**SYNOPSIS**

**Report on**

**E-LEARNING**

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**ABSTRACT**

The aim of this project is to provide an online learning system with a smooth and well- organized Graphical User Interface easy to understand for the user form first glance. The project has been planned to be having the view of distributed architecture, with centralized storage of the database.

This portal will enhance the quality of learning. Improve user accessibility and time flexibility to engage learners in the learning process. It offers online content that can be delivered for the learner at anywhere, anytime through a wide range of e-learning solution.

**Keywords:** Improve user accessibility, learning process, well- organized GUI.

**TABLE OF CONTENTS**

1. Introduction
2. Literature Review
3. Project / Research Objective
4. Research Methodology
5. Project / Research Outcome
6. References

**Introduction**

The system was developed using PHP/MySQLi, MySQL Database, HTML, CSS, JavaScript (jQuery and Ajax), and other library/plugins such as the Bootstrap Framework and Admin LTE Template for the design. The scope of this simple but it could be a good start to use if your planning to develop like the said Web Application. The system has 3 types of users which are the Administrator, Faculty, and Student. The admin is in charge of populating/maintaining the master list data of the system. The Faculty is in charge of uploading the lessons. The student can view the lesson. The system has a user login navigation portal page that shows the welcome message of the system and the login navigation links. The Faculty/Student credentials require the Faculty ID/Student ID and password. The password will be the Faculty ID/Student ID by default and can be changed or modify by the user after logging into the system.

**Literature Review**

A literature review of e-learning portals could cover a range of topics related to the design, development, and effectiveness of these platforms. Some possible themes that could be explored in a literature review of e-learning portals include:

**Design and development:** A literature review could examine the design and development of e-learning portals, including best practices for user interface design, instructional design, and multimedia development. This could include a discussion of design principles that promote engagement and interactivity, such as gamification and social learning.

**Pedagogy and learning outcomes:** A literature review could explore the pedagogical approaches and learning outcomes associated with e-learning portals, including research on the effectiveness of different instructional strategies, such as self-directed learning and personalized learning. This could include a discussion of the impact of e-learning portals on student motivation, engagement, and achievement.

**Technology and infrastructure:** A literature review could examine the technological infrastructure required to support e-learning portals, including considerations for hardware, software, and network infrastructure. This could include a discussion of emerging technologies and trends in e-learning, such as artificial intelligence and adaptive learning.

**Student and instructor perspectives**: A literature review could examine the perspectives of students and instructors on the use of e-learning portals, including their perceptions of the benefits and challenges of these platforms. This could include a discussion of the impact of e-learning portals on teaching practices and the student learning experience.Top of Form

**Research Objective**

The research objectives of an e-learning portal could vary depending on the specific needs and goals of the organization or institution providing the e-learning services. Some possible research objectives could be:

* To assess the effectiveness of the e-learning portal in terms of student engagement, satisfaction, and learning outcomes.
* To identify the strengths and weaknesses of the e-learning portal and its features, such as content delivery, interactive features, and assessment tools.
* To evaluate the impact of the e-learning portal on student performance, retention, and overall academic success.
* To understand the factors that influence student adoption and use of the e-learning portal, such as ease of use, perceived usefulness, and perceived ease of use.
* To explore the impact of the e-learning portal on instructors' teaching practices, such as their use of multimedia resources and engagement with students.
* To investigate the potential of the e-learning portal in improving access to education, particularly for students who may face barriers to traditional classroom-based education, such as distance learners or those with disabilities.
* To gather feedback from students, instructors, and administrators on the e-learning portal, including their suggestions for improvement and future development.

Overall, the research objectives of an e-learning portal should be aligned with the goals and mission of the organization or institution providing the e-learning services, and should be designed to provide insights into the effectiveness and potential of the e-learning portal.

**Project Flow/Research Methodology**

Research methodology for an e-learning portal would involve the following steps:

* **Identify the research problem**: The first step is to identify the research problem. This involves understanding the purpose of the e-learning portal, the target audience, and the specific research questions that need to be answered.
* **Develop a research design:** The research design should be developed to address the research questions. This involves deciding on the research method (e.g., qualitative, quantitative, or mixed methods), data collection methods (e.g., surveys, interviews, focus groups, etc.), and data analysis techniques.
* **Collect data:** Once the research design is developed, data collection should begin. This involves collecting data from the target audience, including students, instructors, and administrators.
* **Analyse data:** The collected data should be analysed using appropriate statistical techniques or qualitative analysis methods, depending on the research design.
* **Draw conclusions:** Based on the results of the data analysis, conclusions should be drawn regarding the effectiveness of the e-learning portal. The conclusions should be presented in a clear and concise manner.

**Project Research Outcome**

The outcomes of an e-learning project can vary depending on its objectives, target audience, and scope. However, here are some common research outcomes that organizations might aim

for:

1. **Improved Learning Outcomes**: Measure the effectiveness of e-learning modules or courses in achieving learning objectives. This could include assessments, quizzes, or surveys to gauge knowledge retention and skills acquisition.
2. **Increased Engagement**: Assess the level of engagement of learners with the e-learning materials. This could involve tracking metrics such as time spent on the platform, completion rates, and interaction with course content (e.g., comments, forum posts).
3. **Cost Savings**: Evaluate the cost-effectiveness of e-learning compared to traditional training methods. Consider factors such as reduced travel expenses, lower printing costs, and savings in instructor time.
4. **Flexibility and Accessibility**: Measure the extent to which e-learning provides flexibility and accessibility to learners. This could involve surveys or feedback mechanisms to understand learners' preferences and experiences with accessing the materials.
5. **Skills Development**: Assess the impact of e-learning on the development of specific skills or competencies. This could include before-and-after evaluations to determine skill improvement or surveys to gather feedback on the relevance of the content to learners' roles or career development.

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