Preliminary Project Information Report

Project Title	Framework for interactive content Generation and Publishing
Proposed Guide	Dr. Madhuri Bhavsar, Associate Professor, CSE, IT, NU
Project Duration	6 Months (January 2015 to June 2015)
Participants	 Mr. Ayer Siddharth Dharmendra (12bce175) Ms. Yamini Rathod (11bce078)
Project Domain(s)	 Web technologies (Server and Client), Mobile Platforms, Cloud Service integration, Scheduled and Unscheduled Synchronization Mechanisms, Device specific Offline Caching Mechanisms, Multilingual Support, security mechanism for published content integrity
Brief	 The project is focused on creating online framework that provides the means of generating interactive content and mechanism to publish the content over the heterogeneous platforms ranging from formal desktop environments to mobile application. The primary domain and framework's operation is generating interactive content to bridge the gap of technology and current education system, but the framework can be extended to support any kind of content generation.
	 The Technologies used are primarily web technologies (Both server side and client Side), in conjunction with the specific cloud integration and synchronization technologies. Also the published content is compatible with the majority of the platforms ranging from desktop systems to the Sandboxed Mobile Application environment. Also the system is capable of publishing content that target device can cache offline.
	 The system is accessible from the web enabled device and would have group of users each with different access rights and set of primitive action and responsibility. Also the generated content is subject to the tri-check approver reviewer workflow (only if published would like to have this option enabled). The system can publish the content in multiple languages depending on the region of their deployment.
Business Mode	 The system is available is a subscription based payout for year The published content can be sponsored by a third party The system can be rented on pay per user basis
Potential Customers	 Educational Institutions Online Publishing Houses Professional Training Exercises