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

- **Domain Expert** Could be a student at ease in the domain, a teacher or a teaching
- Student A Higher Education Institution student
- Teacher A Higher Education Institution teacher
- Institution A Higher Education Institution 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

4.2.1 Higher Eductation Institutions

The higher education institutions represent the main partners of our product. They won't be directly in contact with the system but will take the role of the client. Their interest is to subscribe to a reliable and ergonomic system that provides knowledge sharing capabilities accross the institution. The adminsitration of these institutions will be our main point of contact with our users. They'll serve as an intermediary between the final users and our company who offers the product. They will also assume the exchange between proprietary points and cursus credits according to predefined policies on the website.

4.2.2 Our Company: MOKATH

Our company is in charge of the support, sales and development of the product. The MOKATH company is responsible to ensure the maintainability, the security and the compliance of the system and product. The company is also in charge of controlling and managing the development process in order to deliver the products in time. The company must also make sure that there exists a market opportunity.

4.3 Users

4.3.1 Student

The student as a user, will need to be able to both ask and answer questions on the platform. He'll also need to be able to manage his account settings and informations but also to manager the exchange between his earned platform credits and cursus credits.

4.3.2 Teacher

The teacher as a user, will need to be able to answer questions, create course tracks, and certify domain experts in his domain. He'll also need to be able to manage his account settings and informations.

4.3.3 Assistant Teacher

The assistant teacher as a user, will need to be able to answer questions, create course tracks. He'll also need to be able to manage his account settings and informations.

4.3.4 Institution Administrator

The institution administrator as a user, will need to be able to validate credits exchange. He'll also need to be able to manage the institution account settings and informations. This person is the intermediary between the institution and the platform.

4.4 User Environment

The user environment will comprise both web browser and mobile. Instead of developing a dedicated mobile app, a responsive web app will be implemented in order to make the app accessible on both mobile and desktop hosts.

Users will pass most of the time writing questions and answers. The user might be able to login via his Facebook or Google Account.

4.5 Stakeholders Profiles

4.5.1 Higher Education Institutions

These stakeholders represent the clients. More specifically, the direct point of contact will be the Institution Administrator who's going to use our platform to make the Institution available on the platform. The institution administrator will probably be either the community manager of the institutions or an administrative. They are expected to know how to use a web interface. The institution's interests are the fact that our platform can bring comfort and socialization to its campus. The deliverable expected by these stakeholders is the final web app. The success of the project largely depends on these stakeholders engagements.

- 4.5.2 Our Company: MOKATH
- 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

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