NEXTed

**WHAT IS IT WE ARE TRYING TO TAKLE?**

In today’s world only textbook knowledge isn’t enough but versatility is also important. What we observed is that even school students have so much potential to inspire many others especially who often tend to face away from showing their talents. Students tend to grow more when they are in an environment with students of similar interests, which is exactly what we want to use to eliminate their reticent behavior. By creating a positive and encouraging environment we want all the students to showcase and celebrate their talents and experience the optimistic world out there.

**WHAT IS OUR SOLUTION TO THE PROBLEM?(CONCEPT)**

In the initial stages of our project, we are creating a network where we are providing school students and teachers with their unique interactive profiles where they can share their experiences in different competitions.

How is it different from any other social-networking site?

1. We would be negotiating with schools and will be providing all the students and the teachers with their own Login ID and password. This assures that no duplicity is present in our system and not even a single student is left behind.We want everyone to take benefit of it.
2. We want students as well as teachers to showcase their talents and skills as they would directly impact their peers and colleagues.
3. As we see in most of the social-networking sites many a times of negativity prevails as a result students get de-motivated. So we are creating an environment where everyone will be encouraged for their efforts, applauded for trying and get positive inspiration from others.

**What features will be added in the near future?**

We as a team of 3 are taking things step by step to make our product, the best in the market.

We are thinking of adding a feature of smart answer where students will be able to use various queries like “How many people scored A grade in Computer Science in 10th ?” and get graphical answers accordingly.

Hence , Attendance modules and Results module will be integrated on

the platform.

We’ll be adding a Talent Search feature with Sorting implementation of Nearest possible person. ex: Stephen has some doubt in Graphics designing and one of the teacher in his school has uploaded Graphics designing as his skill hence it will be sorted according to the nearness.

In the near future we will be adding competitions as a way of bringing school students into the world of positive growth as we know students tend to learn faster and gain interest in different subjects when in a healthy competitive environment.

We’ll be creating a healthy competitive environment where schools can challenge each other, not necessarily the students but the teachers too.

We have some more additions in our mind.

**Who will be able to use our product? (Target audience)**

Our product is suitable for schools in all the cities and towns in India.

It’s 2016 and almost every student and teacher in India have access to the Internet, which is the most advantageous part for us. We want all the students and teachers to connect with us and help us make smarter and fun.

How will it be beneficial for:

1. Schools: Schools are meant for overall development of a student. Through our formative environment, we want to create a link between students and teachers which are usually concealed in the real world.

2. Students: A Student will get a platform to upload his skills, experiences , awards and qualifications, through which he is able to showcase his skill-set and be an inspiring factor among his peers. He'll be able to see other students' profiles and get inspired too.

3. Teachers: A Teacher will be able to upload his area of expertise, degrees and awards through this platform. Teachers with skills apart from their designated area can be approached by students with similar interests. Hence, making learning smarter.

**Why would our product be effective?(Research)**

Having gone through the problems faced by a school student, we know in India, showcasing their talents and sharing their school experiences is difficult due to lack of information and proper platforms to do so.

According to Dr. Brett Laursen, PhD, a member of the American Psychological Association and professor of psychology at Florida Atlantic University (where his research focuses on how children’s interactions with peers influence their social and academic lives) peer influence starts from a very young age, I.e. middle school.

We’ve all heard about bad peer influence but we don’t ponder upon the fact that peers can have a very constructive and a positive effect in a student’s life.

This is the exact thing we want to promote, ‘POSITIVE PEER INFLUENCE’.

Inspiring students is an integral part for a teacher to ensure their success and encourage them to fulfill their potential. Students who are inspired by their teachers can accomplish amazing things, and that motivation almost always stays with them. This is exact reason we have included teachers in our product. Teachers have always been a great influence on a student’s life, even a slightest of the encouragement shown by a teacher can unlock massive potential in every student.

**Is there any other product with similar features?(Competitions)**

There are many educational based web-apps where students and teachers can connect and share assignments and notes, but almost every website is about bringing the academics online.

Our main aim is to provide a platform for students to showcase their talents so as to inspire others and get encouraged by their peers and teachers. So , for now we don’t have any other product like ours.

**Meet Mikesh Sharma. (Personas)**

Mikesh is a 10th standard student of DPS R.K Puram, Delhi. He is a gaming enthusiast and has been playing videos games and uploading his game-play videos on Youtube since he was in 8th standard. He has been representing his school in various gaming competitions and has won too. But the only problem with Mikesh is that he hasn’t been noticed by his seniors and juniors due to his introvert nature.

Now as this school is one of our clients, he now has a platform to showcase his talents by having a profile which shows all about him, i.e. - his skills, awards he has won and competitions he has participated in. Now teachers and his peers can recommend him for the skills which he has shown on his profile. As our platform would be known by all the students of the schools connected by us he can inspire all his juniors as well as his seniors with similar interest to go forward and participate in such competitions. This is a chain reaction and will go on forever.

**How will our product sustain itself? (Business Model)**

In the initial stages of the project we will be having ground work, i.e. - Going to schools and talking them into becoming our clients. We’ll need to tell how it is beneficial for them and their students and teachers.

We’ll be charging on a monthly basis to the schools itself as a product development fee. So we won’t need any funds other than what we will be getting from the schools.

**Technologies Used in creating the product:**

Back-End:

- Node.js

- Express

- HTTP request handler

- mongodb

- Raw mongo driver for Node

- Connect-mongo

- mongo based session store for Express

- Mongoose

- Mongo object modelling framework for node

- Express-session

- Express middleware for user session handling

- Embedded Java Script (EJS)

- template engine for rendering HTML page

- crypto

- Data encryption package

- Cookie-parser

- Express middleware for session-cookie handling

- MongoDB

-Scalable NoSQL database

Front-End:

- HTML

- CSS

- Bootstrap: It is a free and open-source collection of tools for

creating websites and web applications.

- Normalize

- Java Script

- jQuery

- toastr - JS based toast notification

- Angular - Dynamic MVC framework for frontend

- Editor

-MICROSOFT VISUAL STUDIO: Microsoft **Visual Studio** is an integrated development environment (IDE) from Microsoft.

-Design

Adobe Photoshop