



Cover page

Project title: Midadium Academic Year: 5th

Group Members: Teama Amer Department Name: Computer Engineering

Leen Batta

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Project Type **Software** or Hardware (Choose one)

Supervisor Name: DR. Shareef Yaseen

Format:

- Single space, Times New Roman.
- 12 pt,
- Maximum 1 page.

Abstract Body:

Items must be provided in the Abstract:

- Why do you think this project is important? Please explain the significance of this Project in brief.
- In your point of view what are the important aspects that should be covered in the project?
- Objective(s): In your view, please explain the main objectives of the project.
- Methodology: Give a brief outline of the application development process.
- Had this project been done before? Are there any similar applications available today?
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- **Note:** Please deliver this abstract early to ensure that your Project has been approved by the department's projects committee. **Registration will not be done without this approval.**



Project's Abstract:

In today's rapidly evolving educational landscape, technology plays a crucial role in enhancing learning experiences and making education more accessible. This project presents an innovative Educational Management Platform designed specifically for schools. The platform allows teachers to upload lesson videos and fill out structured forms detailing the lesson's topic and objectives. Based on this input, students can choose how they want to engage with the lesson content by converting it into various interactive formats such as flashcards, interactive games, summaries, or worksheets.

The platform aims to personalize learning experiences by giving students the flexibility to choose their preferred study format, thus improving engagement and knowledge retention. Additionally, it supports teachers by providing a structured approach to lesson planning and content delivery.

Key features of the platform include:

Lesson Video Uploads: Teachers can easily share instructional videos.

Lesson Structuring: A guided form ensures that each lesson has clear objectives and structured content.

Adaptive Learning Formats: Students can convert lesson content into flashcards, interactive games, summaries, or worksheets.

User Management System: Teachers and students have dedicated dashboards to track progress and activities.

Progress Tracking: Allows educators to monitor student engagement and learning patterns.

The project will be developed over three months, focusing on UI/UX design, backend implementation, content conversion algorithms, and testing. This platform has the potential to bridge the gap between traditional teaching methods and modern educational technology, making learning more engaging, effective, and tailored to individual student needs.

