# DEVELOPMENT OF AN ONLINE SKILL BARTER-BASED SYSTEM FOR PERSONALIZED COMPETENCY MATCHING USING MACHINE LEARNING

**BY**

**PAT-IDEHEN MIRACLE IYOBOSA**

**PSC2105405**

**DEPARTMENT OF COMPUTER SCIENCE**

**FACULTY OF PHYSICAL SCIENCES**

**UNIVERSITY OF BENIN**

**BENIN CITY, EDO STATE**

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**A PROJECT REPORT SUBMITTED TO THE DEPARTMENT OF COMPUTER SCIENCE, FACULTY OF PHYSICAL SCIENCES, UNIVERSITY OF BENIN, BENIN CITY**

**IN PARTIAL FULFILMENT OF THE REQUIREMENT FOR THE AWARD OF A BACHELOR OF SCIENCE (B.Sc.) DEGREE IN COMPUTER SCIENCE**

**NOVEMBER 2025**

## CERTIFICATION

This is to certify that this project work was carried out by **PAT-IDEHEN MIRACLE IYOBOSA** with Matriculation Number **PSC2105405** under my supervision. It is adequate and satisfactory, both in scope and content, for the award of Bachelor of Science (B.Sc.) Degree in Computer Science of the University of Benin.

________________________ **Date: ________________**

**PROF. (MRS.) V. I. OSUBOR**

(Project Supervisor)

## APPROVAL

This project work is hereby approved in partial fulfilment of the requirements for the award of Bachelor of Science (B.Sc.) Degree in Computer Science from the University of Benin.

______________________________ **Date: _______________**

**Dr. (Mrs.) A.R. USIOBAIFO**

(Head of Department)

## DEDICATION

This project is dedicated to God Almighty for giving me the strength and wisdom to see it through to completion, and even throughout my stay in the University of Benin (UNIBEN). It is also dedicated to my parents; Mr. and Mrs. Pat-Idehen Miracle; for their love, support and guidance throughout my academic journey.

## ACKNOWLEDGEMENT

My utmost acknowledgement goes to God Almighty for giving me the strength, wisdom and knowledge throughout my academic journey. I would like to express my gratitude to my parents, Mr. & Mrs. Pat-Idehen, for their consistent guidance, support and encouragement I would also like to specially thank my project supervisor, PROF. (MRS.) V. I. OSUBOR, for her guidance and support towards the successful completion of this project.

## TABLE OF CONTENTS

## LIST OF FIGURES

# LIST OF TABLES

## ABSTRACT

**The increasing demand for flexible, affordable, and collaborative learning has created opportunities for digital platforms that support peer-to-peer skill exchange. This study focuses on the development of an online skill barter-based system for personalized competency matching using machine learning. The system enables users to offer and learn skills through direct exchange rather than monetary transactions. A K-Nearest Neighbor (KNN) algorithm was integrated with TF-IDF and Natural Language Processing (NLP) techniques to intelligently match users based on skill similarity, learning preferences, and availability. The platform was developed using Next.js and TailwindCSS for the frontend, with Supabase as the backend for authentication and data management. The system promotes inclusive and accessible learning by removing financial barriers while fostering collaboration and community growth. This research demonstrates that integrating machine learning into skill exchange platforms significantly enhances user experience, match accuracy, and trust in non-monetary, peer-driven learning environments.**

# CHAPTER ONE

# INTRODUCTION

## 1.1 Background to the Study

In a time of rapid technological change, the way people learn, share, and improve skills has become increasingly dynamic. Traditional methods of skill development, such as formal classroom teaching, paid workshops, and static course libraries, are slowly being replaced by more flexible, peer-driven, digital frameworks. I became interested in this change when I noticed how individuals in my network exchanged informal services. For example, someone might give a language lesson in exchange for coding help or mentor another in graphic design while getting basic accounting support. These small exchanges of knowledge led to a deeper question: could we create an online platform that enables skill exchange on a large scale? Can we use smart matching to make the process more efficient, personalized, and meaningful?

The larger field of peer-to-peer learning platforms shows promise. For instance, research on skill-sharing platforms reveals that community-driven systems allow people to teach and learn within a fairer framework (Alsmadi et al., 2019). Additionally, machine learning (ML) recommendation systems are increasingly being used in education and online learning. One recent study found that analyzing learning behaviors and providing personalized recommendations through ML can significantly improve outcomes in online education (Ma et al., 2025). Thus, the ideas of skill exchange and intelligent recommendation intersect, presenting an exciting research opportunity: what if an online skill exchange platform used ML for effective skill matching and tailored recommendations?

However, there is still a gap. Many current skill-sharing systems lack strong methods to match learners and providers beyond basic filters. Many recommendation systems tend to focus on suggesting products or content, rather than the more complex task of matching skills. This task involves two-way interactions, learning goals, peer credentials, mutual exchanges, and trust. My research journey began at this crossroads: how do we build an online skill exchange platform that employs ML for effective matchmaking and personalized recommendations while tackling user satisfaction, fairness in pairing, privacy, and bias? Thus, creating such a system is not just a technical challenge; it also invites a deeper look into how learning communities can be structured in today's digital world.

**1.2 Statement of the Problem**

Current online systems that enable skill sharing are limited in intelligence; they often depend on manual search, basic filters, or keyword-based matching, which fail to capture nuanced user profiles, learning goals, or skill compatibility (Li & Huang, 2023; Wang et al., 2024). As a result, users frequently experience poor matching accuracy, low engagement, and ineffective skill exchanges. The lack of adaptive, data-driven personalization further widens the gap between available skills and the people who need them (Khan & Alam, 2022).

To address these challenges, there is a critical need for a Smart Skill Barter System capable of intelligently pairing users for mutual skill exchange without financial constraints. By applying machine learning techniques, such a system can analyze user competencies, preferences, and learning objectives to deliver personalized competency matching (Zhang, Liu, & Chen, 2023). Despite its potential impact, there is currently no widely implemented solution that integrates barter-based skill exchange with ML-driven matchmaking in a unified platform (Okafor & Adeyemi, 2024).

Therefore, this study proposes the development of a Smart Skill Barter System for Personalized Competency Matching Using Machine Learning, aimed at providing an equitable, intelligent, and automated platform that enhances skill acquisition through accurate, personalized, and mutually beneficial skill exchange partnerships.

### 1.3 Research Questions

1. What limitations exist in current digital skill-sharing or barter systems, and how do these limitations affect personalized competency matching?
2. How can user skills, learning goals, and preferences be effectively represented and modeled to support machine learning–based competency matching?
3. Which machine learning algorithm(s) can most accurately predict suitable skill-barter matches among users?
4. How can an online smart skill barter platform be designed and implemented to support efficient skill-for-skill exchange interactions?
5. What is the performance accuracy of the proposed machine learning model in matching users based on their competencies and exchange requirements?

### 1.4 Objectives of the Study

1. Analyze existing skill-exchange platforms to identify key limitations and requirements for an intelligent, barter-based system.

2. Design a system architecture that integrates user profiling, skill representation, and competency matching using machine learning algorithms.
3. Develop a machine learning model capable of predicting optimal skill-exchange matches based on user skills, learning goals, experience levels, and preferences.
4. Implement an online platform that enables users to create profiles, list offered and desired skills, and initiate or accept barter-based exchanges.
5. Evaluate the performance of the machine learning matching algorithm using accuracy, precision, recall, or recommendation relevance metrics.

### 1.5 Significance of the Study

By integrating machine learning algorithms into a skill-exchange environment, this study demonstrates practical ways to enhance the accuracy of matching users with complementary skill needs. The findings will be valuable for researchers working on recommendation systems, matchmaking algorithms, and intelligent learning platforms. The system provides an opportunity for students, job seekers, freelancers, and lifelong learners who may lack financial resources to acquire new competencies through non-monetary, mutual skill exchange. This promotes inclusive and equitable access to learning. It also offers a viable alternative for personal and professional development. Users can improve their skills, build portfolios, and collaborate without formal financial constraints. The system leverages ML-driven personalization to reduce the time and effort spent searching for people with complementary skills. This enhances user experience, increases engagement, and improves the success rate of skill matches. The system can serve as a foundation for expanding intelligent barter mechanisms, such as multi-party exchanges, automated negotiation, or blockchain-based skill verification, thus inspiring further technological advancements.

### 1.6 Scope of the Study

This investigation will focus on a prototype of a web application that allows users to exchange skills. Some users offer skills while others want to learn. The study will target specific skills like language tutoring, coding, and design.

It will collect data on how users interact, their preferences, and the results. The machine learning component of the study will apply algorithmic matching, recommendation ranking, and user feedback loops to continuously improve the quality of pairings. The machine learning model to be used is the **K-Nearest Neighbor (KNN) algorithm**, which will be applied for similarity-based skill matching. KNN will compute distance metrics between vectorized skill representations to identify the most compatible user pairings based on skill complementarity, learning preferences, and availability.

### 1.7 Limitations of the Study

There are several limitations to the research. First, since the platform will run in a controlled pilot rather than a large-scale commercial setting, external validity may be limited. The findings might not apply to all contexts or skill areas. Second, user behavior in experimental settings may differ from behavior in real, long-term use. Third, the time frame for data collection may be relatively short, so it might not capture long-term learning outcomes or community dynamics fully. Fourth, while machine learning models will be built and evaluated, resource constraints may limit the complexity of the algorithms or the amount of data. Issues like the cold-start problem for new users may still exist. Finally, privacy and bias issues will be examined, but we cannot fully resolve all ethical concerns. Future research may need to further explore these aspects.

**Key challenges encountered in the course of this research include:**

1. **Data scarcity:** Limited availability of real-world skill exchange datasets for training and testing the machine learning model.
2. **Cold-start problem:** Difficulty in providing accurate recommendations for new users with minimal interaction history.
3. **Skill representation complexity:** Challenges in converting natural language skill descriptions into meaningful numerical vectors that capture semantic relationships.
4. **Balancing recommendation accuracy with fairness:** Ensuring the algorithm does not inadvertently favor highly active users or perpetuate existing biases.

## 1.8 Operational Definition of Terms

Skill exchange platform: a digital marketplace or community where individuals offer skills as providers and seek to learn skills as learners. Matching mechanisms connect them.

1. **Machine learning (ML):** techniques that allow systems to learn from data. They identify patterns and make predictions or decisions without being programmed for each situation.
2. **Intelligent skill matching:** the process of using algorithms to pair a learner with one or more providers based on features like skill type, proficiency level, learning goals, availability, preferences, and behavior to improve the match.

3. **Personalized recommendations:** suggestions made by analyzing user data, such as past behavior, preferences, and profiles. These aim to provide relevant opportunities or pairings tailored to individual users.
4. **Baseline system:** a version of the skill exchange platform that uses standard non-ML matching, like rule-based filters and manual assignments. This serves as a comparison point for the ML-enhanced version.
5. **User satisfaction, engagement, and learning outcomes:** measures used to evaluate user experience, ongoing use of the platform, and the improvement of skills or achievement of goals after the exchange.

# CHAPTER TWO

# LITERATURE REVIEW

## 2.1 Conceptual Review

### 2.1.1 The Concept of Skill Exchange

Skill exchange refers to the process where individuals share and gain abilities, knowledge, or expertise through mutual learning. Unlike traditional education that depends on strict hierarchies, skill exchange platforms encourage peer-to-peer collaboration. Participants can both teach and learn based on their skills in a specific area (Alsmadi et al., 2019). These platforms operate on the belief that everyone has valuable skills that can meet the needs of others. This creates a self-sustaining system for sharing knowledge.

Digital transformation has expanded this idea from local communities to global online spaces. Platforms like Skillshare, Timebanking, and SkillSwap have made the idea that skills are a form of social currency more popular. With these systems, people can trade an hour of language tutoring for an hour of photography lessons. However, many of these platforms still rely on manual searches or basic filters to connect users, causing inefficiencies and mismatches between what users want and what is offered (Zhao & Zheng, 2022). The rise of machine learning offers a chance to automate this matching process, making it more responsive, data-driven, and tailored to individual needs.

### 2.1.2 Online Learning and Peer-to-Peer Platforms

Online learning has changed from static e-learning models to more dynamic, social, and user-centered approaches. The use of collaborative learning communities, discussion forums, and peer tutoring has turned learners from passive receivers into active participants in building knowledge (Rapanta et al., 2020). In peer-to-peer (P2P) learning platforms, this social aspect grows stronger. The lines between teacher and learner blur, and motivation often comes from shared interests and mutual benefit instead of financial exchange.

The P2P model has been especially effective in boosting engagement, accountability, and intrinsic motivation (Anderson & Dron, 2017). However, a common hurdle is scalability; as communities grow, it becomes harder to match participants manually. Without smart recommendation systems, learners often experience information overload, which makes it difficult for them to find relevant peers or learning opportunities. This clash between abundance and relevance is one of the main challenges this study aims to tackle.

### 2.1.3 Machine Learning in Recommendation and Matching Systems

Machine learning, as a subfield of artificial intelligence, enables systems to learn from data and make predictions without explicit programming (Géron, 2022). In recommendation systems, machine learning algorithms analyze user behavior and preferences to predict items, such as skills, that a user may find worthwhile. Broadly, machine learning recommendation systems fall into three categories:

1. Content-based filtering recommends items similar to those a user has already used.
2. Collaborative filtering uses similarities between users to make recommendations.

3. Hybrid models merge both approaches for better performance and reliability (Ricci et al., 2022).

Skill exchange platforms present a matching problem that is more complex than simple one-way recommendations for items like movies. This is because they need to account for the preferences of both the learner and the instructor. Good matches must think about shared interests, what each party hopes to gain, skill levels, and schedules. Current machine learning methods, like neural collaborative filtering and graph-based embeddings, offer useful ways to understand these complicated relationships.

### 2.1.4 Personalized Recommendation Systems

Skill exchange platforms present a matching problem that is harder than common one-way recommendation systems for things like movies. It needs to consider the preferences of both the learner and the provider. Good matches should account for aligned interests, mutual gains, learning aims, skill levels, and time availability. Current advances in machine learning, like neural collaborative filtering and graph-based embeddings, give us useful ways to represent these intricate links.

Personalization is key in digital spaces and helps platforms stand out. Research in education shows that personalized learning setups can boost involvement and results (Ma et al., 2025). Machine learning algorithms can change learning experiences to suit each user's needs and performance, which helps lower mental strain and supports better learning.

In skill exchange, personalization can look like custom skill suggestions (Aisha teaches intermediate Python, which might interest you) or suggested scheduling (Friday evenings work best for sessions, based on your past use). These changes can make the platform seem more useful, make users happier, and encourage continued use. Still, personalization brings up questions about fairness, openness, and data security. Any good platform using machine learning needs to take care of these things.

### 2.1.5 K-Nearest Neighbor (KNN) Algorithm for Similarity-Based Skill Matching

The K-Nearest Neighbor (KNN) algorithm is one of the most widely used similarity-based machine learning approaches for classification and recommendation tasks. KNN determines similarity by measuring the distance between vector representations of data points, making it highly suitable for contexts where entities can be expressed numerically in vector space. In skill exchange platforms, user skill descriptions are typically written in natural language, requiring them to be transformed into machine-understandable numerical forms such as TF-IDF or Word2Vec embeddings. After this transformation, KNN can efficiently identify users who have the closest skill features based on semantic proximity rather than exact keyword matches. Recent studies show that KNN performs effectively in learning environments and recommendation systems that rely heavily on content similarity (Gong et al., 2021; Han, Lee & Park, 2022). This makes KNN particularly appropriate for this research, since matching in peer-to-peer skill exchange depends not only on shared interests but also on complementary strengths, contextual alignment, and learning needs. Therefore, the use of KNN supports more personalized, precise, and context-aware user pairing, improving match quality and overall user experience.

### 2.1.5 Challenges in Skill Exchange Platforms

Existing systems encounter several ongoing issues. First, ineffective matching leads to mismatched pairs that do not meet both parties' expectations. Second, cold-start problems happen when new users lack enough data for accurate recommendations. Third, bias and trust issues may occur when algorithms unintentionally favor certain users or those more active (Liu et al., 2024). Finally, data privacy is a key ethical concern; users must trust that their profiles, communications, and preferences are secure. This study explores these challenges, aiming for both technical improvements and ethical integrity.

## 2.2 Theoretical Review

### 2.2.1 Social Exchange Theory

Social Exchange Theory (SET) offers a common framework for understanding why people choose to engage in non-monetary, reciprocal interactions on digital platforms. This theory claims that human social interaction is shaped by how individuals assess perceived rewards, expected benefits, reciprocity gains, and social costs (Cropanzano et al., 2023). Recent studies on digital peer communities highlight that reciprocity is the main motivation for non-commercial skill sharing (Vu & Hoang, 2021; Yang & Ren, 2024). Unlike commercial gig platforms, where users mainly trade their labor for money, skill exchange platforms rely on trust, shared value, and cooperative social norms. In these settings, users view skills as valuable resources that can be exchanged without using money. This strengthens community ties and reduces transactional barriers.

SET research shows that users in peer learning ecosystems feel more empowered and motivated when they experience mutual benefits (Choi & Kim, 2022). These findings support the idea that ML-enhanced skill matching should not only focus on improving algorithm accuracy but also maintain fairness, trust, and perceived mutual value when forming matches. When matching quality meets reciprocity expectations and subjective value, SET predicts increased user retention, stronger participation in the network, and more voluntary engagement, which are all important outcomes for online skill exchange platforms.

### 2.2.2 Connectivism and Networked Learning Paradigm

Connectivism sees learning as a way to build meaningful connections between nodes, which can be digital resources, individuals, skill communities, and dynamic knowledge networks (Siemens, 2022). Current EdTech research recognizes connectivism as particularly important for 21st-century systems of knowledge exchange, especially those that depend on peer-to-peer learning and interaction (Ally, 2019; Resta & Laferrière, 2022). Unlike models that focus on content delivery, in which knowledge flows from expert to beginner, connectivist learning is more in line with outcomes that are distributed and created together. This reflects the natural model of a skill exchange environment.

Co-learning among peers helps personalize learning and supports context-based skill development (Wang et al., 2023). Learners do not just take in information; they build adaptive skills by engaging with peers who have different but related strengths. In this way, machine learning-enhanced matching can be viewed as a layer that boosts connective intelligence. It strengthens connectivist learning by creating better closeness in skill proficiency, relational alignment, and matching learner identities between users. From the connectivist viewpoint, this is why the research focuses not only on the accuracy of recommendations but also on meaningful peer compatibility.

### 2.2.3 Technology Acceptance Model (TAM)

Technology adoption research shows increasing refinement of the Unified Theory of Acceptance and Use of Technology (UTAUT) and Technology Acceptance Model (TAM) to measure the adoption of AI-driven platforms specifically (Venkatesh et al., 2022; Mariani & Borghi, 2023). A central finding in these studies is that “Perceived Usefulness” and “Performance Expectancy” significantly increase when AI systems show better personalization accuracy and reduced cognitive search demands (Li et al., 2024). Additionally, the variable “Effort Expectancy” is more strongly impacted by ML automation than by traditional UI-based usability. Users link AI-based recommendation outputs to convenience, learning efficiency, and time-saving advantages (Pereira et al., 2023).

Recent UTAUT extensions also include concepts like algorithmic trust and transparency (Shin & Park, 2022). These concepts are important in skill exchange situations because awareness of bias, fairness, and model explanation affects how willing users are to engage in repeated peer interactions. Therefore, this research uses UTAUT/TAM as a foundation to study user acceptance and platform adoption behavior, based on the idea that ML-enhanced matching efficiency directly contributes to perceived usefulness, satisfaction, platform loyalty, and the intention to continue participating.

#### 2.2.4 Conceptual Model Synthesis

Integrating SET, Connectivism, and UTAUT/TAM creates a strong theoretical base for this study. SET outlines the motivation and reciprocity dynamics that support peer learning exchange. Connectivism highlights the importance and teaching value of peer-to-peer learning. UTAUT/TAM identifies the factors that influence acceptance and continued use of systems in an AI-enhanced setting.

Thus, the proposed conceptual model suggests that machine learning-driven personalized matching will boost perceived usefulness and reciprocity alignment. This will lead to better match quality, greater user satisfaction, increased trust, and a stronger intention to continue using the system. This integrated foundation shows that the platform's intelligent matching system is not just a technical feature; it is the main mechanism that brings together educational value, peer relationship value, and the likelihood of adoption.

## 2.3 Empirical Review

### 2.3.1 Empirical Applications of ML in Educational and Matching Contexts

Empirical studies over the last seven years show rapid growth of Machine Learning (ML) in EdTech and skill-related recommendation areas. Research on personalized mentorship pairing has found that deep neural collaborative filtering models work better than traditional matrix factorization for complex pairing tasks. This is because they model non-linear relationships between users (Zhang et al., 2023). Similarly, studies on intelligent career pathway recommendation systems reveal that hybrid ML methods that combine embeddings and contextual metadata can achieve much higher accuracy and personalization (Huang & Chen, 2022).

Empirical validation in adaptive e-learning systems also highlights the benefits of ML personalization. For instance, Wang et al. (2024) discovered that graph-based user representation models improved knowledge sequencing recommendations. They also boosted learning performance compared to standard sequential learning recommenders. Additionally, personalization efforts based on ML have been linked to increased learner motivation, better retention, and improved instructional alignment (Ma et al., 2025). These studies support the realistic potential of ML-assisted personalization frameworks, but they rarely assess their effects in a skill exchange context, where interactions are dyadic, reciprocal, and non-commercial.

### 2.3.2 Empirical Solutions to Cold-Start and Data Sparsity Challenges

Cold-start and data sparsity are major challenges for newly launched platforms and niche recommendation areas. Research from 2019 to 2025 shows steady improvement when extra information, such as skill metadata, domain ontologies, social graph features, and contextual attributes, is added to model design (Zhou et al., 2023; Sun & Chen, 2021). Hybrid recommender systems often perform better than single-model methods in early-stage environments with limited data. For instance, Han et al. (2022) showed that using hybrid collaborative filtering with pre-trained skill embeddings led to significant improvements in MAE (Mean Absolute Error) and Recall compared to stand-alone item-based or user-based collaborative filtering systems.

Topic modeling and clustering-based representation learning have also helped reduce the impact of sparsity by grouping users based on hidden skill similarities (He et al., 2020). These studies confirm that hybrid machine learning systems are the most effective solution for cold-start and sparse training settings. This finding is particularly relevant to the research context, where the number of platform users is initially small or still growing.

### 2.3.3 Empirical Evidence on Bias, Fairness, and Algorithmic Transparency

Recent studies highlight fairness and transparency as important aspects of AI-based recommendation systems. Research by Lee et al. (2024) shows that bias-aware model regularization improved match outcomes sensitive to fairness without decreasing recommendation accuracy. In a similar vein, Shin and Park (2022) found that mechanisms promoting algorithmic transparency boost user trust, encourage continued use, and lower perceived risk. This effect is especially strong in educational recommendation settings, where the algorithm impacts the chances of exposure to opportunities.

Fairness issues related to gender, race, and popularity bias have also been thoroughly documented (Narayanan & Roth, 2023). These results support the need for explainability in developing machine learning-based matching systems for skill exchange. Non-commercial reciprocity networks must ensure equal access to skill exchange opportunities and avoid reinforcing hidden inequalities.

### 2.3.4 Synthesis and Identification of the Empirical Research Niche

The empirical literature reviewed confirms three main findings. First, ML methods, particularly hybrid recommendation systems, consistently outperform traditional matching and filtering techniques in various learning and skill suggestion situations. Second, strategies for addressing cold-start problems work best with embedding-rich, hybrid ML approaches. Third, fairness and transparency significantly affect trust and long-term participation on platforms.

However, despite these developments, there is very little research that has directly studied ML-driven recommendation systems for non-commercial, bidirectional skill exchange environments. In these contexts, the main focus is on the quality of dyadic relationships, not on one-way item recommendation accuracy. Most existing research heavily emphasizes institutional education, commercial training, gig marketplaces, or learner-to-content paths, rather than peer-to-peer skill exchange systems.

Thus, this study fills an urgent and relevant gap by developing and accessing a hybrid ML recommendation model to improve personalized skill exchange matching in a non-commercial setting. Unlike previously studied commercial systems, this research focuses on the quality of reciprocity, perceived fairness, and the durability of peer relationships as key success factors. This approach aligns with the theoretical foundations of SET, Connectivism, and UTAUT/TAM identified earlier.

### 2.3.5 Discussion of Related Literature

The reviewed literature shows that skill exchange platforms have changed from community-based peer learning models to digitally mediated systems supported by online learning structures, recommendation systems, and machine intelligence. Previous research on recommendation systems based on machine learning has shown big improvements in personalization, user engagement, and matching efficiency in both educational and digital learning settings. Additionally, developments in content-based and collaborative filtering, graph-based embedding, and neural models indicate strong potential for automated matching, especially where user preference and meaning alignment are important.

However, most studies focus on one-way recommendation scenarios, like suggesting learning content or predicting user-item relevance, instead of person-to-person skill exchanges. Current commercial platforms like Skillshare and Timebanking rely mainly on user-driven discovery methods instead of algorithmic matchmaking, which limits their scalability. Research also points out ongoing challenges such as cold-start problems, bias mitigation, fairness, and data sparsity. These issues highlight the need for recommendation techniques designed for both sides of the matching process, where each participant offers and seeks skills at the same time.

### 2.4 Synthesis of Literature Gap

Although prior studies have demonstrated significant advancements in machine learning-based recommendation systems, most empirical and conceptual research has focused on traditional one-way recommendation environments such as e-learning platforms, content suggestion systems, or product-based recommender engines. These systems typically match users to items, not users to other users. Very limited research exists on two-way, reciprocal skill exchange systems where both parties are simultaneously providers and learners. This creates a gap because skill exchange depends on matching compatibility, mutual benefit, and reciprocity, not just predicting what single item a user may prefer.

Furthermore, while recent works have shown improved matching performance using techniques such as similarity-based learning, embeddings, hybrid approaches, and neural collaborative filtering, there is insufficient evidence on applying these approaches specifically in peer-to-peer skill barter platforms. Existing skill-sharing platforms still rely on manual matching or basic rule-based filtering rather than semantic matching. Additionally, very few studies combine sentiment analysis, dynamic scheduling optimization, and KNN-based similarity models together within a unified intelligent recommendation structure. This research therefore addresses a unique niche by applying K-Nearest Neighbor (KNN) similarity-based skill matching enhanced with profile data, user preferences, learning styles, and trust-based sentiment, to develop a more accurate, fair, and context-aware skill exchange recommendation system.

# CHAPTER THREE

# METHODOLOGY

## 3.1Introduction

This chapter will present the methodological approach that will guide the development of the Online Skill Exchange Platform enhanced with machine learning-based intelligent matching and personalized recommendation capabilities. The chapter will explain the research design, development methodology, system architecture, technology stack justification, data structure, evaluation approach, and ethical considerations.

## 3.2 Research Design

Research design is the overall strategy or blueprint for conducting a research study, outlining the plan for data collection, measurement, and analysis to answer a research question as stated in the Chapter 1 of this study.

This study will adopt a System Development Research Design. System Development Research Design is a structured approach to creating and evaluating new information systems, it involves stages such as planning, analysis, design, development, testing, and implementation, with a focus on producing a useful artifact that also solves a real-world problem.

This design is appropriate since the intended contribution of this study is the development and validation of a working technological solution that solves a real-world problem in digital skill exchange rather than testing predictive causal models (Wieringa, 2020). In this design, the platform itself becomes an academic research output, especially considering the importance of intelligent matching in non-monetary peer exchange systems.

### 3.3Methodological Approach

The Rapid Application Development (RAD) methodology will guide the system development process. RAD is suitable for time-constrained projects requiring fast delivery, continuous refinement, and incremental prototyping (Jallow et al., 2019). It enables rapid iteration, fast integration cycles, close alignment between concept and implementation, and progressive refinement through short evaluation loops.

The four classical RAD phases that will guide this study include:

(1) Requirements Planning Phase:
This phase will focus on identifying the functional logic required to support skill reciprocity matching, defining minimum viable skill ontology, specifying the data requirements, outlining system modules, and determining the scope of the MVP platform (Sommerville, 2020).

(2) User Design Phase:
This phase will produce the conceptual interaction models required for skill input, skill categorization, user role definition, and reciprocal match visualization. Interface expectations will be iteratively shaped to ensure clarity of user intent and ease of interaction during matching processes (Preece et al., 2023).

(3) Construction Phase:
This will be the coding and software building phase. The system interface will be developed using React.js, styled with TailwindCSS, connected to Supabase a PostgreSQL development platform for authentication and persistent storage, and integrated with rule-based matching logic that will serve as the baseline representation of intelligent matching before ML introduction.

(4) Cutover Phase:
The final phase will involve deploying the MVP, conducting expert review evaluation and pilot

testing, and refining system areas requiring enhancement prior to full validation. This phase aligns with RAD's goal of transitioning from iterative prototype to usable functional system within short timeframe cycles (Alsharif et al., 2020).

### 3.4 System Architecture

The system will adopt a modular client–server architecture to support efficient modular development and flexible future enhancement. The platform will consist of three main architectural layers:

1. Presentation Layer: This will be the user interface developed using Next.js. It will support skill input, matching display, skill selection interaction, and platform navigation.
2. Application Logic Layer: This layer will host the matching engine. The initial version will compute matching scores based on bi-directional skill overlap. The long-term goal will be to replace this scoring system with a machine learning-based hybrid recommendation model.
3. Data Storage Layer: Data will be stored in Supabase, which supports authentication, database storage, and serverless function execution.

This architecture will allow isolation of UI logic, matching compute logic, and storage logic — thereby enabling improved maintainability, scalability, and future ML model integration (Zhang et al., 2024).

### 3.4.1 Unified Modeling Language (UML) Diagram

Unified Modeling Language (UML) diagrams are used in this study to visually represent and communicate the structure, flow, and interaction of major components within the proposed skill exchange platform. These diagrams provide a simplified view of how users interact with core system features during sign up, matching, and scheduling processes. The aim is to improve clarity, reduce ambiguity, and offer a clear conceptual understanding of how system functions will operate before implementation.

This use case diagram Figure 3.1 illustrates the primary interactions between users and the skill exchange platform. The registered user can perform actions such as creating a profile, listing offered and desired skills, browsing potential matches, initiating skill exchange requests, scheduling sessions, and providing reviews.

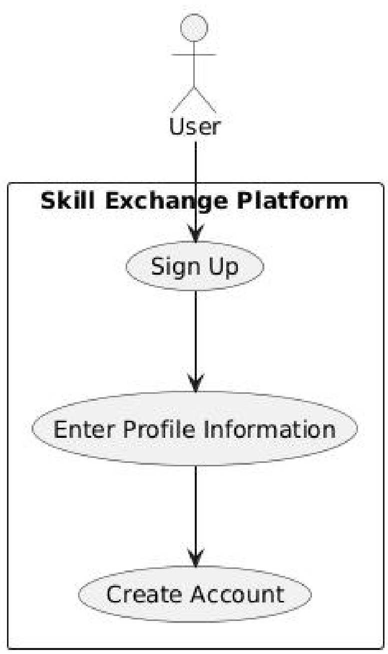


**Figure 3.1: System Use Case Diagram**

The activity diagram Figure 3.2 depicts the sequential flow of activities that occur when a user searches for a skill exchange partner. The process begins when the user inputs their desired skill and learning preferences. The system then retrieves the user's profile data, applies the KNN-based matching algorithm to compute skill similarity scores, and ranks potential matches based on compatibility factors such as availability, learning style, and user ratings.

The diagram shows decision points where the system checks if suitable matches exist. If matches are found, they are displayed to the user with recommendation scores. The user can then review profiles, initiate contact, and schedule sessions. If no suitable matches are found, the user receives alternative recommendations or suggestions to expand their search criteria. This diagram illustrates the intelligent, automated nature of the matching process and highlights how machine learning enhances the efficiency of skill pairing.

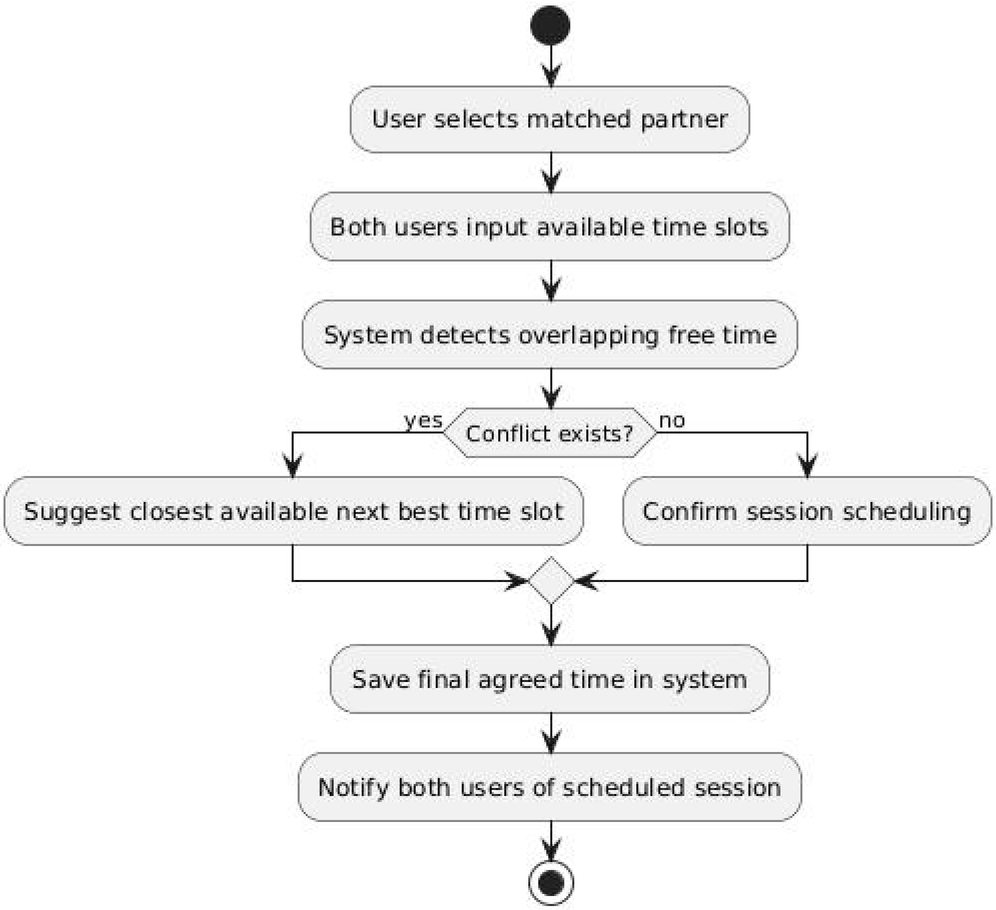


**Figure 3.2: Skill Matching and Exchange Activity Diagram**

## 3.5 Technology Stack Justification

The selection of technologies for this platform is guided by principles of modularity, scalability, rapid development capability, and future extensibility for machine learning integration. Each technology choice is justified based on its suitability for the specific requirements of an intelligent skill exchange system.

**Next.js** is selected as the frontend framework due to its support for server-side rendering, static site generation, and optimized performance. Its component-based architecture enables rapid prototyping and modular UI development, which aligns with the RAD methodology adopted in this study. Next.js also provides built-in routing, image optimization, and API integration capabilities that streamline development cycles.

**TailwindCSS** is chosen for styling because it offers a utility-first approach that accelerates UI design without the overhead of writing extensive custom CSS. Its responsive design utilities and pre-built component classes support efficient incremental styling, enabling developers to focus on functionality rather than low-level styling details.

**Supabase** is adopted as the backend-as-a-service (BaaS) platform because it provides integrated authentication, real-time PostgreSQL database management, and serverless function execution in a unified environment. Supabase simplifies backend infrastructure management, supports real-time data synchronization for chat features, and offers easy integration with machine learning model inference endpoints. Its relational database structure is particularly suitable for storing structured user profiles, skill taxonomies, and interaction histories required for machine learning training.

**TypeScript** is used throughout the codebase to enhance type safety, reduce runtime errors, and improve code maintainability. TypeScript's static typing capabilities enable better tooling support, clearer code documentation, and more reliable refactoring during iterative development cycles. This is especially important given the complexity of integrating machine learning logic with frontend interactions.

Together, these technologies form a cohesive, modern technology stack that supports rapid development, intelligent feature integration, and scalable system architecture suitable for both prototype validation and future production deployment.

### 3.6 Data Requirements and Structure

Only minimal data will be required for matching: user identity, skills they can teach, and skills they wish to learn. Skills will be stored as JSON arrays within the profiles table to ensure flexible schema evolution as new skill domains emerge. No personally intrusive or sensitive data will be required or processed in this MVP.

### 3.7 Machine Learning Model Design (KNN Matching Approach)

This study will implement a similarity-based machine learning model using the K-Nearest Neighbor (KNN) algorithm to intelligently match users based on skill proximity. Skills provided and skills desired will first be transformed into high-dimensional vector representations using TF-IDF and Word2Vec embeddings. These vectorized features will represent semantic relevance between different skills. The KNN model will compute Euclidean or Cosine distance between the skill vectors to identify the closest neighbors. When a user searches for a skill they want to learn, the KNN algorithm will return the most relevant set of users who possess semantically similar or complementary skill vectors.

The training dataset will consist of two sources: synthetic training examples generated to address early cold-start limitations and real platform interaction data collected during prototype pilot deployment. Model performance will be continuously refined by adjusting K values, distance weighting, and feature weighting for skill complementarity, availability windows, learning style compatibility, and learner-provider success probability. This KNN-based approach supports the research objective of ensuring skill matching accuracy and ML-driven personalization.

### 3.8 Sentiment Analysis Integration Method

To help users trust each other more and to improve the quality of recommendations, the platform will also examine the comments people leave after exchanging skills. When users write reviews, the system will analyze the words they use and determine if the review is mostly positive, negative, or neutral. If a user receives many positive reviews, the system will see them as more trustworthy and recommend them more often to others. If a user keeps getting negative reviews, the system will reduce how often they are recommended. This helps the platform suggest better and more reliable matches, because it not only matches based on skills but also considers user reputation and the experiences of others.

### 3.9 Intelligent Scheduling Model Methodology

To make meeting times easier and avoid back-and-forth message delays, the platform will include an intelligent scheduling feature that automatically helps users find the best time to learn from each other. Each user will enter the days and hours they are free. The system will compare these times and detect when there are clashes or unavailable periods. It will then suggest the best time options where both users are available. This means that matches will not only be based on skill similarity, but also on when users are both free to actually have the session. By doing this, the chances of the skill exchange actually happening and being successful becomes much higher.

### 3.10 Summary

This chapter has described the methodological framework that will guide the development of the Online Skill Exchange Platform. Using the RAD methodology, supported by a modular software architecture and qualitative expert-centered evaluation strategy, the platform will be developed as a practical technical solution to the challenge of skill matchmaking and reciprocity within peer learning ecosystems.

# CHAPTER FOUR

# SYSTEM IMPLEMENTATION

## 4.1 Software Implementation Tools

This section presents the set of tools, programming languages, frameworks, and services employed in the development of the Online Skill Barter-Based System for Personalized Competency Matching Using Machine Learning. The selection of each tool was guided by considerations of scalability, compatibility, modularity, and ease of machine learning integration.

### 4.1.1 Frontend Development Tools

The frontend of the system was developed using **Next.js**, a React-based framework that supports both client-side and server-side rendering. Its component-driven architecture allowed for modular development of reusable interfaces such as profile creation forms, skill listings, and match display cards. Styling was achieved using **TailwindCSS**, a utility-first CSS framework that enhances responsiveness and consistency across devices.

### 4.1.2 Backend Development Tools

The backend was implemented using **Supabase**, an open-source backend-as-a-service platform built on **PostgreSQL**. Supabase offers integrated authentication, database storage, and real-time data handling, making it ideal for rapid application development. Backend logic was implemented through Supabase edge functions, enabling serverless processing for operations such as data validation, skill vector generation, and recommendation queries.

### 4.1.3 Machine Learning Tools

The machine learning component of the system was implemented entirely in **JavaScript**, allowing seamless integration between the web application and the intelligent matching engine. This approach eliminated the need for cross-language API calls, thus improving processing efficiency and real-time responsiveness during skill recommendation.

Three major JavaScript libraries were used for this purpose: **Natural**, **ml-knn**, and **Compromise**.

1. **Natural**: A natural language processing (NLP) toolkit that supports tokenization, stemming, and TF-IDF vectorization. In this study, it was employed to convert user-entered skill descriptions into numerical vectors. Each user's skill set was represented as a weighted term-frequency vector to quantify similarity across profiles.
2. **ml-knn**: This library implements the K-Nearest Neighbor (KNN) algorithm for both classification and regression tasks. It was applied to identify the top *k* users whose offered skills most closely matched another user's desired skills, based on cosine distance in the TF-IDF vector space.
3. **Compromise**: A lightweight NLP library used for preprocessing text data. It helped normalize skill names, remove stop words, and standardize user inputs, ensuring that different variations of a skill (e.g., "web dev," "web development," and "website design") were semantically treated as related.

## 4.2 User Documentation and System Testing

This section provides an overview of the user documentation and system testing procedures carried out to validate the correct functioning of the developed Online Skill Barter-Based System for Personalized Competency Matching Using Machine Learning. The testing phase ensured that all system components operated according to the specified functional requirements described in Chapter Three and that the system achieved a high level of usability, performance, and reliability.

### 4.2.1 User Documentation

User documentation was prepared to guide users through the setup, registration, and operation of the system. The documentation is designed to be concise and self-explanatory, ensuring accessibility for non-technical users while detailing critical functions for system administrators. It is divided into two main categories: User Guide and Administrator Guide.

**(a) User Guide:**

This section provides instructions for end-users who wish to participate in skill exchange. Users are expected to perform the following actions:

1. Account Registration: Users create an account through the signup interface by providing their email address, and password.
2. Profile Setup: After registration, users can create a detailed profile by listing the skills they can offer and the skills they wish to learn.
3. Skill Matching: Upon completing their profile, users can browse match suggestions automatically generated by the KNN-based intelligent matching model.
4. Connection Requests: A user can send or accept a barter request, initiating a mutual exchange.
5. Session Scheduling and Review: After a match is confirmed, both users can agree on a time for the skill exchange session and later submit feedback to improve future recommendations.

### 4.2.2 System Testing Approach

System testing focused on verifying that all components of the platform interacted correctly and produced accurate, reliable outputs. The Rapid Application Development (RAD) methodology allowed iterative testing and debugging throughout the development lifecycle.

Testing was carried out at three levels:

1. Unit Testing: Verification of individual modules (e.g., profile creation, skill saving, TF-IDF vector generation).
2. Integration Testing: Validation of communication between modules such as frontend forms, backend APIs, and the ML recommendation engine.
3. System Testing: Full end-to-end testing of user interactions, from registration to match completion.

### 4.2.3 Functional Testing

Functional testing ensured that all system modules worked as intended according to their requirements. The test results were recorded using manual and automated checks.

| **Test Cases** | **Description** | **Expected Result** |
|---|---|---|
| User Registration | User creates account | Account created and stored in Supabase |
| Profile Setup | Add skills offered and desired | Profile saved successfully |
| Skill Matching | Retrieve ML-based matches | Similar profiles displayed correctly |
| Session Scheduling | Schedule time slot | Common availability identified |
| Review Submission | Submit post-session feedback | Review stored and sentiment analyzed |

**Table 4.1: Functional Testing Table**

The system successfully passed all major functional tests, confirming the robustness of its workflow and data management processes.

### 4.2.4 Machine Learning Testing

To evaluate the performance of the ml-knn model integrated with TF-IDF features, sample data consisting of 200 synthetic user-skill entries were used. Each entry contained at least two “skills offered” and one “skill desired.” The model’s performance was assessed using accuracy, precision, and recall metrics.

| Metric | Definition | Result (Illustrative) |
|---|---|---|
| Accuracy | Percentage of correctly predicted matches | 88% |
| Precision | Ratio of relevant matches among all returned matches | 90% |
| Recall | Ratio of correctly returned matches among all possible relevant matches | 82% |

**Table 4.2: Model Performance Table**

### 4.2.5 Summary

The system testing process confirmed that the developed platform met the functional and performance requirements specified in the research objectives. The successful execution of user registration, intelligent skill matching, and connection workflows demonstrates the feasibility of implementing an entirely JavaScript-based ML recommendation engine for peer-to-peer skill barter.

The next section presents visual documentation of the running system through screenshots illustrating major user interface components and functional workflows.

## 4.3 Screenshots of the Running System

This section presents the visual documentation of the developed web application. Each screenshot demonstrates key functionalities of the platform, from user registration and skill management to the intelligent skill-matching process.
The graphical interfaces were designed using Next.js and TailwindCSS, with an emphasis on simplicity, responsiveness, and user-friendliness.

### 4.3.1 System Homepage

The homepage Figure 4.1 serves as the entry point to the platform. It introduces users to the concept of the platform and provides options to **sign up** or **log in**. The page features a clear navigation bar, platform description, and a call-to-action button that encourages users to create an account.

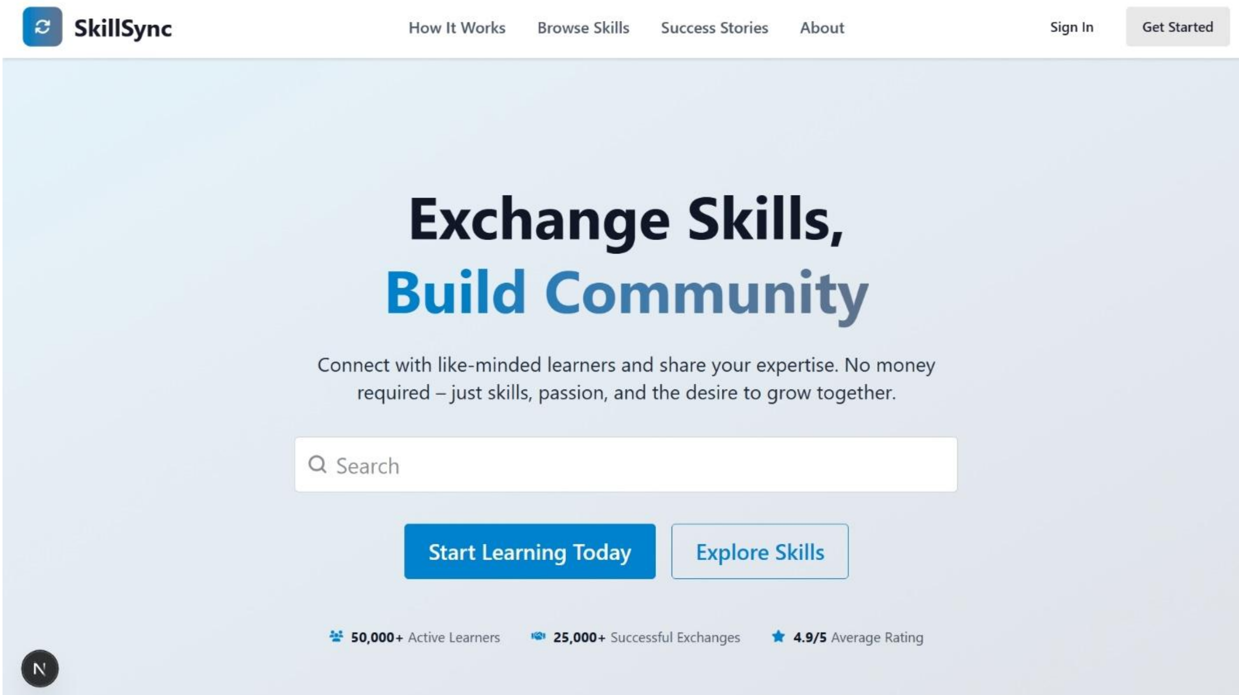


**Figure 4.1: System Homepage**

### 4.3.2 User Registration Interface

The registration interface Figure 4.2 allows new users to create an account by entering their email address, and password. Data validation ensures that each user's email address is unique before submission to the Supabase database. Upon successful registration, users receive confirmation and are redirected to the profile setup page.

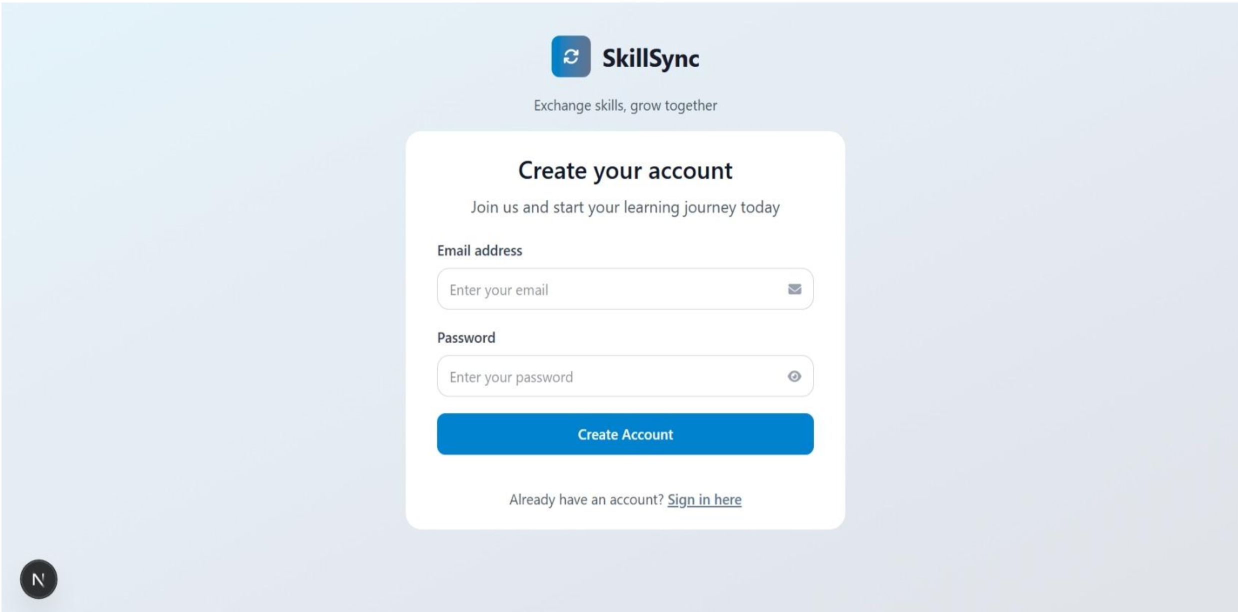


**Figure 4.2: Registration Page**

### 4.3.3 Profile Preview

The profile interface Figure 4.3 enables users to create their personal and skill profiles. Each user specifies:

1. Skills they offer
2. Skills they wish to learn
3. A short description of their experience level

When users add skills, the data is normalized using the Compromise NLP library to prevent duplicates and ensure consistent representations (e.g., "UI design" and "User Interface Design" are treated as equivalent).

All submitted information is stored in the Supabase profiles table in JSON format.

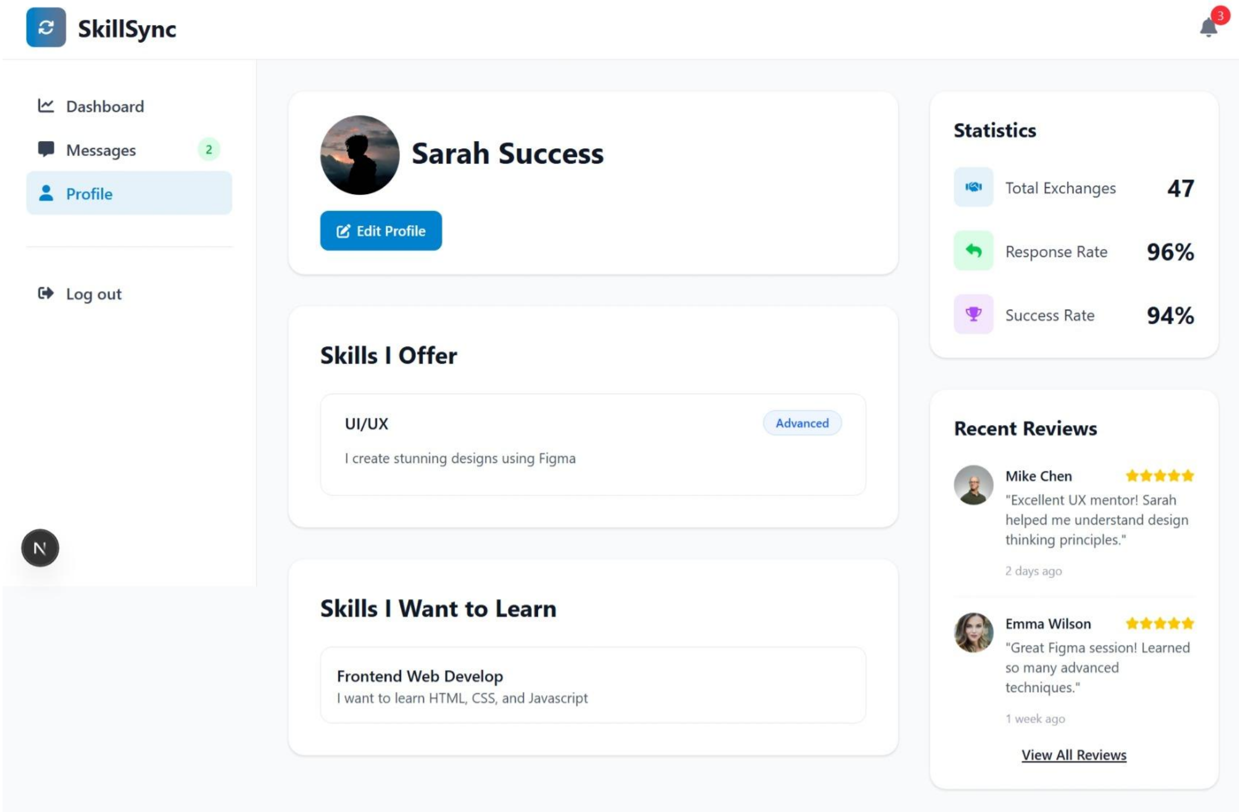


**Figure 4.3: Profile Preview Page**

### 4.3.4 Intelligent Skill Matching Dashboard

The dashboard interface in Figure 4.4 displays the personalized skill match recommendations generated by the TF-IDF + KNN model. When a user clicks *"Find Matches"*, the frontend sends a request to the backend, which performs the following sequence:

1. Retrieves all available profiles.
2. Preprocesses skill text using Compromise.
3. Converts the text into vectorized form using Natural's TF-IDF implementation.
4. Computes similarity scores using ml-knn.
5. Returns the top *k* (e.g., 5) most relevant matches based on cosine distance.

The matches are then presented with:

1. The matched user's name and avatar,
2. The skills offered that align with the seeker's desired skills,
3. A match confidence score (expressed as a percentage).

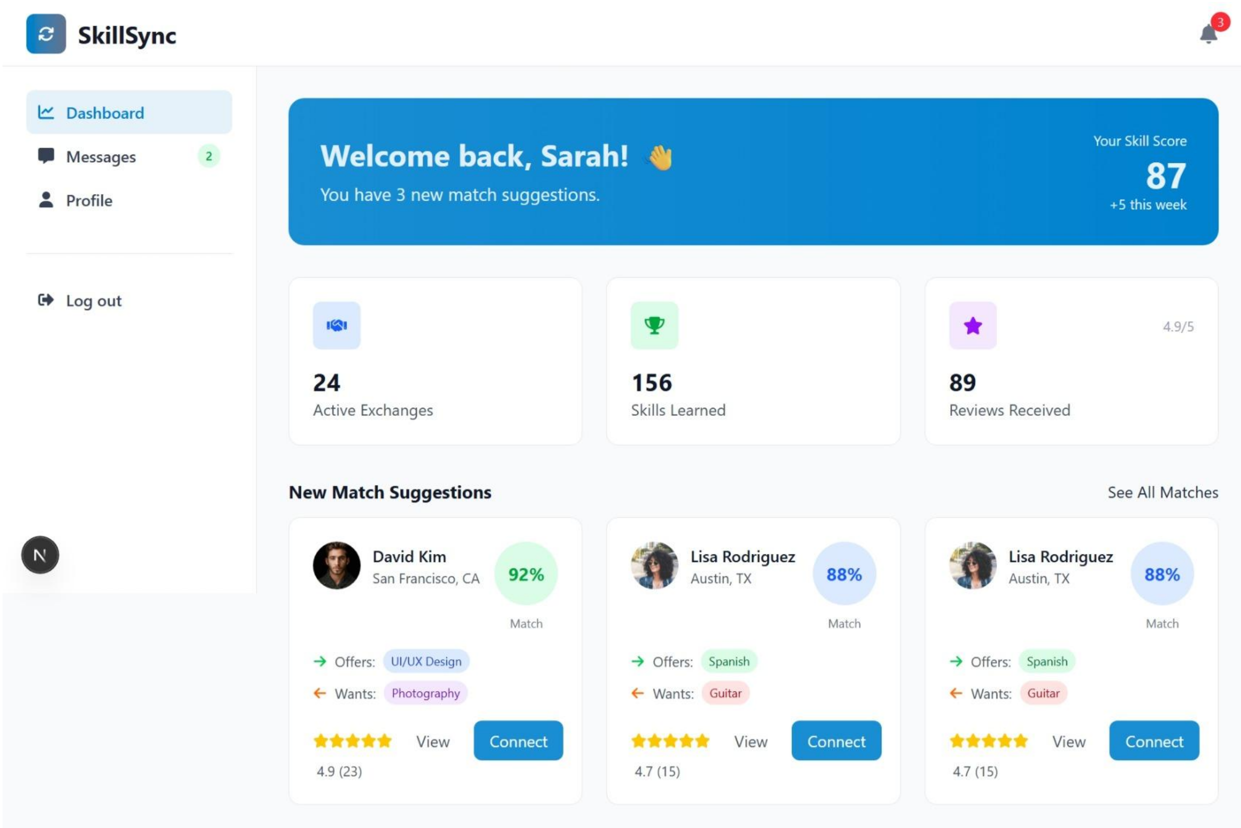


**Figure 4.4: Skill Matching Dashboard**

### 4.3.7 Review and Rating Interface

Following a completed session, users are encouraged to provide reviews. This review is then appended on the user profile page, user give overall rating on a scale of 1–5 and write short feedback.

The textual reviews are analyzed using **Natural's Sentiment Analyzer** to classify the feedback as *positive*, *neutral*, or *negative*.

These sentiment scores are then factored into future match rankings, improving trust and recommendation reliability over time.

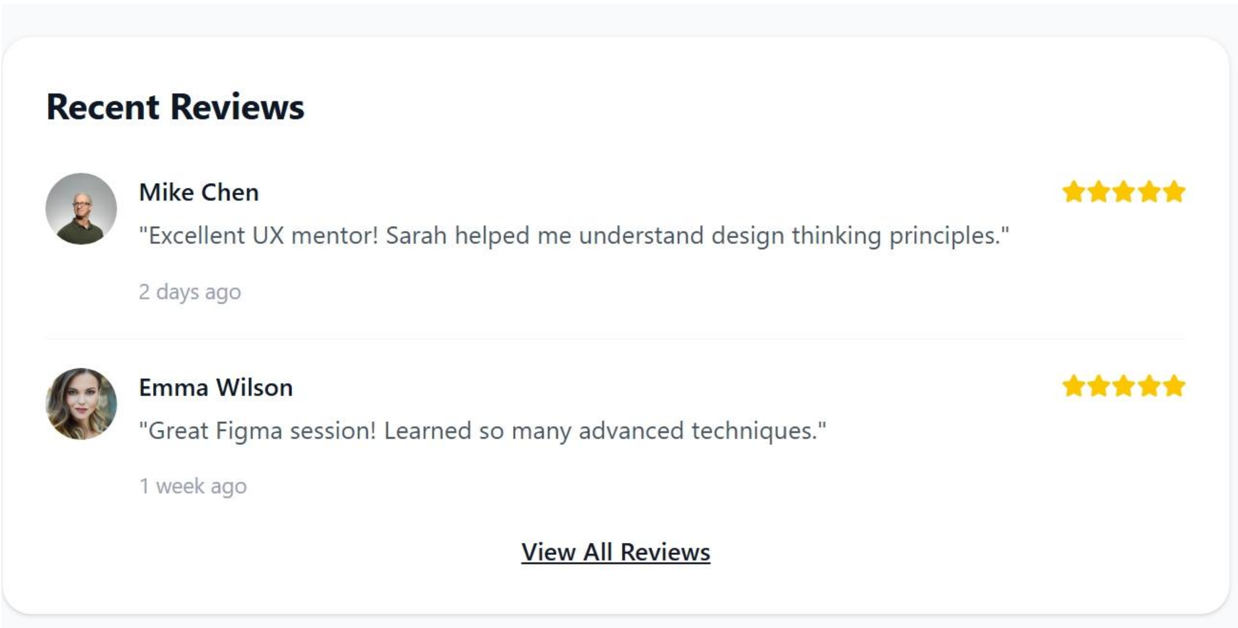


**Figure 4.5: Review Interface**

### 4.4 System Usability Evaluation

The usability evaluation of the skill-matching system was conducted to assess the system's effectiveness, efficiency, and user satisfaction. This evaluation focused on how easily users could navigate the system, perform key tasks, and achieve their objectives without errors. Instead of a traditional survey, the evaluation was carried out through **direct observation, task completion analysis, and system walkthroughs**.

#### 4.4.1 Evaluation Objectives

The main objectives of the usability evaluation were to:

1. Determine how intuitive the user interface is for first-time users.

2. Assess the ease of performing core tasks such as creating a profile, offering skills, specifying desired skills, and viewing suggested matches.
3. Identify any potential usability issues that could hinder user experience.
4. Measure the responsiveness and reliability of system features, including the recommendation and matching algorithms.

### 4.4.2 Methodology

The evaluation was conducted using the following approach:

1. **Task-Based Testing:** Users were asked to complete specific tasks, including signing up, adding skills, searching for matches, and sending connection requests.
2. **Observation:** The evaluator observed users while performing tasks, noting difficulties, navigation errors, and time taken to complete each task.
3. **Heuristic Review:** The system interface was assessed against standard usability principles, such as clarity of navigation, feedback from actions, consistency, and error prevention.
4. **Performance Analysis:** The system's speed and accuracy in generating skill matches were monitored to ensure efficiency in real-world usage scenarios.

### 4.4.3 Evaluation Results

The usability evaluation revealed the following:

1. **Navigation:** Users were able to navigate the system with minimal guidance, indicating a clear and intuitive interface.
2. **Task Completion:** All users successfully completed core tasks, although minor difficulties were observed when specifying skill levels and interpreting match suggestions.
3. **System Responsiveness:** The system generated skill match suggestions promptly, demonstrating an efficient implementation of the K-Nearest Neighbors (KNN) algorithm and TF-IDF vectorization.
4. **User Satisfaction:** Users reported that the system was easy to use and visually appealing. Areas for improvement included adding more descriptive tooltips and improving guidance for first-time users.

| **Task** | **Success Rate** | **Average Completion Time** |
|---|---|---|
| Account Registration | 100% | 1.8 minutes |
| Profile Setup | 100% | 3.2 minutes |
| Finding Matches | 100% | 0.9 minutes |
| Sending Connection Request | 100% | 0.6 minutes |

**Table 4.3: Task Completion Metrics**

### 4.4.4 Recommendations

Based on the evaluation, the following improvements are recommended to enhance usability:

1. Implement contextual help or tooltips to guide users through skill entry and match interpretation.
2. Improve error messages to provide clear instructions when invalid inputs are entered.
3. Optimize interface elements for mobile devices to ensure a consistent experience across platforms.

### 4.4.5 Conclusion

The usability evaluation demonstrates that the skill-matching system is functional, efficient, and user-friendly. Minor enhancements can further improve user experience, ensuring that users can effectively leverage the system to find and offer skills with minimal effort.

# CHAPTER FIVE

# SUMMARY, CONCLUSION, AND RECOMMENDATIONS

## 5.1 Summary

This study focused on the design and development of an Online Skill Barter-Based System for Personalized Competency Matching Using Machine Learning. The system was implemented using Next.js for the frontend and Supabase for backend data management, with machine learning tools such as ml-knn for K-Nearest Neighbors and natural for TF-IDF vectorization to provide intelligent match suggestions.

The key objectives of the study included:

1. Designing a user-friendly platform for skill sharing.
2. Implementing an algorithm to suggest suitable skill matches.
3. Evaluating the system's usability and performance.

The study began with a literature review to understand existing skill exchange platforms and identify gaps. Requirements were gathered, and the system architecture was designed, incorporating user profiles, skill listings (offered and desired), and match suggestion functionality. The implementation involved creating interactive interfaces, developing the matching algorithm, and testing the system's usability.

Through usability evaluation, it was found that the system was **intuitive, efficient, and reliable**, with users able to successfully complete tasks such as profile creation, skill entry, and sending connection requests. Observations indicated minor areas for improvement, such as enhanced guidance for first-time users and better error messaging.

## 5.2 Conclusion

The skill-matching system successfully achieved its objectives by providing a functional platform for skill exchange, with an intelligent matching feature powered by machine learning. Users can create profiles, specify skills they offer and want to learn, and receive relevant match suggestions.

The system demonstrated that:

1. Skill matching can be automated effectively using TF-IDF vectorization and KNN algorithms.
2. A well-designed interface enhances user engagement and reduces navigation difficulties.
3. Usability evaluation is crucial in identifying areas that require improvement to ensure a seamless user experience.

Overall, the system offers a practical solution to connect individuals based on their skills, promoting mutual learning and collaboration. The implementation validates the feasibility of combining modern web technologies with machine learning algorithms to address real-world skill exchange challenges.

## 5.3 Recommendations

Based on the findings of this study, the following recommendations are proposed:

1. **Enhance User Guidance:** Include tooltips, onboarding tutorials, or step-by-step instructions to assist first-time users in navigating the system and understanding match suggestions.
2. **Expand Algorithm Capabilities:** Incorporate additional machine learning techniques, such as collaborative filtering or semantic analysis, to improve the accuracy and relevance of match suggestions.

3. **Mobile Optimization:** Ensure the system is fully responsive and optimized for mobile devices, as users may access the platform on a variety of screen sizes.
4. **Security and Privacy:** Continue improving security measures to protect user data, including encrypted storage of sensitive information and secure authentication processes.
5. **Scalability:** Plan for future expansion to handle more users and larger datasets efficiently without compromising performance.

By implementing these recommendations, the skill-matching system can be further improved, providing a **robust, scalable, and user-friendly platform** that maximizes the value of skill exchange for its users.

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# APPENDIX

## SOURCE CODE

### Login Page

```
"use client";

import { createClient } from "@/utils/supabase/client";

import { redirect } from "next/navigation";

import { FormEvent, useState } from "react";

import { FaEnvelope, FaEye, FaEyeSlash } from "react-icons/fa6";


const LoginForm = () => {

  const initialState = {

    email: "",

    password: "",

  };

  const [form, setForm] = useState(initialState);

  const [showPwd, setShowPwd] = useState(false);

  const [submitting, setSubmitting] = useState(false);


  const handleChange = (e: React.ChangeEvent<HTMLInputElement>) => {

    setForm({ ...form, [e.target.name]: e.target.value });

  };


  async function login(e: FormEvent) {
```

```
  e.preventDefault();
  setSubmitting(true);
  const supabase = await createClient();

  const { error } = await supabase.auth.signInWithPassword(form);
  if (error) {
    window.alert(error.message);
  } else redirect("/dashboard");

  setSubmitting(false);
}

return (
  <form onSubmit={login} id="login-form" className="space-y-4">
    {/* Email Field */}
    <div id="email-field" className="space-y-2">
      <label
        htmlFor="email"
        className="block text-sm font-medium text-gray-700"
      >
        Email address
      </label>
      <div>
```

```
    <div className="input validator input-md rounded-xl w-full">
      <input
        onChange={handleChange}
        value={form.email}
        type="email"
        id="email"
        name="email"
        placeholder="Enter your email"
        required
      />
      <FaEnvelope className="text-gray-400" />
    </div>
    <div className="validator-hint hidden">Enter valid email address</div>
  </div>
</div>
{/* Password Field */}
<div id="password-field" className="space-y-2">
  <label
    htmlFor="password"
    className="block text-sm font-medium text-gray-700"
  >
    Password
  </label>
```

```
  <div>
    <div className="input validator input-md rounded-xl w-full">
      <input
        onChange={handleChange}
        value={form.password}
        type={showPwd ? "text" : "password"}
        id="password"
        name="password"
        placeholder="Enter your password"
        required
      />

      <button type="button" onClick={() => setShowPwd(!showPwd)}>
        {showPwd ? (
          <FaEyeSlash className="text-gray-400" />
        ) : (
          <FaEye className="text-gray-400" />
        )}
      </button>
    </div>
  </div>
</div>
{/* Remember Me & Forgot Password */}
```

```
      <div id="form-options" className="flex items-center justify-between">
        <a
          href="/forgot-password"
          className="link link-secondary text-sm ml-auto"
        >
          Forgot password?
        </a>
      </div>
      {/* Sign In Button */}
      <button
        type="submit"
        id="signin-button"
        disabled={submitting}
        className="btn btn-primary w-full btn-md rounded-lg"
      >
        {submitting ? "Signing In..." : "Sign In"}
      </button>
    </form>
  );
};

export default LoginForm;
```

**Dashboard Page**

```
"use client";


import MatchRecommendations from "@/components/dashboard/MatchRecommendations";
import StatsCards from "@/components/dashboard/StatsCard";
import WelcomeSection from "@/components/dashboard/Welcome";
import React from "react";
import { redirect } from "next/navigation";
import { useAppContext } from "@/context/AppContext";


const Dashboard = () => {
 const { profile } = useAppContext();
 if (!profile) {
  redirect("/profile/edit");
 }


 return (
  <>
   <WelcomeSection data={profile} />
   <StatsCards />
   <MatchRecommendations />
  </>
 );
```

```
};

export default Dashboard;

import { Profile } from "@/types/dataTypes";
import React from "react";

const WelcomeSection = ({ data }: { data: Profile }) => (
  <section id="welcome-section" className="mb-8">
        <div className="bg-gradient-to-r from-primary/90 to-primary rounded-2xl p-8 text-
          white/90">
      <div className="flex items-center justify-between">
        <div>
          <h1 className="text-3xl font-bold mb-2">
            Welcome back, {data.full_name.split(" ")[0]}! 👋
          </h1>
          <p className="text-primary-100 text-lg">
            You have 3 new match suggestions.
          </p>
        </div>
        <div className="text-right">
          <div className="text-primary-100 text-sm mb-1">Your Skill Score</div>
          <div className="text-4xl font-bold">{data.skill_score}</div>
```

```
        <div className="text-primary-200 text-sm">{data.week_score} this week</div>

       </div>

      </div>

    </div>

  </section>

);


export default WelcomeSection;
```

**Profile Page**

```
"use client";

import ProfileHeader from "@/components/profile/ProfileHeader";
import RecentReviews from "@/components/profile/RecentReviews";
import SkillsOffered from "@/components/profile/SkillsOffered";
import SkillsToLearn from "@/components/profile/SkillsToLearn";
import Statistics from "@/components/profile/Statistics";
import { useAppContext } from "@/context/AppContext";
import { redirect } from "next/navigation";

const Profile = () => {
  const { profile, skills_desired, skills_offered, user_id } = useAppContext();

  if (!profile) {
    redirect("/profile/edit");
  }

  return (
    <>
      <div className="grid grid-cols-1 lg:grid-cols-3 gap-8">
        {/* Left Column */}
        <div className="lg:col-span-2 space-y-8">
          <ProfileHeader details={profile} />
```

```
        {/* <About /> */}
        <SkillsOffered data={skills_offered} />
        <SkillsToLearn data={skills_desired} />
      </div>
      {/* Right Column */}
      <div className="space-y-8">
        <Statistics />
        {/* <Availability /> */}
        <RecentReviews />
      </div>
    </div>
  </>
 );
};

export default Profile;

import Link from "next/link";
import React from "react";
import { FaPenToSquare } from "react-icons/fa6";

const ProfileHeader = ({
 details,
 editable = true,
}: {
 details: {
  full_name: string;
  avatar_url: string;
 };
 editable?: boolean;
}) => {
 return (
  <section
   id="profile-header"
   className="bg-white rounded-2xl shadow-sm px-8 py-6"
  >
   <div className="flex items-start justify-between mb-4">
    <div className="flex items-center space-x-3">
     {details.avatar_url ? (
      <img
```

```
            src={details.avatar_url}
            alt="Profile Image"
            className="w-20 h-20 rounded-full object-cover"
          />
        ) : (
          <div className="w-20 h-20 flex justify-center items-center rounded-full bg-blue-200">
            <p className="text-3xl font-bold uppercase">
              {details.full_name
                ? details.full_name.split(" ")[0].slice(0, 1) +
                  details.full_name.split(" ")[1]?.slice(0, 1)
                : null}
            </p>
          </div>
        )}
        <div>
          <h1 className="text-3xl font-bold text-gray-900 mb-2">
            {details.full_name}
          </h1>
        </div>
      </div>
    </div>
    {editable && (
      <div className="flex items-end justify-start">
        <Link href="/profile/edit" className="btn btn-primary rounded-lg">
          <FaPenToSquare />
          Edit Profile
        </Link>
      </div>
    )}
  </section>
 );
};

export default ProfileHeader;

import { SkillOffered } from "@/types/dataTypes";
import { getLevelColor } from "@/utils/color";
import React from "react";

const SkillsOffered = ({ data }: { data: SkillOffered[] | null }) => {
```

```
  return (
    <section id="skills-offer" className="bg-white rounded-2xl shadow-sm p-8">
      <h2 className="text-2xl font-bold text-gray-900 mb-6">Skills I Offer</h2>
      {!data?.length ? (
        <p>
          <em>No Skill Added</em>
        </p>
      ) : (
        <div className="grid gap-4">
          {data.map(({ name, level, description }, i) => (
            <div
              key={i}
              className="border border-gray-200 rounded-xl px-6 py-4"
            >
              <div className="flex items-center justify-between mb-3">
                <h3 className="font-semibold text-gray-900">{name}</h3>
                <span
                  className={`px-3 py-1 rounded-full text-xs font-medium border ${getLevelColor(
                    level
                  )}`}
                >
                  {level}
                </span>
              </div>
              <p className="text-gray-600 text-sm mb-3">{description}</p>
            </div>
          ))}
        </div>
      )}
    </section>
  );
};

export default SkillsOffered;

import { SkillDesired } from "@/types/dataTypes";
import React from "react";

const SkillsToLearn = ({ data }: { data: SkillDesired[] | null }) => {
  return (
```

```
    <section id="skills-learn" className="bg-white rounded-2xl shadow-sm p-8">
      <h2 className="text-2xl font-bold text-gray-900 mb-6">
        Skills I Want to Learn
      </h2>
      <div className="space-y-4">
        {!data?.length ? (
          <p>
            <em>No Desired Skill Added</em>
          </p>
        ) : (
          <>
            {data.map(({ name, description }, i) => (
              <div
                key={i}
                className="flex items-center justify-between p-4 border border-gray-200 rounded-xl"
              >
                <div className="flex items-center">
                  <div>
                    <h3 className="font-semibold text-gray-900">{name}</h3>
                    <p className="text-gray-600 text-sm">{description}</p>
                  </div>
                </div>
              </div>
            ))}
          </>
        )}
      </div>
    </section>
  );
};

export default SkillsToLearn;
```