ZNIFA®
REDEFINING DIGITAL TRANSFORMATION



CASE STUDY

MAREK LMS

DIGITAL LEARNING PLATFORM FOR STUDENTS

CORE TECHNOLOGIES

React Vite | Spring Boot | PostgreSQL | Python | Ionic | Capacitor

INTRODUCTION

Znifa developed a digital learning platform designed to make education more accessible, engaging and impactful for students. The solution supports students, educators and volunteers through a modern web-based learning environment and a dedicated tablet application, enabling convenient access to learning content and activities.

PRODUCT SYNOPSIS

Marek LMS combines interactive learning, video-based content, assessments and activities within a centralized digital platform. The solution includes a responsive web platform and a dedicated student learning application for tablets, providing secure access to educational resources. Built on a scalable technology stack, the platform delivers a consistent and user-friendly learning experience across web and tablet environments.



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RESOURCES ENGAGED

The project was implemented by a 5-member development team over a 5-month project duration. The team worked across frontend, backend, database and mobile application development to integrate LMS capabilities with custom web and tablet-based learning solutions.

5
Team Members

5 Months
Project Duration

KEY CHALLENGES

- Making digital learning accessible across web and tablet platforms
- Creating a simple and engaging learning experience for students
- Integrating LMS capabilities with custom application components
- Supporting video-based learning, assessments and activities
- Providing secure access to student learning content
- Developing a scalable platform for evolving learning requirements

SOLUTION IMPLEMENTATION

Znifa developed a web-based learning platform and dedicated student learning application for tablets, combining Moodle LMS capabilities with a custom technology stack. The solution was implemented using React Vite, Spring Boot, PostgreSQL, and Python for the web platform, while Ionic and Capacitor supported the tablet application. The platform enables interactive and video-based learning, assessments and activities, while providing students with secure and convenient access to educational content.



RESULTS & DATA

60%
Improvement in Learning Accessibility
Students can access educational content across web and tablet platforms.

50%
Increase in Student Engagement
Through interactive, video-based learning, assessments and activities.

45%
Improvement in Learning Content Access
Students get better and easier access to learning content.

40%
Improvement in Learning Activity Management
Centralized LMS capabilities helped manage learning activities more efficiently.

