

Access to Quality Education: Minnow

Lab 2 v2

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Sections 1 & 2 (v2)

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1 Introduction

This document is to introduce a new product called Minnow. The following fields in this section will describe this product at an introductory level.

1.1 Purpose

The purpose of this document is to describe Minnow, a web-based application that will help students and teachers with education. This SRS will give a description of what Minnow is and how it will function.

1.2 Scope

The goal of this project, Minnow, is to provide “Access to Quality Education”. It is designed to grant students the necessary resources to thrive in their school pursuits. It is intended to give teachers better tools for their students.

1.3 Definitions, Acronyms, and Abbreviations

Accessibility Tools – Features such as text-to-speech, closed captioning, and visual aids that support diverse learners.

Gamification – The use of interactive lessons, quizzes, and rewards to enhance student engagement.

Multimodal Learning – An approach that integrates various forms of content delivery, including visual, auditory, and interactive methods.

Personalized Learning – Adaptive lesson plans that adjust based on a student's strengths and weaknesses.

Role-Based Access – A security feature that ensures users (students, teachers, parents) have appropriate permissions based on their role.

Secure Authentication – Measures to protect user privacy and maintain data security.

Virtual Tutoring – Online support resources designed to assist students outside of traditional classroom settings.

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1.5 Overview

The following SRS sections give more depth to the description of the project. Section 2 goes into heavier detail, while Section 3 gives full details.

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2 Overall Description

Minnow will give students a window of opportunity for learning by providing them with learning material more accessible to them. Teachers will have an accessory that will allow them to better aid their students in their academic goals. The following fields in this section provide more detail.

2.1 Product Perspective

Minnow will be an adaptive learning platform designed to enhance education through personalized lesson plans and interactive engagement. It will tailor the lesson plans to the needs of the individual students, adapting to strengths and weaknesses. It will be a flexible, curriculum-based resource to give aid to the students and teachers.

2.2 Product Functions

The main features will involve personalized learning, multimodal tools and gamified modules. It will also include multilingual compatibility, a resource library and a collaborative dashboard.

2.3 User Characteristics

There are three user roles for the project. The first is the administrator, who oversees the system and makes changes to it as needed. The second is the teacher, who can oversee the course the student is taking and view the student's grades. The third is the student, who is taking the course and playing the games the course/system provides.

2.4 Constraints

N/A.

2.5 Assumptions and Dependencies

N/A.