Projects

Projects allow learners to practice and apply what they've learned in real-world scenarios, using a provided in-browser computing environment.

Who can use this?

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+ Available as a plan add-on

Overview

Projects allow you to use what you're learning on Pluralsight Skills, providing you with a hands-on experience right in your browser. As you follow along with each set of provided tasks, you'll be able to build applications for real-world scenarios without any extra setup. Don't worry—we'll do all the checking for you.

Finding projects

Find a list of all projects from the Projects page (opens in new tab).

Alternatively, you can find projects within a paths page for a particular skill. Find projects as the last item in a beginner tier of course listings. All projects are designated by the project identifier in the top-left corner.
Using projects

Each project has a unique, real-world scenario in mind. These scenarios are built with tasks within a given project. As such, each scenario takes a different approach to solving, creating, and building these projects, submitting your code, and letting us check your work.

Each project may have different requirements. Always check the Instructions tab in the projects terminal before starting work on a project.

To work on a project:

1. Click the project you want to work on. This launches an in-browser computing terminal. Drag the dividers between panes to resize the workspace to your liking.
2. Find project tasks listed below **Instructions**, or in the **Tasks** tab.

3. When you finish a task, check the box to the left of the task to check your work.

- If you've done the task correctly, the box will stay checked. Click the carat to the right of the task to see feedback that you've passed the check and the test is complete.
If you have any errors, a notification circle will appear to the right of the task. Click the carat to read feedback about where you may need to focus. The test stays incomplete until you correct any errors and check the box again to recheck your work.
Tip: You don’t have to complete each task before moving on to the next one, but errors early on may affect your ability to successfully complete later tasks.

4. Once you’ve successfully finished all tasks, you’ve completed the project.

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Troubleshooting

Project environments automatically shut down after 30 minutes of inactivity. If this happens, reload the page to reactivate the project. Projects save your progress at the time of shutdown so you can pick up where you left off.

If you encounter any other issues with a project, verify that you are using one of our recommended browsers.

If you need help, please contact Pluralsight Support.