



Cover page

Project title: **Memora**

Academic Year: 2024/2025

Group Members: Lama Ibrahim

Department Name: Computer Engineering

Dana Breik

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Project Type **Software**

Supervisor Name: Dr.Ashraf Armoush

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?
- **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:

Memora platform, an innovative learning system designed to enhance the educational experience through personalized tools and structured role management. **Memora** integrates core functionalities such as flashcard-based learning, a comprehensive chat system, online meetings, virtual classrooms, and a customizable Pomodoro timer. Flashcard learning is a core component of **Memora**, utilizing a Spaced Repetition System (SRS) to improve long-term memory retention by scheduling cards for review based on user performance. Correct answers extend the time before a card reappears, while incorrect answers shorten the interval for focused reinforcement. The platform also includes a Pomodoro timer, based on the **Pomodoro Technique**, a time management method that involves breaking study or work sessions into focused intervals (typically 25 minutes), followed by short breaks, enhancing concentration and productivity. Users can customize Pomodoro sessions, track completed cycles, and link them to specific learning tasks, promoting efficient and structured study habits.

The platform supports note-taking with rich text features and detailed progress tracking through comprehensive statistics and charts. User roles are defined to streamline platform operations, including **learners, educators** (encompassing instructors, tutors, and learning coaches), **parents, moderators, and administrators**. Each role has tailored permissions to maximize user engagement and platform efficiency. Learners focus on study progress, while educators create and monitor educational content. Parents oversee their child's learning journey, moderators maintain platform integrity, and administrators manage overall system functionality. Together, these features and roles provide a holistic and interactive learning environment, ensuring the platform meets the diverse needs of its users and fosters collaborative, effective learning.

