



UNIVERSITI
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MARA

Cawangan Perak
Kampus Seri Iskandar



ART & DESIGN
COLLABORATIVE
PROGRAMME



BEYOND

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A VIRTUAL
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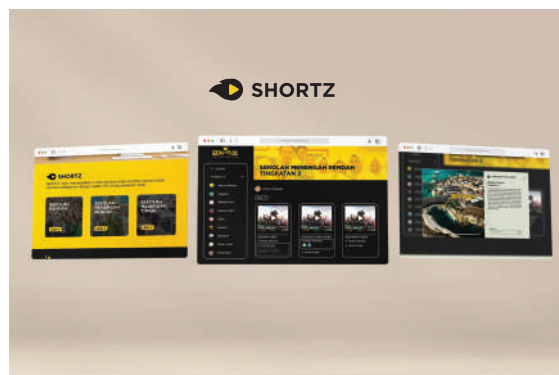
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PROBLEM STATEMENT

Students already feel uninterested to learning in the classroom online. online learning is a challenge for teachers and educators because it is not an easy job to attract students to online learning. Photo on the side is a statement coming out of a school student on twitter about online learning problems happened average almost 30 seconds.

WEBSITE

You can experience my website just scan this qr code



OBJECTIVE PROJECT SOLUTION

This project is made to build a website that is able to facilitate teachers and students in online learning sessions. Moreover, we also help teachers in attracting students to learn by providing a visual learning platform that is Motion Video..

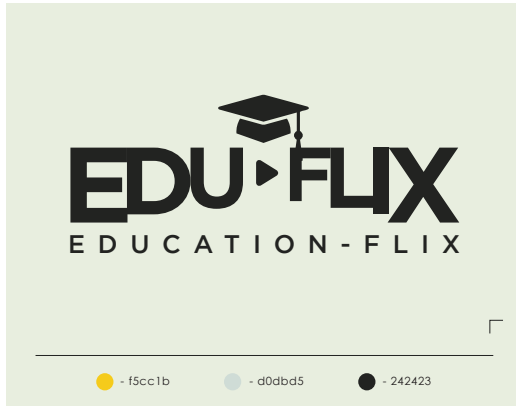
So for, this project i want to create website called Eduflix, which is we provided SHORTZ , BOOSTER, and COACHING

First, to assist teachers in changing the way of teaching that is able to attract students to learn, Second, Using motion video as the main way in engaging students to learn

LOGO

Logo Rationale

Logo Eduflix is inspired from Netflix logo which is a well-known brand. So for the icon we put the education icon to make sure people know that the logo is about education brand, also we put play icon to support the logo looks like the video platform service.



FACEBOOK TIMELINE BANNER

Besides, This platform will be supported by KPM (Kementerian Pelajaran Malaysia) where they will place posters or banners on each platform including, Timeline Facebook, Website and Email to make sure teacher and student know about Eduflix. Then, Eduflix also provides a Telegram Channel to make sure that our latest video in booster page updated.



MEGAT MUHD AFIF
MEGAT AZHAR



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Website EDUFLIX Education Platform

This project is made to build a website that is able to facilitate teachers and students in online learning sessions. Moreover, we also help teachers in attracting students to learn by providing a visual learning platform that is Motion Video.



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