Project Title: Eduvate Application

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Date:13 April 2025

Situation

Eduvate is a comprehensive digital learning and school management platform designed to transform the way schools operate and engage with students, teachers, and parents.

The Eduvate app was developed to meet the evolving needs of modern schools.
Key situations leading to its development include:

- **Demand for Digital Learning & Smart Classrooms**
- **Inefficiencies in Traditional School Management**
- **Communication Gaps Between Parents & Teachers**
- **Lack of Personalized Learning Resources**
- **Need for Data-Driven Academic Monitoring**
- **Transition to Blended Learning Post-Pandemic**
- **Complexity in managing school ERP systems.**
- **Demand for curriculum-aligned digital content.**

Problems

Problems Faced by Schools & Teachers:

- **Manual record-keeping**: Administrative tasks take up too much time.
- **Limited performance analytics**: Hard to analyze and track student progress effectively.
- **Curriculum compliance**: Ensuring all curriculum requirements are met can be difficult.
- **Poor parent-teacher communication**: Communication with parents is often time-consuming and inefficient.
- **Lack of collaboration tools**: Teachers struggle to share resources and collaborate with colleagues.
- **Inconsistent grading**: Difficulty standardizing grading across subjects.
- **Limited professional development**: Few opportunities for teachers to improve their skills.
- **High teacher turnover**: Administrative workload contributes to retention issues.

Problems Faced by Parents & Students:

- **Fragmented information**: Academic, fee, and communication details are spread across different platforms.
- **Tracking progress**: Parents find it hard to track their child's learning and performance.
- **Access to homework**: Homework assignments are not easily accessible or organized.
- **Limited personalized learning**: Students don't always get content tailored to their needs.
- **Fee management**: Parents struggle to keep track of fees and deadlines.
- **Student engagement**: Students lack interactive tools to stay engaged in their learning.

Opportunities

With a strong focus on academic excellence, operational efficiency, and real-time communication, Eduvate bridges the gap between traditional classroom education and modern digital tools.

- **Expansion to Schools in Tier-2 & Tier-3 Cities**
- **Advanced AI-Based Learning Personalization**
- **Integration of Hybrid Learning Tools**
- **Collaboration with EdTech Content Providers**
- **Parent Engagement & Feedback Tools**
- **Implementation in Government Schools**
- **API Integration with National EdTech Platforms**

Purpose Statement / Goal

Goals:

- **Simplify Admin Work**: Automate record-keeping and reduce teacher workload.
- **Track Student Performance**: Provide real-time insights for parents and teachers.
- **Ensure Curriculum Compliance**: Align lessons with curriculum requirements.
- **Improve Communication**: Facilitate real-time updates and feedback between parents, teachers, and students.
- **Centralize Functions**: One platform for academic schedules, fees, and resources.
- **Engage Students**: Interactive learning tools and personalized experiences.

Project Objectives

- **Provide a user-friendly digital platform for all stakeholders**
- **Improve communication & transparency**
- **Deliver curriculum-aligned resources digitally**
- **Monitor academic progress using dashboards**
- **Ensure secure fee payment and report generation**
- **Offer customizable modules for different schools.**

Success Criteria

1. **User Satisfaction**:
   - Achieve high ratings and positive feedback from teachers, parents, and students.
   - Foster active user engagement with regular platform usage, participation, and feedback.
2. **Platform Adoption**:
   - Widespread adoption across multiple classrooms, grades, and institutions.
   - Consistent growth in the number of users and frequent usage of core features.
3. **Operational Efficiency**:
   - Significant reduction in manual administrative tasks and paperwork.
   - Faster and more streamlined workflows for teachers and administrators.
4. **Academic Impact**:
   - Demonstrated improvement in student performance and progress tracking.
   - Positive feedback from educators regarding the platform's influence on learning outcomes.
5. **Scalability**:
   - Ability to handle a large number of users (students, teachers, parents) without performance issues.

Methods / Approach

To ensure flexibility, continuous improvement, and faster delivery of features, we will employ the **Agile Methodology** throughout the development process.

Scrum Framework Overview:

- **Product Owner**: School stakeholder representative
- **Scrum Master**: Project coordinator ensuring smooth sprint execution
- **Development Team**: Designers, Developers, QA Testers, BA

Key Phases in Scrum

1.Product Backlog Creation

  - **User Stories**: Gather user stories from **parents, teachers, students, and school admins**.
  - **"As a [type of user], I want [some goal or functionality] so that [reason or benefit]."**
  - **Prioritization**: Use the **MoSCoW method** (Must-have, Should-have, Could-have, Won't-have) to prioritize user stories based on their impact on the platform's core functionality, such as homework tracking, fee payments, and performance tracking.

- **Business Valuse:** BV represents the importance or value of a user story to the business or stakeholders.

- Done using Scrum Currency Notes (e.g., ₹500, ₹100).
- **Complexity Points:** CP represents the effort or complexity involved in implementing a user story.
- Done using Story Points (e.g., 1, 2, 3, 5, 8, 13) with tools like Planning Poker

2.Sprint Planning

- **2-Week Sprints**: Break down the development into manageable 2-week sprints.
- The Scrum Team (Product Owner, Scrum Master, and Developers) decides **what work** will be done during the Sprint.
- The Product Owner prioritizes tasks (user stories) from the **Product Backlog** and presents them to the team.
- **Sprint Goals**: Define clear sprint goals such as implementing a homework tracker or enhancing communication features.

3.Daily Scrum

- **15-Minute Meetings**: Each team member discusses their **progress, blockers, and goals** for the day.
  - **What they did yesterday.**
  - **What they plan to do today.**
  - **Any challenges they're facing.**

4.Sprint Execution

- **Design, Development, and Testing**: Activities are performed in parallel during the sprint to meet sprint goals.
- The team works on the selected tasks from the Sprint Backlog.
- Developers collaborate and complete tasks to meet the Sprint Goal.

5.Sprint Review

- **Demo to Stakeholders**: Showcase the completed features like **homework tracking**, **fee dashboards**, or **student performance views** to stakeholders (e.g., teachers, parents, admins).
- At the end of the Sprint, the team presents the completed tasks (product increment) to stakeholders.
- Stakeholders provide feedback on the work done.

6.Sprint Retrospective

- **Team Feedback**: Discuss what went well, what can be improved, and what actions to take for better efficiency in the next sprint.
- Focus on areas like collaboration issues, testing bottlenecks, or sprint planning challenges. This leads to **continuous improvement** in the development process.

Resources

1.People:

- Product Owner (School Stakeholder Representative)
- Scrum Master
- Business Analyst
- Developers (Frontend & Backend)
- UI/UX Designers
- QA Testers
- School Coordinators
- Academic Advisors

2.Time:

- 6–9 months for MVP rollout using 2-week sprint cycles
- Sprint planning, reviews, and retrospectives every sprint

3.Budget:

- ₹50 Lakhs – ₹1 Crore (based on school customization and module scale)
- Includes development, QA, training, third-party services, and deployment

4.Tools & Platforms:

- **Firebase** for real-time data and push notifications
- **Payment Gateway** (Razorpay/PayU) for fee transactions
- **Agile Tools**: Jira
- **Analytics Tools** for performance tracking and user insights

Risks & Dependencies

Risks

- **User Adoption Risk**
  – Resistance from teachers, parents, and staff to adopt new tech.
- **Data Security & Privacy**
  – Risk of data breaches and non-compliance with regulations.
- **Technical Performance Risk**
  – App crashes, slow loading, or poor performance under load.
- **Dependency on Internet Infrastructure**
  – Poor connectivity in rural areas can affect access and usage.
- **Integration Risk**
  – Issues with third-party tools like payment gateways or SMS APIs.
- **Cost Management Risk**
  – Budget overruns due to added features or changing requirements.

Dependencies

- **School Participation & Feedback**
  – Essential for accurate requirements and testing.
- **Third-Party Services**
  – Relies on hosting, payments, and communication APIs.
- **Regulatory Compliance**
  – Must follow education and data protection laws.
- **Training & Support**
  – User onboarding and issue resolution are key to success.
- **Device Accessibility**
  – Assumes access to smartphones and digital literacy.