

**Ratna RajyaLaxmi Campus**

**Department of Computer Application**

**Submitted to**

**Faculty of Humanities and Social Sciences**

**A PROJECT PROPOSAL REPORT ON**

**Tribhuvan University**

***In partial fulfillment of the requirements for the Bachelor’s in Computer Application***

Submitted by

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Under the Supervision of

**……………………………**

**SCHOLARSHIP FINDING SYSTEM**

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# INTRODUCTION

Education is a fundamental pillar for the development of the individual as well as societies. However, the cost of higher education can be significant barrier for many students, particularly in developing countries like Nepal. Scholarships play a crucial role in mitigating this financial burden, enabling deserving students to pursue their academic goals without the constraints of economic hardship. Despite the availability of numerous scholarship programs, information about these opportunities is often scattered and difficult to find, resulting in missed opportunities for many potential applicants.

The Scholarship Finder project aims to bridge this information gap by providing a user-friendly platform where users can easily find and apply for scholarships offered by various colleges in Nepal, particularly in Kathmandu region. There will be three main entities who will be using this project: Users (not only students but anyone who are seeking for scholarship), Admins and Colleges. Users can apply for scholarships provided by the different colleges. On the other hand, different Colleges will offer the scholarship which will be managed by the Admins.

Additionally, most colleges admit students during the summer season, a time when the intense heat and sun can make campus visits exhausting and uncomfortable. We hope this project will help student find the right college from the comfort of their home. With its user-friendly interface, the platform will be interactive and easy to use, making the college search process much more convenient.

# PROBLEM STATEMENT

Despite the availability of numerous scholarship programs in Nepal, especially in Kathmandu, finding the right one can be a daunting task for the students. Here are some of the problem that students face while searching for scholarship:

* **Fragmentation of Information**

Finding scholarships can be difficult because the information is scattered across many different websites and platforms. Instead of being centralized, scholarship listings are spread out, making it hard to gather all the necessary details in one place. This fragmentation forces students to search multiple sources, often missing out on opportunities due to scattered nature of the information.

* **Complexity of the Application Process**

Applying for scholarships can be overwhelming due to the complicated and time-consuming nature of the process. Students often have to visit multiple websites, fill out various forms and keep track of different deadlines, which can lead to confusion and frustration. This complexity makes it harder for students to manage their application efficiently potentially missing out on valuable opportunities.

* **Inconsistent Information Updated**

Scholarship information is not always updated consistently across platforms. Students may find outdated deadlines, incorrect information, leading to missed opportunities.

* **Unclear Eligibility Criteria**

Many scholarships have complex and unclear eligibility criteria, making it difficult for students to determine if they qualify. This can result in wasted time on applications for scholarships they are not eligible for.

In order to address the above problems “Scholarship Finding System” is designed to prioritize a centralized, user-friendly solution for students seeking educational funding in Nepal especially in Kathmandu.

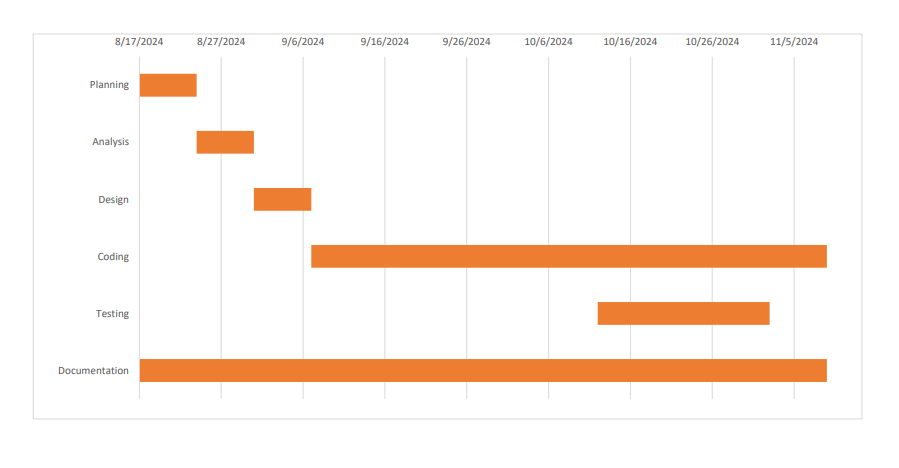
# OBJECTIVE

# METHODOLOGY

# 4.1 Requirement Identification

## **4.1.1 Study of existing system**

# GANTT CHART

Here is a Gantt chart with a top-level description for the tasks related to a project.

**Planning:**

The project begins with the planning phase, where the scope, objectives and major milestones are defined. During this period, the team determines the resources needed, sets the project timeline and identifies potential risks. The foundational work ensures that everyone understands the project’s goal and hot to achieve them.

**Analysis:**

In the analysis phase, detailed requirements are gathered. This involves understanding the needs of the stakeholders, identifying system requirements and analyzing any constraints. The goal is to ensure that the team has clear and thorough understanding of what the project needs to deliver.

**Design:**

The design phase focuses on creating the blueprint of the system. Here, the project’s architecture is defined, including data models, system architecture, user interface designs and other essential components.

**Coding:**

This is the core development phase, where developers start writing the code based on the design documents. The coding phase is the most intensive and longest part of the project, as it involves translating all the design elements into working system.

**Testing:**

Once enough code has been written, testing begins to identify and fix any bugs and issues. This phase ensures that the system functions as intended and meets all requirements. Testing involves mainly unit testing and system testing.

**Documentation:**

Documentation is the ongoing process that starts at the project’s inception and continues until completion. It includes writing user manuals, technical documents and other essential materials. Documentation helps future developers, users and stakeholders understand how the system works and how to maintain or use it.

# EXPECTED OUTCOME