



Department of Computer Science – UBIT

Project Title: QuizVista App

Team: CerebroSparks

Course: Software Project Management (CS-458)

Class/Section: BSCS-4th semester, section B

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Business Case: QuizVista Application

1. Executive summary

Teachers often face challenges in creating, organizing, and grading quizzes due to time constraints and limited tools. This project proposes the development of an AI-powered Quiz App designed to streamline the quiz-making process, enabling teachers to generate, customize, assign, and automatically grade assessments with ease. The app aims to enhance teaching efficiency, reduce manual workload, and offer insights into student performance.

2. Business Need

Teachers need a quick and efficient way to create, organize, and deliver quizzes to students. Existing methods are time-consuming and lack automation. A smart quiz app is required to simplify quiz generation, enable digital distribution, and provide automatic grading with performance insights.

3. Project Description

The QuizVista app aims to allow teachers to either manually create quizzes or generate them using AI, providing flexibility based on their preferences. Each student receives a personalized version of the quiz with shuffled or altered questions to maintain academic integrity. Every question comes with a set time limit, after which the student cannot return to it, ensuring disciplined time management during the quiz. The app automatically measures individual student performance and calculates scores, while also maintaining a complete record of the entire class's results. This application is designed to reduce the workload of teachers, prevent cheating, and offer meaningful insights into student progress.

4. Benefits

- Saves teachers' time
- Improves assessment accuracy
- Enhance students' engagement and discipline
- Tracks Student Performance
- Stores Class Records Efficiently
- Encourages Active Learning
- Data-Driven Insights

5. Risk Assessments

- Resistance to adoption: teachers may hesitate to use the app.
- Technical issues and bugs in the application
- Internet dependency
- AI accuracy and reliability: the AI-generated questions may be irrelevant or inaccurate.
- Device compatibility: App may not work uniformly across all devices or operating systems.
- Cheating threat: Students may attempt to cheat during quizzes by exploiting the use of internet.

6. Alternative Analysis

Continue using traditional pen-and-paper or AI to conduct quizzes.

7. Implementation Plan

Month 1: initiating, requirements, planning.

Month 2: designing.

Month 3: execution/ development, monitoring.

Month 4: testing and deployment.

8. Recommendation

Proceed with development of the AI-powered quiz app, gather feedback and focus on ease of use, privacy, and curriculum alignment for wider adoption.