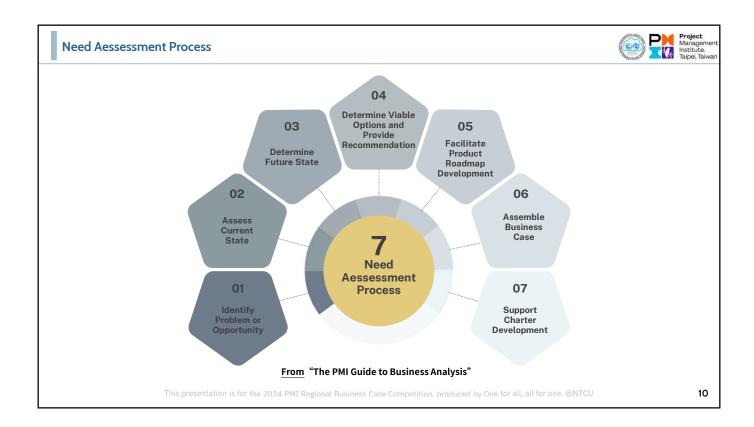
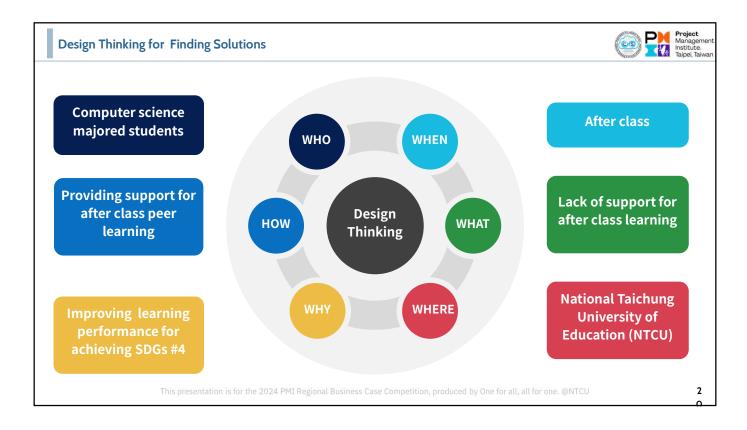


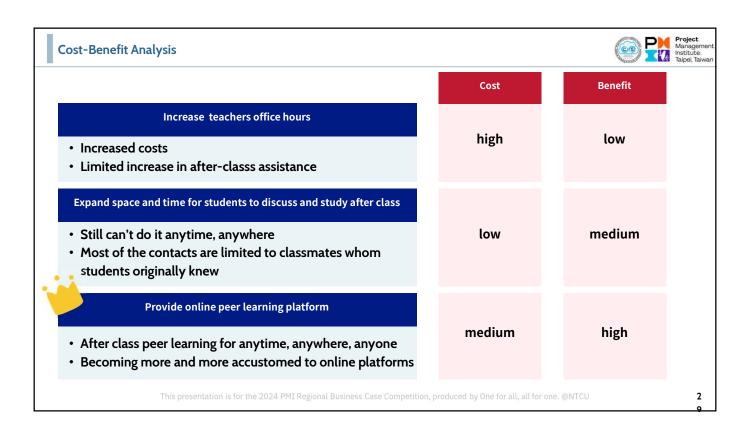
Sustainable Complementary Learning Platform Sustainable Complementary Learning Platform Learning Platform Complementary Learning Platform It doesn't aim to replace traditional classroom lectures (online and offline). It complements existing teaching, with an after-class online peer learning platform.











Proposed Strategies for Encouraging Peer Learning



1

Points system Time Banking and Blockchain Technology

- Calculate teaching hours.
- · Earn points by teaching.
- Exchange platform's goods or services by point.

Al Matchmaking system Al / Collaborative filtering

- Analyze user's self-evaluation and past questions.
- Recommend questions to suitable solver.

Knowledge management Large Language Model / Generative Al

- Questions will be used to train Generative AI.
- Generative AI will provide a preliminary solution and reference articles when facing similar questions.

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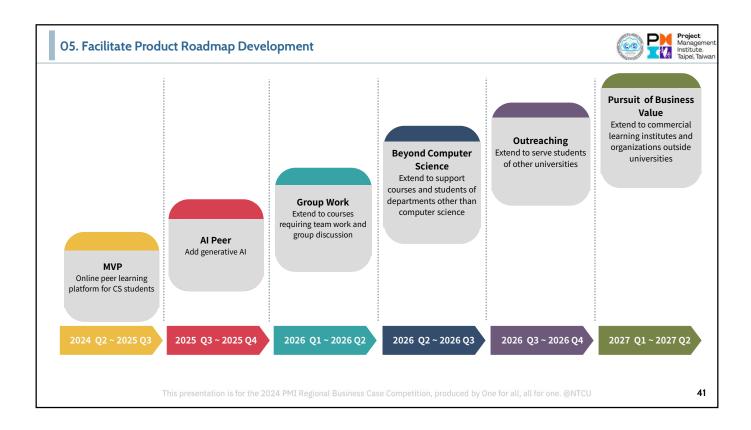
Competitive Analysis

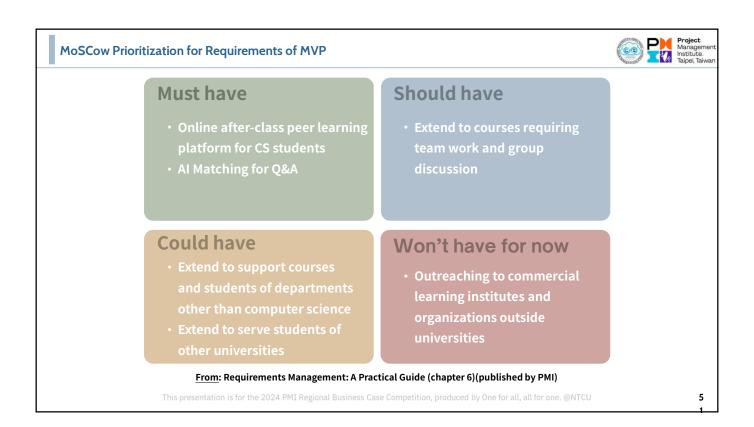


<u></u>								
	Us	After Class	SnapAsk	Ask.fm	Baidu	StackOverflow	AfterSchool	Dcard
Free Learning	✓	√		✓		✓	✓	√
Al	✓				✓			
Knowledge Management	√	✓					√	
Automatic Matching	✓		√	✓	√			
Real Time Q&A	✓		√	✓	√		✓	
Public Discussion	✓	✓					✓	√
Voice & Video	✓						✓	

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A hybrid development approach is adopted in this project, where Waterfall and Agile would be applied to different releases: Understand the Minimum Viable Product (MVP) (the first release), whose functionalities have been defined and confirmed. A hybrid development approach is adopted in this project, where Waterfall and Agile would be applied to different releases: A hybrid development approach is adopted in this project, where Waterfall and Agile would be applied to different releases: A hybrid development approach is adopted in this project, where Waterfall and Agile would be applied to different releases:

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