

SENIOR DESIGN PROJECT II

CS492

// edux/ai

EDUX

For effective student learning.

Murat Çağrı Kara
Bilginer Oral
Efe Kaan Fidancı
Cahit Ediz Civan
Görkem Kadir Solun

Presenters

Doruk Öner

Supervisor

Mert Bıçakçı & Atakan Erdem

Course Instructors

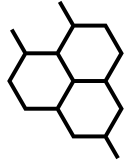
07.05.2025





OUTLINE

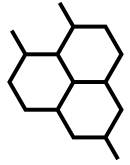
1. Introduction
2. System Architecture
3. Project Plan
4. Status of Main Tasks
5. Contributions of Each Member
6. Demo
7. Q&A



INTRODUCTION

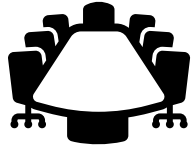


Edux



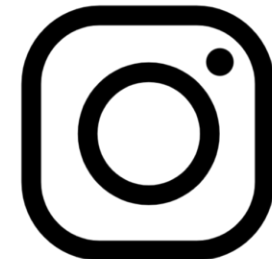
HOW DID WE COME TOGETHER

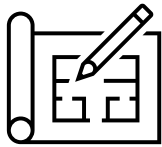




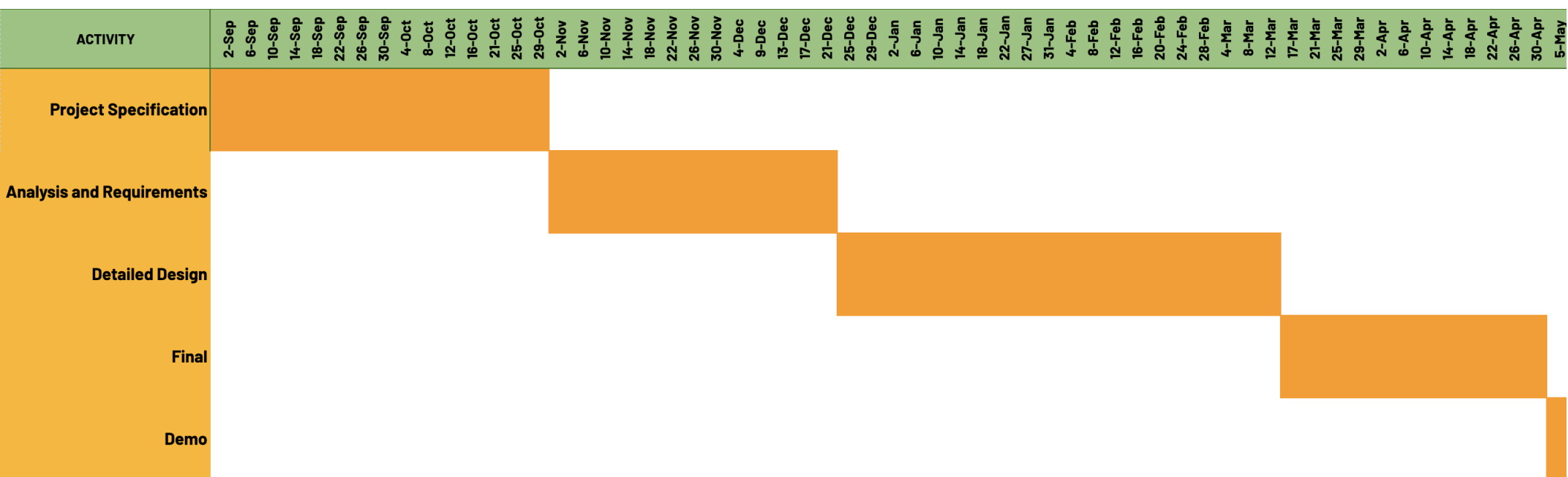
BUSINESS MODEL

- Revenue Model:
 - Subscription-based model with tiered plans
- Platform Availability:
 - Web application
- Target Audience:
 - University students
- Identify Key Marketing Channels:
 - Social media campaigns

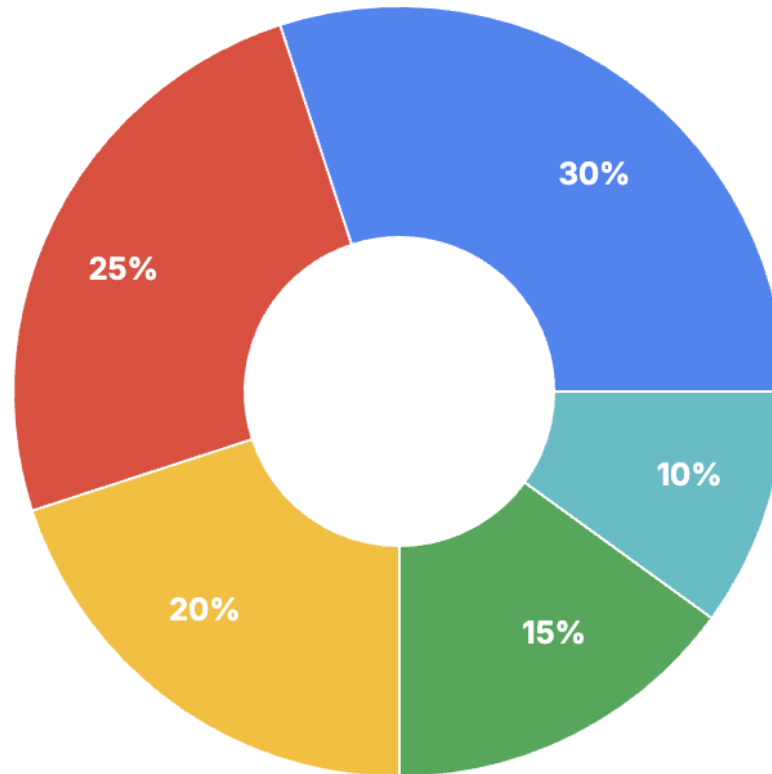




PROJECT PLAN



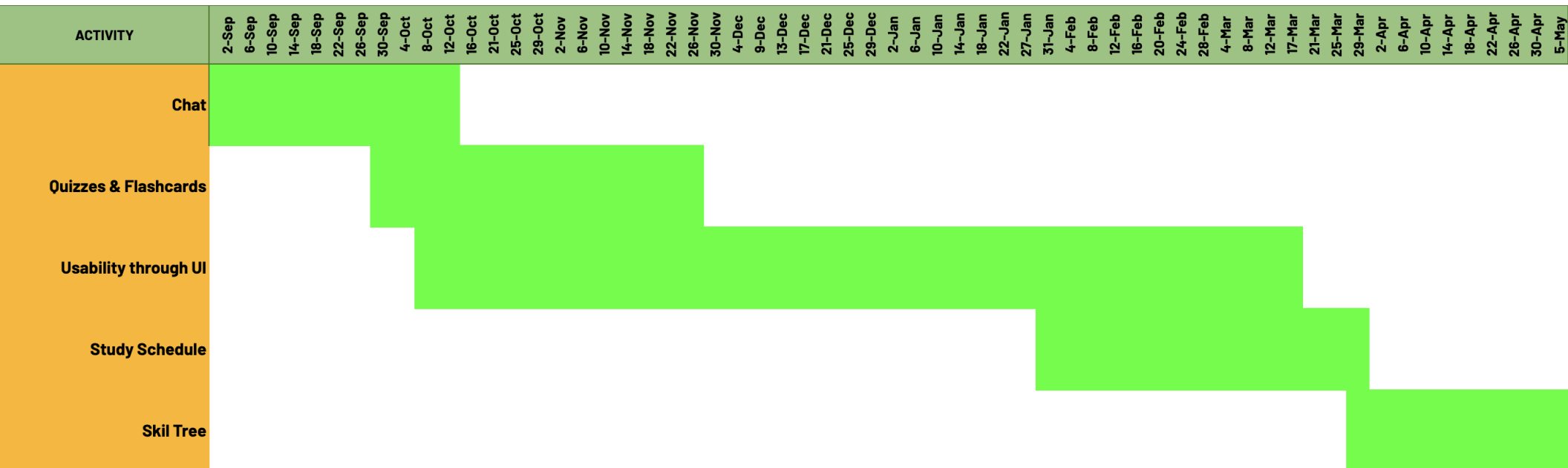
FAVORABILITY OF MAIN TASKS



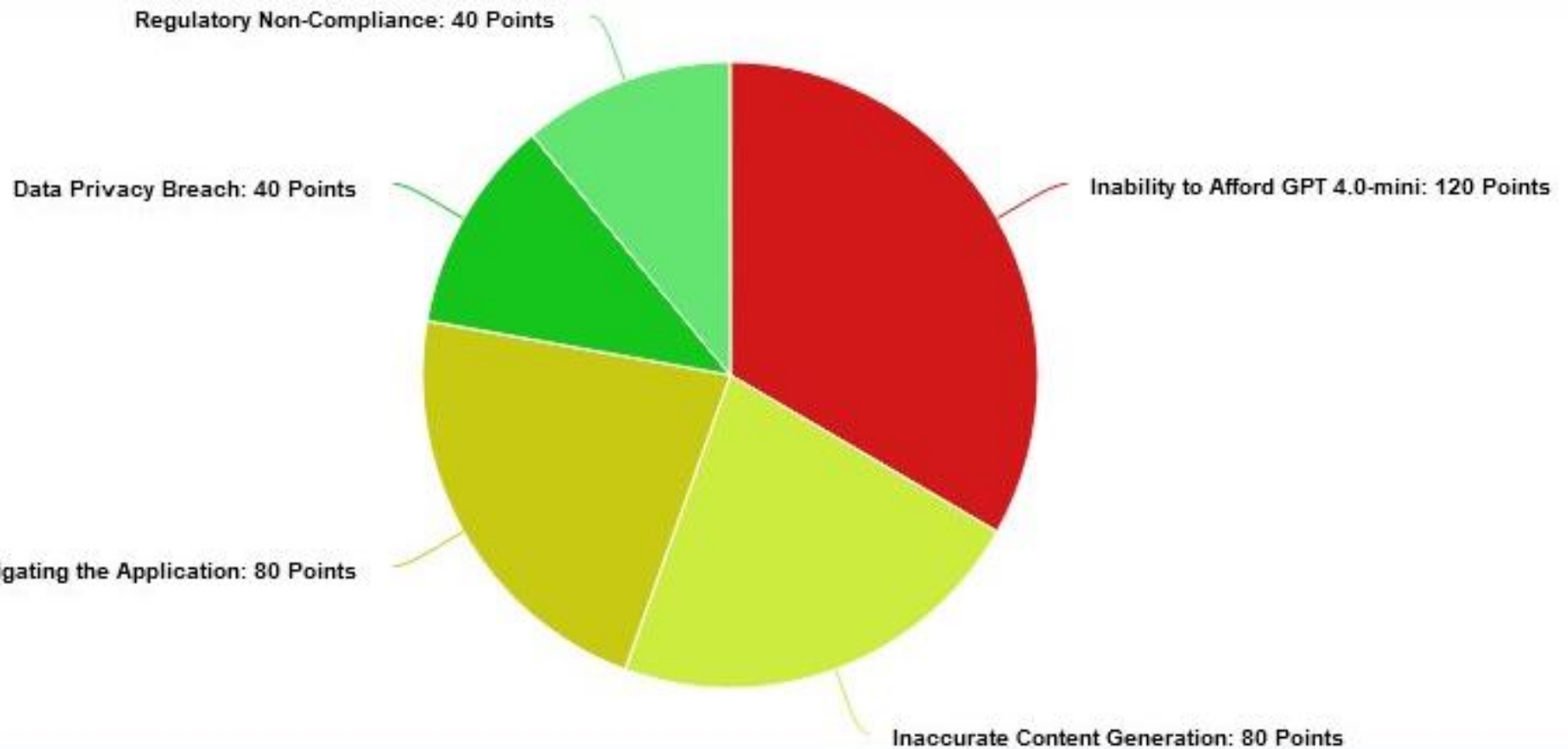
● Chat (30%) ● Skill Tree (25%) ● Quizzes & Flashcards (20%) ● Usability (15%) ● Study Schedule (10%)

*Percentages for the main tasks are determined by the user survey results

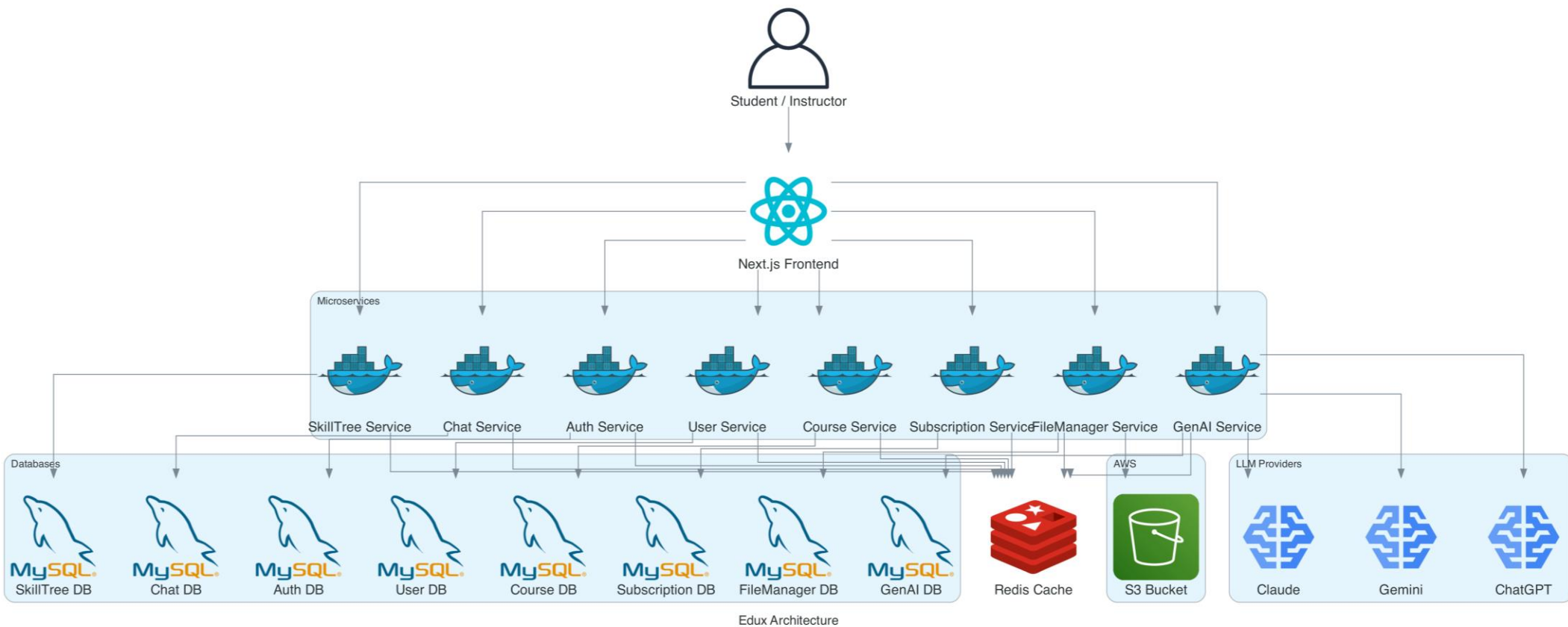
GANTT CHART FOR MAIN TASKS



PROJECT HEALTH CARD FOR RISKS



SYSTEM ARCHITECTURE



Value Proposition of Edux

- Integrated Learning Ecosystem
Single platform for interactive tools
- Personalized Learning Paths
Automated dynamic study schedules
- Enhanced Engagement
Interactive flashcards, quizzes, and skill trees
- Real-Time Progress Tracking
Detailed analytics dashboards

Technical Challenges

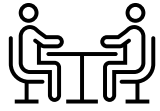
- Requirements Ambiguity
- Mid-development architectural modifications
- Integration with third-party services

Lessons Learned

- Modular Microservices Enhance Scalability
- Effective Collaboration Tools Are Essential
- Balance Ambition with Feasibility
- Security & Ethics Cannot Be an Afterthought

Future Work

- Media Expansion
- Gamification & Engagement

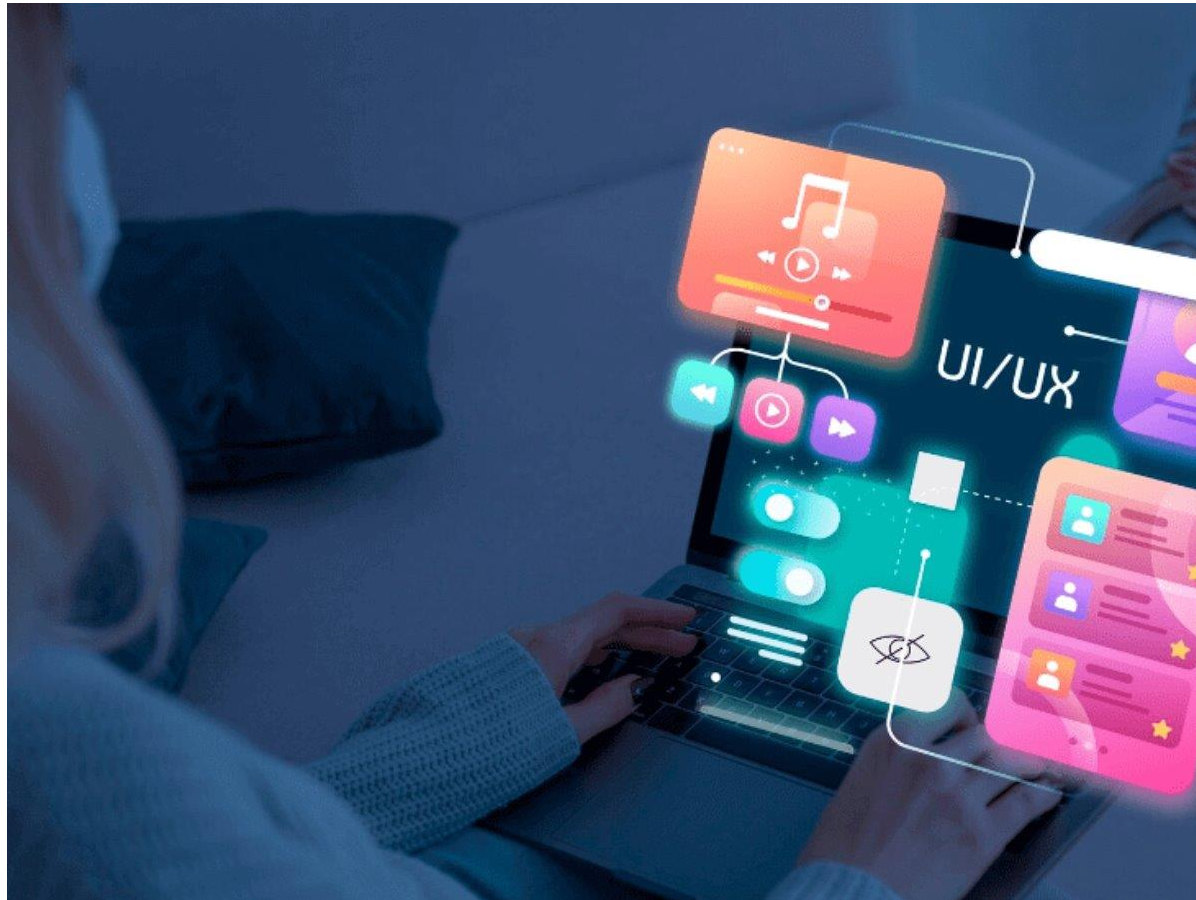


CONTRIBUTIONS OF EACH MEMBER





DEMO





Q&A

If you have any questions we would be glad
to answer them!