Online Learning Environment

Requirements:
Those of Moodlerooms or Blackboard -- facilitate courses through an online content management system (CMS)

Specifications:
Make it better than Moodlerooms or Blackboard in terms of user interface (UI).

Deliverables:
1. UML Class Diagram of one key element with a prose description
   ▪ Should have this level of granularity:
     - You will have to assume Class / Object / Method names -- that's ok
     - ArgoUML works well for this, but use whatever works for you
     - A prose description of what is going on in the class diagram

2. GUI Drawing of a key element of the interface (either the main screen, or the GUI of your Class Diagram)
   ▪ This should be digital, but you can draw it and scan it in

3. Overview of your system (you can compare it to existing learning CMSs)
   ▪ Writeup explaining the context of your added functionality
   ▪ Consider why is it somehow more ethical than Moodlerooms...

4. When done, stick this all in a blog post on our HASTAC group

You can work in a group, but each member is responsible for their own Class Diagram of a unique key element.