Feasibility Report

For

Student-Faculty Interaction Platform

By

Student-Faculty Interaction Development Team

**PRODUCT:**

We propose to build a student-faculty interaction platform which aims to improve the interaction between students and the faculty beyond the scope of a classroom. Proposition is to build a web platform wherein students would be able to follow the topics covered in class as well as rate the topic on the basis of their understanding, thus giving the students a better understanding of the course and the faculty a better standing of the collective intellectual level of the class. Our product would include many other features around this area increasing in general the student-faculty interaction and participation.

**TECHNICAL FEASABILITY:**

The proposed system requires the student and faculty databases to access the required information which will be needed to execute its various features. A decent web browser and a good internet connection is required to use our interaction system.

**SOCIAL FEASABILITY:**

In classroom situations it is almost impossible for the faculty to know the exact level of understanding of the whole class. Using our interaction system, the faculty will be know the specific areas where the class as a whole faces problem. Even the students who do not get the chance to express their views or are somewhat hesitant can freely rate depending upon their level of understanding, the individual topics thereby letting the faculty know of the exact situation of all the students. Using our interactive system the gap between the faculty and the students can be narrowed down to a great extent. The interaction system will solely be built to improve the interaction between students and the faculty in order to get the most out of the course and the classroom lectures. Both the students and the faculty would be willing to use this platform wherein you can freely ask your doubts and rate the topics based on your understanding while at the same time maintaining your privacy.

**ECONOMIC FEASABILITY:**

The cost of the proposed system is in terms of the time dedicated by the developers to bring the web platform into existence. The server space required to host the site will require some cost which could be provided by the college or university who is concerned with the interaction system. And if we are able to integrate our platform with moodle, the server space could definitely be given by our university. Using this system the faculty can have a record of the popular topics of discussions or doubts regarding the subject. Thus, the management of the course by the faculty can be improved to an extent.

**MARKET RESEARCH:**

A thorough market research says there is no such type of software present in the current market, which delivers the same amount of features as our software in education department does. Meanwhile such platforms are present in form of app for industrial purposes.

We had personally visited various faculties taking their inputs, getting their feedback and adding more features along the way. Our proposition received a positive response from almost all the faculties.

An online survey was carried out by our team for the students asking important and relevant questions regarding our software and the willingness of people to use it. We had received a large number of positive responses asking us to move ahead with our proposition.

[Survey responses link!](https://docs.google.com/spreadsheets/d/1rLGTQH8qr36v6YnLFJcthkDfK-ylLyRM9nZeX2y-qXE/edit#gid=517307000)

**ALTERNATIVE SOLUTION:**

Alternative solution is to continue the regular classroom situations in which faculty would not be able know the exact status of the students regarding the subjects. Our platform lets the faculty get an idea about the class which is highly beneficial. Our platform would greatly increase the student-faculty interactions in the class as well as outside of the class.

We currently follow the current unstructured version i.e. verbal version for interaction and instead of looking technically to the problems, assume them and then solve them.

Second would be to take feedback or interact only when you assume there is a problem.

With both the systems the only problem is faculty assume the problem instead of getting the exact feedback from students and also it would structurize the interaction system.