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.