**Project Title: Unveiling the Virtual Classroom: An In-depth Analysis of the Online**

**Education System**

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1. **Defining Problem / Problem Understanding**

**1.1. Business Requirements**

* + The project must possess a comprehensive and contemporary nature, encompassing all major aspects of virtual classrooms, including their benefits, drawbacks, different types, technologies employed, and best practices.
  + Moreover, it should be up-to-date, reflecting the latest trends in virtual education.
  + The recommendations must be pragmatic and implementable, striking a balance between specificity and generalizability to cater to diverse settings.
  + They should also be feasible within the project budget and timeline. The toolkit must exude an informative and user-friendly demeanor, offering ease of navigation and accessibility, along with clear and concise information on various subjects.
  + Additionally, it should maintain a well-organized structure, facilitating the ease of information retrieval.
  + The alignment of the project should be consistent with the objectives and goals of the organization.
  + The organization should be dedicated to the project, and it should contribute to the attainment of its objectives.
  + The feasibility of the project should be within the organization's budget and timeline.
  + The organization should not allocate resources beyond its means or commit to a project that goes beyond its timeline.
  + The management of the project should be effective.
  + The project team should have a distinct strategy on how to achieve the project's objectives, and they should be capable of efficient communication with stakeholders while managing and mitigating risks.