**Online Learning Platform**

**GROUP MEMBERS:**

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**Interview Questions**

**For Students:**

1. How often do you use online learning platforms?
   * A) Daily
   * B) Several times a week
   * C) Once a week
   * D) Rarely
   * E) Never
2. Which feature do you find most useful in an online learning platform? (Select one)
   * A) Learning materials
   * B) Progress tracking tools
   * C) Video tutorials and lectures
   * D) Interactive features and Q&A
   * E) Notification and update functions
3. What type of learning materials do you most often search for or share on the platform?
   * A) Lecture notes
   * B) Practice exams and quizzes
   * C) Research papers and articles
   * D) Study guides and summaries
   * E) Video tutorials
4. How do you decide which courses or learning topics to follow or participate in?
   * A) Based on personal interest
   * B) According to recommendations from instructors
   * C) Based on current learning needs
   * D) Based on the popularity of the course
5. Do you prefer using the learning platform on desktop or mobile devices? Why?
6. How important is it for you to receive timely feedback from instructors or teaching assistants on the learning platform?
   * A) Extremely important
   * B) Important
   * C) Moderately important
   * D) Slightly important
   * E) Not important at all
7. Have you encountered any challenges or frustrations when using existing online learning platforms? If so, please describe them.
8. What additional features would you like to see in an online learning platform that are currently missing?

**For Educators or Mentors:**

1. How often do you use online learning platforms to assist students?
   * A) Daily
   * B) Several times a week
   * C) Once a week
   * D) Rarely
   * E) Never
2. In your opinion, what is the most important feature for maintaining effective interaction and learning on the platform?
   * A) Course management tools
   * B) Tools for tracking students' learning progress
   * C) Notification and update features
   * D) Features for creating and managing learning materials
3. How do you manage providing feedback or supporting students on the platform?
4. What challenges do you face when using online learning platforms to support students?
5. What features would help you assist students more effectively?

**Survey Design**

**Objective:**

To understand student preferences for features in the learning platform, identify pain points with current solutions, and gather feedback on potential improvements.

**Question Types:**

1. **Multiple Choice**:
   * How often do you use online learning platforms?
     + A) Several times a week
     + B) Once a week
     + C) A few times a month
     + D) Rarely
     + E) Never
   * Which feature is most important to you in a learning platform? (Rate from 1-5)
     + A) Learning materials
     + B) Progress tracking tools
     + C) Video tutorials and lectures
     + D) Interactive features and Q&A
     + E) Notification and update functions
2. **Rating Scale**:
   * Rate how important it is for a learning platform to have an intelligent search feature for finding relevant materials and courses.
     + A) Extremely important
     + B) Important
     + C) Moderately important
     + D) Slightly important
     + E) Not important at all
   * How satisfied are you with the response time from instructors/teaching assistants on current learning platforms?
     + A) Very satisfied
     + B) Satisfied
     + C) Neutral
     + D) Dissatisfied
     + E) Very dissatisfied
3. **Open-Ended**:
   * What improvements would you suggest for an online learning platform?
   * Describe any challenges you’ve faced when using learning platforms.
4. **Demographic Questions**:
   * Please tell us about your academic level:
     + A) Undergraduate
     + B) Postgraduate
     + C) Other
   * What is your primary field of study?
     + A) Science
     + B) Engineering
     + C) Business
     + D) Humanities
     + E) Other

**Survey Distribution:**

* **Online Platforms**: Use Google Forms or SurveyMonkey to distribute the survey.
* **Social Media**: Share the survey in student and educator groups on platforms like Facebook or LinkedIn.
* **Email Campaigns**: If you have an email list, distribute the survey to students and educators interested in online learning.
* **In-App Promotions**: If your platform is live or in beta, encourage users to participate in the survey in exchange for access to premium resources or features.

**Product Overview**

**Product’s objective**: The online learning platform is designed to create an effective digital learning environment, allowing students and instructors to easily communicate, share resources, and create interactive learning experiences. Students can take courses, participate in discussions, while instructors can manage courses, share resources, create tests, and interact with students. Administrators will monitor the system operations, ensure smooth operations, and manage user access. Non-logged-in guests can browse restricted content to preview what the platform has to offer.

**Key Features**:

+ Student: Access courses, pay to join courses, participate in discussions in each lecture, take tests, submit assignments, cancel courses already attended.

+ Instructor: Manage courses, manage students who have joined the course, upload study materials, create tests and interact with students.

+ Guest: Preview restricted content, explore courses.

+ Admin: Manage instructors, manage students, manage courses, confirm instructors.

**User Objects:**

+ Student: Registered user, currently taking the course.

+ Instructor: Teacher or instructor who manages the course content.

+ Guest: User without an account, can view general information.

+ Administrator: System administrator, responsible for maintaining and monitoring the operation.

**Benefits**:

* Streamlines communication between students and instructors.
* Provides a central repository for learning resources.
* Fosters self-study and peer interaction.
* Offers a scalable platform for both small and large educational institutions.

**Vision Document**

**1. Objectives and Scope**

* **Objectives:** The primary goal of this project is to create an online learning platform similar to Coursera, providing a comprehensive and engaging educational environment for students and a business platform for educators. The website aims to offer high-quality educational content in the field of Information Technology (IT), facilitating learning for students and enabling instructors to effectively manage and monetize their courses.

* **Scope:** The platform will focus exclusively on educational content related to the Information Technology (IT) field. Other disciplines or general education content are outside the scope. The platform will not support in-person teaching or physical classroom settings directly.

**2. Target Audience and Needs**

**Target Audience:**

* **Students:** Primarily high school and college students seeking to enhance their knowledge and skills in Information Technology. They need a flexible and accessible platform to find and participate in IT courses.
* **Educators:** IT professionals and instructors who wish to create, publish, and manage online courses. They need a platform to reach a wider audience, showcase their expertise, and generate revenue from their educational content.

**Needs:**

* **For Students:**
  + Easy access to a wide range of IT courses.
  + Ability to interact with course content and instructors through comments and messages.
  + Options to enroll in courses, provide feedback, and report any issues.
* **For Educators:**
  + Tools to upload and manage course content.
  + Verification mechanisms to confirm teaching credentials.
  + Options to interact with students, manage course enrollment, and handle feedback.

**3. Key Features**

* **User Login and Registration:** Secure login and registration system for students and educators.
* **Course Management:**
  + Educators can create, upload, and manage their courses.
  + Students can browse available courses, enroll, and pay for them.
* **Interactive Elements:**
  + Commenting system for course discussions and feedback.
  + Private messaging system for direct communication between students and educators.
* **Course Enrollment and Management:**
  + Students can register for courses, make payments, and manage their enrollments.
  + Educators can set course prices, review student registrations, and manage course content.
* **Verification of Educators:** Educators must provide proof of teaching qualifications to offer courses on the platform.
* **Feedback and Reporting:**
  + Students can rate and review courses.
  + Mechanisms for reporting inappropriate behavior or course issues.

**4, Business Benefits:**

* Improve student-teacher interaction and communication.
* Create a central repository of learning resources for students and teachers.
* Encourage self-learning and interaction among students.
* Provide a scalable platform for both small and large educational institutions.

**5, Limitations and/ Assumptions:**

*Limitations*:

* Relies on internet connection to access learning resources and participate in discussions.
* Registration required to access full content and participate in courses.

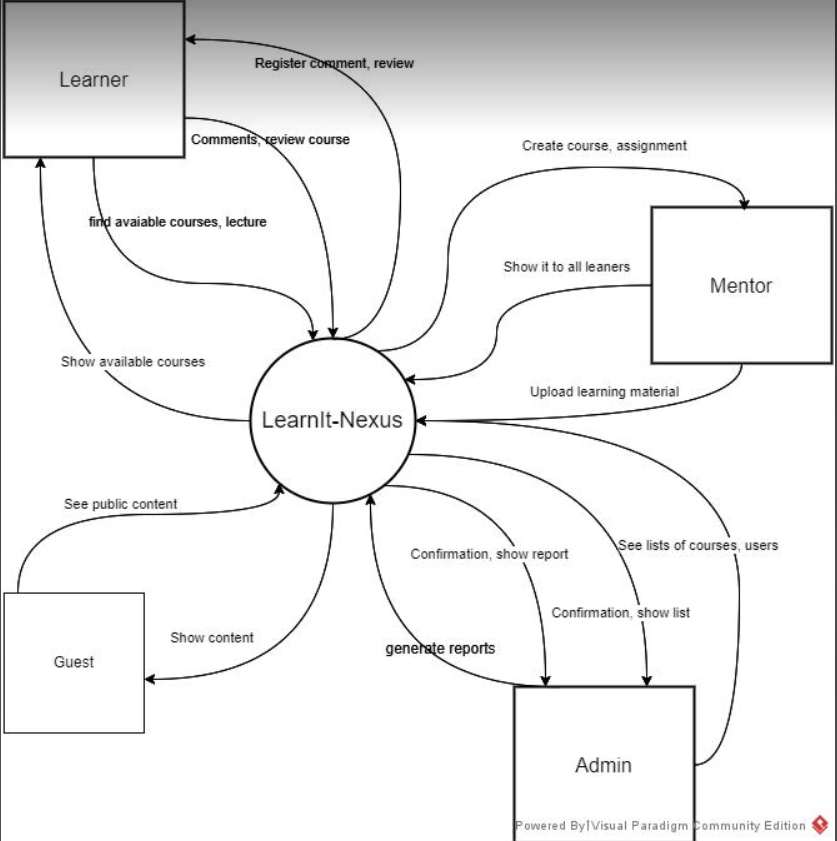
*Assumptions*:

* Users will be able to use basic technology to access and use the platform.
* The platform will be multilingual and scalable to different markets.

**6, Key Stakeholders:**

* *Students*: The primary users who take courses and interact on the platform.
* *Instructors*: Content providers and learning experience managers.
* *Administrators*: Ensure smooth operation of the platform.
* *Investors and Sponsors:* Organizations or individuals interested in developing the platform.

**Context Diagram**

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