Discipline Core

Design Project: Mobile Application

CS4201

Assignment 1

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❖ Domain Selection:

Domain
Student oriented Learning based application.

❖ Problem Statement:

An easy and simple mobile based application for learning or exchanging the courses/topics from seniors or colleagues of the same field or college with minimum payable amount.
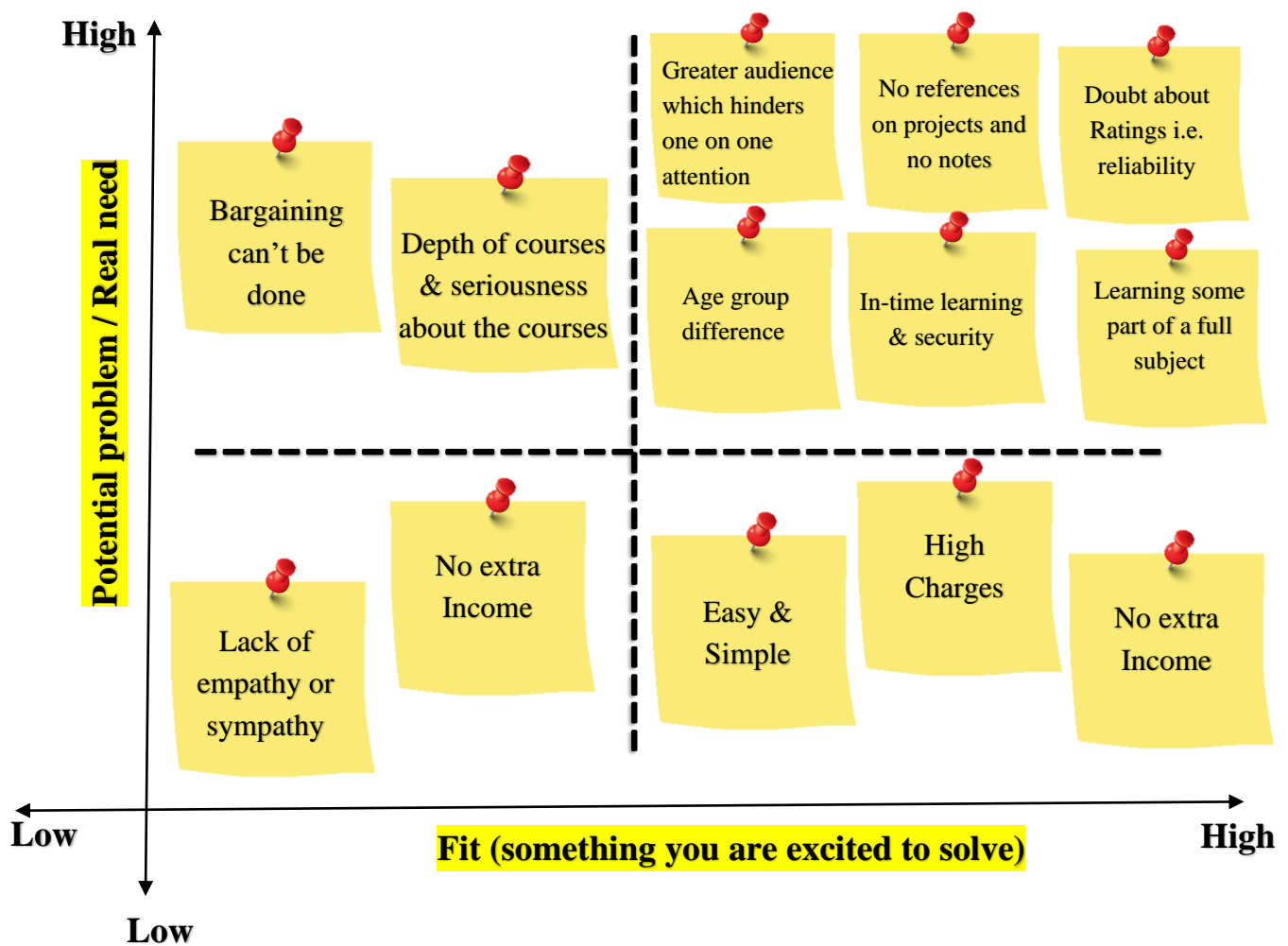
❖ Brain-Storming:

After the brainstorming session, the list of following problems came out in existing learning base applications:

1) Unavailability or very less chances of interacting with local students.

2) Loss of interest after some time.

3) High charges for the course or subjects.

4) Less flexibility.

5) No feature of learning a particular or part of a topic from a full course/ subject.

6) Doubt about ratings.

7) Unnecessary or Extra things that dooms the main things to be covered.

8) No guarantee of in-time learning.

9) No chance of extra income.

10) Unavailability of references on projects.

11) Greater or larger audience-based learning which hinders one-on-one attention.

12) Lack of empathy and sympathy.

13) Age group difference which makes it hard for the students to open up with the teachers.

14) Bargaining can't be done i.e., if some student is learning from his/her senior then instead of paying him, he may simply ask him to compensate the amount if he helps the senior with his small stuffs.

15) Depth of courses or complexity can't be predicted on other language platforms as you don't rely easily on a stranger teacher.

❖ **Filtration (of problems):**

❖ **Problem Redefined:** Upon filtering we got to know the major problems which gives end user an unpleasant learning experience. The following are the problems: -

1) Greater Audience which hinders one on one attention.
2) No references on projects and no availability of notes.
3) Age group difference.
4) Intime learning.
5) Learning some portions of particular topic.

6) Extra Income source.
7) Doubt about ratings for particular course/portion. i.e., less reliable.
8) Secured.

❖ Objective:

The following are the objectives of this application:

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1	To provide students a secured platform where they can learn from their choice of seniors or colleagues based on the ratings and command on particular topic or subjects of seniors.
2	Knowledge transfer in a simple manner.
3	Learning portions of topics/subject which were unclear to the student in class.
4	Avoiding wastage of time by giving preferences to topics which are not that important.
5	Getting the returns of your knowledge.

❖ Need of the project:

Well, it's a very common problem with the students of college or university that they are unaware about two things i.e., what should they study and how much to study. Even when they understand that what to study in their college or university lectures, they still mess with the second part i.e., how much to study, generally students refer to online sources or google for exploring the topics that they didn't understood in the class, but its very common that they will either learn from paid courses provided by existing solutions in the market or from some open free source like YouTube but both these have one drawback that they teach you many extra things which are of no use for the current time, secondly you don't know which video or reference is the best. So, its better if students learn or share their knowledge with their colleagues or seniors.

❖ Scope of project:

1) This app provides you with a great starting point for building a strong knowledge foundation.

2) In the app a secured user/student needs to register with a username and password for accessing the details of seniors and their contents and to interact with him.

3) Courses can be filtered based on rating, topics and their cost.

4) So, students can communicate with the teacher (here colleagues or seniors) of their choice and can negotiate either on payment or on skill sharing. This will make learning interesting!