac.uk/studenthandbook).

Group work: please list all names of all participants formally associated with this work and state whether the work was undertaken alone or as part of a team. Please note you may be required to identify individual responsibility for component parts.

K. M. Mohottige	Project and Group leader	10900368
M. G. I. Asanga	Planning leader	10899160
G. A. Y. Jayalath	Testing and maintenance leader	10899555
J. M. A. S. Jayarathna	Programming leader	10899563
K. A. P. I. Fernando	Technical leader	10898454
W. M. K. S. S. Wijesundara	Quality leader	10899584

***We confirm that we have read and understood the Plymouth University regulations relating to Assessment Offences and that we are aware of the possible penalties for any breach of these regulations. We confirm that this is the independent work of the group.***

Signed on behalf of the group:

Individual assignment: ***I confirm that I have read and understood the Plymouth University regulations relating to Assessment Offences and that I am aware of the possible penalties for any breach of these regulations. I confirm that this is my own independent work.***

Signed : M. G. I. Asanga

Use of translation software: failure to declare that translation software or a similar writing aid has been used will be treated as an assessment offence.

I \*have used/not used translation software.

If used, please state name of software.....

**Overall mark \_\_\_\_\_%      Assessors Initials \_\_\_\_\_      Date \_\_\_\_\_**

**“Bridging the Gap in Education”  
(BG Education)**

Educational Guid Application

Project Proposal

Group A 42

**Table of Contents**

Introduction.....4

Objectives.....5

Target users .....6

Application Features and Description .....7

Time Frame .....9

BG Education Project Time Frame .....9

## Introduction

Due to the previous COVID and pandemic situations, students and teachers are not so well connected these days because children must learn online. With the widespread adoption of online learning, teachers, students, and parents have faced various challenges in effectively engaging with the educational process. As problem solvers and software engineers, we must handle more practical situations. This application and this idea are very useful and practical for everyone and schools in every province, and we can use them as a state platform and tool. And since there is less attraction for education in this era and students show less confidence in studies and less progress, creating a mobile application to connect teachers and parents as well as teachers and students, manage student courses, guide students in education, and connect teachers Encouraging adoption is a great initiative.

Finally, together with the application, daily students' course work and their homework need to include daily activities that the parents of the students need to know and are most engaged with this mobile application, and for many students, the course work provider means a fee and a reward for the teacher. That will be received.

The app should prioritize user friendliness, the security of a child's progress, and providing value to teachers and parents. Regular updates and improvements based on user feedback are essential for its success and can revitalize our country's education system to create an exciting and bright future.

We describe the main characteristics and features of this revolutionary application in the proposal that follows. It might bring in a new age in education if put into practice. Our goal is to use technology to help every student rediscover there are love of learning and provide a positive focus on the student to their parents and teachers. Together we work to transform education into something more accessible, more enjoyable.

## Objectives

1. enhance learning environment:

To continue in a way that does not hinder students' studies in pandemic situations and build a better educational environment in the country. This makes it easy for students, teachers, and parents to do the education work without any problem.

2. Improve student engagement:

Increasing desire and interest in education and parents' busy schedules can alleviate the situation to some extent by reducing the focus on the children.

3. Streamline communication:

An effective communication system for teachers to inform parents of students' weakness levels and progress, and specific events through an event calendar can also be used to manage time.

4. Efficient coursework management:

Teachers can upload homework and assignments that students need, and students can do it from home. Teachers and parents can see the student's progress levels at home.

5. Enhance teacher engagement:

The ability to provide feedback to parents about the role played by teachers can improve the quality of the learning process for children by encouraging teachers.

## Target users

Target users of a school guidance mobile application should be a specific audience. There will be multiple users for the applications and those users have different requirements from the applications. For an example: teachers use applications for educational purposes such as uploading notes of modules or grades and students use this application for learning, see their grades. Below is the list of users for guidance mobile application.

- **Students** – students have to use application for their modules, attendance, grades etc.
- **Teachers**- teachers have use application for include modules, put grades, and put attendance etc.
- **Parents** – parents must use application for see their children's grade, modules, attendance etc.
- **Principle** – principle have to use application for observe teachers' performance and their attendance.
- **School administrators**- they have to maintain the application.

# Application Features and Description

## 1. User Registration and Profiles

- Teachers and parents should be able to create profiles.
- Students should be linked to their parents' accounts.

## 2. Dashboard

- Teachers and parents have a personalized dashboard displaying relevant information.
- Notifications for important updates.

## 3. Coursework Management

- Teachers can upload daily coursework and assignments.
- Parents can view their child's coursework and progress.

## 4. Communication

- In-app messaging for direct communication between teachers and parents.
- Group messaging for class-level communication.

## 5. Attendance Tracking

- Teachers can mark student attendance.
- Parents receive notifications for their child's attendance.

## 6. Homework and Assignments

- Teachers can assign and manage homework.
- Parents can monitor and help their child with homework.

## 7. Reward System Every Teacher and Student Who Is Continuously Engaged They Are Getting Reward.

- A system for rewarding teachers based on their engagement and quality of coursework.
- Parents can rate and provide feedback on teacher performance.

## 8. Event Calendar

- Display school events, parent-teacher meetings, and important dates.

## 9. Progress Reports

- Generate and share student progress reports.
- Parents can track their child's academic performance.

#### 10. Parent-Teacher Meetings

- Schedule and manage appointments for meetings.
- Virtual meeting integration for remote discussions.

#### 11. Security and Privacy

- Ensure data privacy and security for all users.

#### 12. Scalability

- Design the app to handle a growing number of users and schools.

#### 13. Feedback and Support

- Provide a channel for users to report issues or seek help.

#### 14. Analytics and Insights

- Generate analytics on teacher and student performance.
- Use insights to improve the app and educational outcomes.

#### 15. Integration with School Systems

- If possible, integrate with school databases and systems for seamless data flow

#### 16. Gamification and Engagement

- Implement gamification elements to motivate students to engage with coursework.

#### 17. Cross-Platform Compatibility

- Develop the app for both iOS and Android platforms.

#### 18. Marketing and User Engagement

- Develop a strategy to onboard teachers, parents, and students effectively.

#### 19. Feedback Loops

- Regularly collect feedback from all users to make continuous improvements.

#### 20. Testing and Quality Assurance

- Ensure rigorous testing to identify and fix any bugs or issues.



Time Frame

[https://nsbm365-my.sharepoint.com/:x:/g/personal/masjayarathna\\_students\\_nsbm\\_ac\\_lk/EdonZMru1D5OqlrP7cyBpHwBbbXnATAHvb4NBhQh3e3Lsw?e=Vgf4tP](https://nsbm365-my.sharepoint.com/:x:/g/personal/masjayarathna_students_nsbm_ac_lk/EdonZMru1D5OqlrP7cyBpHwBbbXnATAHvb4NBhQh3e3Lsw?e=Vgf4tP)

BG Education Project Time Frame



