Students Community App Using Flutter

Prerna Lugade, Jishan Tamboli, Amaan Syed
Students, Department of Computer Engineering
Pune District Education Association's College of Engineering, Pune, Maharashtra, India
Savitribai Phule Pune University, Pune, Maharashtra, India

Abstract*: The Student Community App is a comprehensive digital platform meticulously crafted to cater to the diverse needs of today's student population. At its core, the app seeks to create a vibrant and interconnected community within educational institutions, transcending the limitations of physical boundaries. A key feature of the app is its intuitive and user-friendly interface, ensuring accessibility for all students. Real-time messaging capabilities form the backbone of communication, enabling instant and direct connections between individuals or within groups. This facilitates seamless collaboration on academic projects, extracurricular activities, and even fosters casual social interactions. The app goes beyond traditional communication tools by incorporating dynamic group forums. These forums serve as virtual spaces where students can engage in in-depth discussions, share valuable insights, and seek or offer academic support. This not only enhances the learning experience but also cultivates a culture of knowledge-sharing and mutual growth.*

Keywords: Mobile App Development, Cloud Integration, Social Networking, Data Analytics, Push Notification, Security and Privacy, User Experience Design, Machine Learning.

REFERENCES

[1] Alamer, G., Alyahya, S. and Al-Dossari, H., 2023. Identifying Users and Developers of Mobile Apps in Social Network Crowd. *Electronics*, *12*(16), p.3422.

[2] Drolia, M., Sifaki, E., Papadakis, S. and Kalogiannakis, M., 2020. An overview of mobile learning for refugee students: Juxtaposing refugee needs with mobile applications' characteristics. Challenges, 11(2), p.31.

[3] Criollo-C, S., Abad-Vásquez, D., Martic-Nieto, M., Velásquez-G, F.A., Pérez-Medina, J.L. and Luján-Mora, S., 2021. Towards a new learning experience through a mobile application with augmented reality in engineering education. Applied Sciences, 11(11), p.4921.

[4] Lin, Y.T., 2021. Effects of flipped learning approaches on students' learning performance in software engineering education. Sustainability, 13(17), p.9849