Semester Project Vision Document
Team MOKATH

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Revision History

Date	Version	Description	Author
March 13-14th 2018	0.1	Initial Work	Terry VOGELSANG

Introduction

2.1 Document's goals

2.2 Coverage

This document covers the requirements and specifications of the semester project taking place during Spring Semester 2018 @ UNIGE.

2.3 Definition, Acronyms and Abbreviations

- **Student** A University student

- **Domain expert** Could be a student at ease in the domain, a teacher or a teaching assistant

2.4 Global view of the document

Position

3.1 Commercial opportunity

The growing usage of internet platforms in the domain of knowledge sharing represent a great business opportunity targeting all university student accross the world.

3.2 Problem Positioning

3.2.1 Problem

When students encounter an issue and doesn't find any help online, the only solutions at their disposal is to contact a teacher or another student who is at ease in the domain, these are referred as domain expert in this document. The problem is the alternatives rely on teachers and assitant teachers availability and social affinities with other students.

3.2.2 Affected entities

The problem affects students who encounter issues in a certain domain during their University revisions / exercises assessments.

3.2.3 Problem Impact

The problem could impact students grades and results during their academic cursus.

3.2.4 Possible satisfying solution

Provide an online platform to ease the contact between students needing help and those who could help them because of their good understanding of the problematic domain. The idea is alos to provide a centralized place where teachers could publish solutions, tips and tricks making them widely available through the students community.

3.3 Product Positioning

3.3.1 Audience

As said before, the targeted audience includes students who encounter issues in a certain domain during their University revisions / exercises assessments but also

teachers who would be able to publicly and widely share their advices, tips and tricks.

3.3.2   Opportunity and Needs

The combination between high demande in online knowledge sharing platforms and the problem encountered by students during their studies tends to open a lot of business opportunities.

3.3.3   The Platform

The online platform would fulfill the needs in communication between students and domain experts. It would ease the sharing of high-valued knowledge and offer a centralized place to browse when encountering an issue. The platform would be distributed as a service to all Universities.

3.3.4   Competition

The main competitors of the project are companies and platforms like Quora [5], StackExchange [6] and MOOCS platforms such as Udemy [7], Coursera [1] and more …

The difference between our project and the competition stays in the flexible but adapted scope of our project.

Each student will be able to choose between global or local pools of domain experts allowing him to choose wether he wants to communicate with people from his establishment or with people in all world's universities.

A rewarding system will ensure engagement of other local students. After a certain amount of local answers, a student can be rewarded with credits (For example ECTS credits in the European Credit Transfer and Accumulation System [2]) that he can use to validate work in his degree cursus.

Users & Stakeholders Description

4.1   Market Size

The key elements in the market that motivates the product development are based on a total absence of any platform targeting knowledge sharing integration in the academic cursus. As said before, the increasing usage of online platforms as a knowledge source extends even more the targeted audience.

According to Eurostat, in the EU-28, there were 19.5 million tertiary education students in 2015 [3] repartited in 2465 higher education institutions.

These datas would be an approximate market size in Europa only. Taking the whole rest of the world, it brings us to about 207 million of students around the world according to UNESCO [4]

4.2   Stakeholders

4.3   Users

4.4   User Environment

4.5   Stakeholders Profiles

4.6   Users Profiles

4.7   Users & Stakeholders Key Requirements

4.8   Competition and Alternatives

Product Overview

5.1 Product Perspective

5.2 Features Summary

5.3 Hypothesis

5.4 User Environment

5.5 Cost & Pricing

5.6 Licences & Installation

Product Essentials Features

Product Constraints

Non-Functional Quality Tolerances

Mutual Features Priority

Other Product Requirements

10.1   Applicable Standards

10.2   System Requirements

10.3   Performance

10.4   Environment-Related Requirements

Documentation Requirements

11.1   User Manual

11.2   Online Assistance

11.3   Installation & Configuration Guide

11.4   Packaging, Labelling & Copyright

Références

[1] Coursera | Online Courses From Top Universities, Official Website. `https://coursera.org`. Accessed : 2018-03-13.

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[6] StackExchange | Hot Questions, Official Website. `https://stackexchange.com`. Accessed : 2018-03-13.

[7] Udemy^{TM} : Online Courses | Learn On-Demand On Any Device, Official Website. `https://udemy.com`. Accessed : 2018-03-13.