ONE PAGER

**TUK E-LEARNING PLATFORM**

**PROJECT SCOPE**

28/04/2023

**OVERVIEW**

1. **PROJECT BACKGROUND AND DESCRIPTION**

TUK e-learning platform is a web-based application that enables users to access and participate in online courses, educational resources, and training materials. This project aims in designing and developing a platform that provides an intuitive and engaging learning experience for users. This can involve creating a user interface that allows users to easily search for and enroll in courses, track their progress, and receive feedback from instructors.

It will involve developing features such as interactive content, gamification elements, and social learning communities to keep users engaged and motivated. Additionally, the project must ensure the security of user data and content, as well as provide robust analytics and reporting features for instructors and administrators. Overall, the tuk e-learning platform project aims to provide a scalable, customizable, and effective solution for delivering education and training online.

1. **EXISTING PROBLEMS WITH THE CURRENT E-LEARNING PLATFORM**

The tuk elearning platform has the following current fallouts:

* Poor User Experience which are difficult to navigate and use leading to frustration and decreased engagement.
* Lack of Interactivity by relying solely on static text and images without interactive features such as videos, simulations, and games which result in less effective learning experiences.
* Limited Engagement such as lack social learning communities or opportunities for collaborative learning which can lead to a sense of isolation among learners and reduce their motivation to continue learning.
* Inadequate Assessment and Feedback by not providing sufficient assessment tools or personalized feedback to learners.

1. **THE PROPOSED SYSTEM**

* Improved User Experience by featuring a user-friendly interface that makes it easy for users to navigate and access course content.
* Increased interactivity by incorporating interactive content such as videos and simulation to provide learners with effective and engaging learning experience.
* Enhanced engagement by including social learning communities discussion forums, and opportunities for collaborative learning to foster engagement and motivation among learners.
* Personalized assessment and feedback.

1. **PROJECT SCOPE**

The project will implement a multi-layer web based application system that will be accessible through:

* Elearning plartfom management - IT admins
* Create content, view and asses students - Lectures
* View content, participate in discussion forums - Leaner

**4.1 MODULES**

**4.1.1 Admin Panel**

**4.1.2 Lecturer Panel**

**4.1.2.1** Create Course

**4.1.2.2** Remove Course

**4.1.2.3** View Registered Leaners

**4.1.2.4** Assess Learners

**4.1.3 Learners Panel**

**4.1.3.1** Register Course

**4.1.3.2** View Course

**4.1.3.3** Discussion Forum

1. **DELIVERABLES**

* Backend system
* Web Based UI
* User Manual
* Technical Documentation for future development

1. **AFFECTED ORGANIZATION**

Student Services

1. **IMPLEMENTATION PLAN**

1. Development of low-fi prototype

2. Development of hi-fi prototype in figma

3. Approval and improvement of the prototype

4. Improvement of application logic and streamline it with the full university system

1. **PROJECT STAKEHOLDERS:**

**MICHAEL ORINA SCII/00825/2019.**