Experiment 7: Use project management tool to prepare schedule for the project.

Learning Objective: Students will able to prepare schedule for the project.

Tools: Gantt Chart, Pert

Theory:

1. **Pedagogical Framework**: Begin with a solid pedagogical foundation. This includes principles of learning such as active learning, spaced repetition, and personalized learning. Incorporate elements of Bloom's taxonomy to ensure a range of cognitive skills are addressed, from remembering and understanding to applying, analyzing, evaluating, and creating.

2. **User-Centric Design**: Prioritize user experience (UX) and user interface (UI) design. The app should be intuitive, accessible, and aesthetically pleasing. Employ user personas and conduct usability testing to continually refine the design based on user feedback.

3. **Content Curation**: Curate high-quality educational content from diverse sources. This can include video lectures, interactive quizzes, simulations, eBooks, and discussion forums. Ensure content aligns with educational standards and addresses various learning styles and preferences.

4. **Adaptive Learning Algorithms**: Implement adaptive learning algorithms to personalize the learning experience for each user. Analyze user behavior, performance, and preferences to dynamically adjust content recommendations, difficulty levels, and learning pathways.

5. **Social Learning Features**: Foster a sense of community and collaboration through social learning features. Enable users to connect with peers, instructors, and experts through discussion forums, live chat, virtual classrooms, and collaborative projects.

6. **Gamification Elements**: Integrate gamification elements to enhance user engagement and motivation. This can include badges, points, leaderboards, progress tracking, challenges, and rewards. Gamification should be used judiciously to complement, not overshadow, the learning objectives.

7. **Assessment and Feedback**: Provide frequent opportunities for assessment and feedback. Incorporate formative assessments, quizzes, assignments, and peer reviews to gauge understanding and progress. Offer timely and constructive feedback to guide learning and promote reflection.

8. **Analytics and Insights**: Utilize data analytics to track user engagement, performance, and learning outcomes. Identify patterns, trends, and areas for improvement. Use insights to optimize content delivery, personalize recommendations, and enhance the overall learning experience.

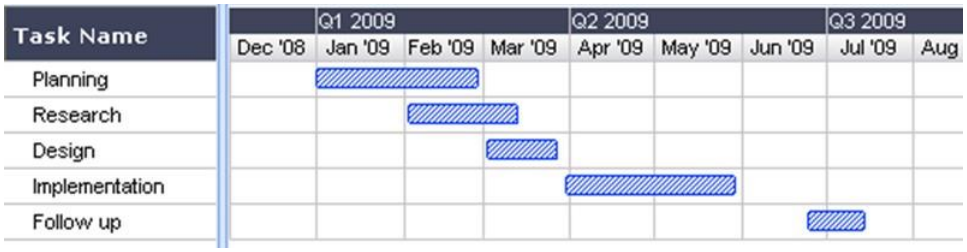
9. **Accessibility and Inclusivity**: Ensure the app is accessible to users with diverse needs and abilities. Implement features such as screen readers, subtitles, text-to-speech, and adjustable font sizes. Design content and interactions with inclusivity in mind to accommodate learners from various backgrounds and cultures.

10. **Continuous Improvement**: Embrace a culture of continuous improvement. Gather feedback from users, instructors, and stakeholders to identify areas for enhancement.

Gantt chart:

A Gantt chart, commonly used in project management, is one of the most popular and useful ways of showing activities (tasks or events) displayed against time. On the left of the chart is a list of the activities and along the top is a suitable time scale. Each activity is represented by a bar; the position and length of the bar reflects the start date, duration and end date of the activity. This allows you to see at a glance:

- What the various activities are
- When each activity begins and ends
- How long each activity is scheduled to last
- Where activities overlap with other activities, and by how much
- The start and end date of the whole project\



Design :

Learning Outcomes: Students should have the ability to
LO1: Understand the use of Gantt Chart
LO2: Design and Develop a Gantt Chart

Outcomes: Upon completion of the course students will be able to draw the gantt chart for the project.

Conclusion:
From this experiment we were able to understand what project scheduling is, its importance. Furthermore were also learnt about what a Gantt chart is, how to use it, its significance and thus were able to draw a Gantt chart for our project

For Faculty Use

Correction Parameters	**Formative Assessment [40%]**	**Timely completion of Practical [40%]**	**Attendance / Learning Attitude [20%]**	
Marks Obtained				