

Design an E-Learning Platforms

Objective:

The objective is to develop a Web2-based e-learning system tailored to the specific needs of a college environment. This system will facilitate seamless communication between students and faculty, streamline course management, and enhance the overall learning experience. It aims to provide a centralized platform for lecture delivery, assignment submission, grading, and real-time student progress tracking.

Key Features:

Admin Portal:

- **User Management:** Admins can register and manage faculty and student accounts.
- **Course Management:** Ability to create, edit, and delete courses offered in the platform.
- **Report Generation:** View reports on student performance, course progress, and faculty activities.
- **System Monitoring:** Track platform usage, handle support requests, and manage platform-wide settings.
- **Announcements:** Broadcast notifications or updates to students and faculty.

Faculty Portal:

- **Course Creation & Management:** Faculty can create and update course content, including lectures, PDFs, and video lessons.
- **Assignment & Quiz Management:** Upload assignments, set deadlines, and create quizzes with auto-grading options.
- **Student Performance Tracking:** View student progress, grade assignments, and provide feedback.

- **Notifications & Reminders:** Send important announcements regarding classes, assignments, and exams.

Student Portal:

- **User Registration & Authentication:** Secure login using college credentials.
 - **Course Enrolment:** Browse available courses and enroll in desired subjects.
 - **Lecture Access:** View recorded lectures, live classes, and course materials of the enrolled courses.
 - **Assignment Submission:** Submit assignments online before deadlines and track pending submissions.
 - **Quiz & Exam Participation:** Take online quizzes, view results, and track academic progress.
 - **Grades & Feedback:** Access grades, faculty feedback, and performance analytics.
 - **Push Notifications:** Get alerts for upcoming classes, due assignments, and announcements.
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Bonus Features:

- **AI-based Course Recommendations:** Suggest courses based on student interests and past enrollments.
 - **Gamification & Leaderboard:** Introduce achievement badges and rankings to encourage participation.
 - **Offline Access:** Allow students to download course materials for offline study.
 - **Student-Faculty Chat:** Enable direct communication between students and faculty for academic support.
 - **Plagiarism Detection:** Integrate tools to check for plagiarism in assignments.
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Submission Requirements:

Participants are required to submit the following:

- **Deployment Link:** A live URL to the deployed platform for evaluation.
 - **Video Demonstration:** A 5-minute (at max) video showcasing key platform features and functionality.
 - **Presentation Slides:** (Max 5 slides) covering the idea, tech stack, and implementation details.
 - **GitHub Repository Link:** A well-organized GitHub repository with documentation.
 - **Project Documentation:** Including system architecture, third-party API integrations, and local setup instructions.
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General Rules:

- Only one team member has to register; not all participants have to register individually.
- A team can submit only one entry for the Challenge. Participation in the challenge is subject to a “per-team” basis, i.e., you are not allowed to be in multiple teams.
- Use of third-party libraries, APIs, and frameworks is allowed but must be disclosed.
- AI-generated code/assets are permitted only if disclosed and properly credited.
- Original work only—projects must be built from scratch during the hackathon.
- Pre-existing boilerplate code (like UI templates) can be used but must be disclosed.
- Offensive, illegal, or unethical content is strictly not allowed.
- Submissions must be functional—non-working prototypes will not be considered.
 - Regular commits showcasing various stages of development should be present in the submitted GitHub repository. No commits should be made before **the start of the hackathon**.

- The coding period is for 24 hours and starts from 10:00 AM, **April 04, 2024** and ends on **April 05, 2024**.
 - No commits should be made after the submission of form.
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Judging Criteria :

- Implementation of features and adherence to the theme - 40%
 - User Experience, Design and Creativity - (15 + 10 + 5)%
 - Code Quality, Documentation & Maintainability - (10 + 5 + 5)%
 - Video Presentation - 5%
 - Time of event remaining - 5%
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Penalty :

- **Late Submission:** Deduction of 5% from total marks for every 15 minutes late, capped at 50%. After that, the team will be disqualified.
- **Plagiarism:** If found, the team will be subjected to disqualification or marks deduction. The exact degree of penalty will be decided by the judging committee.

"May your code be bug-free and your breakthroughs plentiful. Happy coding!"