



Cover page

Project title: Skill Swap.....

Academic Year: 2023-2024

Group Members: Aya Nassar & Ruoa Awaysa

Department Name: Computer Engineering

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Project Type : Software

Supervisor Name: ...Dr. Emad Natsheh.....

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:

In today's educational landscape, fostering meaningful connections and collaboration among students is crucial. Firstly, we as computer engineering students, we need a culture of collaboration and lifelong learning among students by enabling us to share our expertise and acquire new skills from peers. Moreover, among students and both courses and societies. This promotes a dynamic and supportive learning environment, enhancing overall educational outcomes. Additionally, bridges the gap between students and student societies, facilitating seamless communication, resource sharing, and event coordination.

We decide to create project named "Skill Swap" is offered as (mobile App and Web sit) enables University Students to exchange skills and knowledge with others. It creates a platform where Students can share their experiences in some areas while learning something new from someone else in return as well as facilitate seamless skill-sharing and collaboration within the university community. It also enable students to find academic support through tutoring, study groups, and access to course materials and interact with societies.

Many functionalities are provided through the application. Our app will include 3 personal accounts : Students, Societies, and Courses Center. First, Students Account will include their academic achievements, majors, and educational background. And they can Specify skills they possess or skills they are looking to learn. Students can connect with peers who share similar academic interests helping to foster a sense of community. Seek one-on-one tutoring services or offer tutoring in subjects where they excel. Moreover student, can search and participate to courses, events and workshops from courses center and Societies in their area of interest. Course Center Account can list courses they offer, including course descriptions, objectives, and Trainer. And also share class schedules, meeting times, and locations if applicable to students. A course center Admin can add new courses, and the app can send notifications to students interested in these courses. For Societies Account, they can create profiles detailing their mission, objectives, and activities. A calendar can be included to organize society's events, meetings, and workshops. Members can refer to the calendar to stay updated on the latest activities. Student can join a society and be a member so, society makes announcements and updates visible to all members.

This application will be developed using flutter for front-end, node-js for back-end and Mongo-DB for data base. In the end, the idea of our project has not been implemented before exactly as we explain, but there are some apps for skill share in general. Also there is no platform or application related to everything that is required for student skill share with peers and societies. The significance of this project lies in its potential to enhance the way educational communities interact, learn, and share knowledge among university students.

