

MINI PROJECT

(2020-21)



SYNOPSIS ON PAATHSHALA

Submitted By:

Hrithik Bandil (181500274)

Prashant Verma (181500493)

Shashank Yadav (181500658)

Submitted To :

Dr. Manoj Varshney Sir

(Assistant Professor)

**(Department of Computer Engineering &
Applications)**

CONTENT

1. Acknowledgment	(1)
2. Introduction	(2)
2.1 General Introduction to the Topic	(2)
3. Hardware & Software Requirements	(3)
3.1 Hardware Requirements	(3)
3.2 Software Requirements	(3)
4. Objective	(4)
5. Existing System	(4)
6. Project Benefits	(5)
7. The Idea	(7)
8. References	(7)

1. ACKNOWLEDGEMENT

It gives us a great sense of pleasure to present the synopsis of the B.Tech Mini Project (**PAATHSHALA**) undertaken during B.Tech IIIrd Year. This project in itself is going to be an acknowledgment of the inspiration, drive, and technical assistance that will be contributed to it by many individuals.

We owe a special debt of gratitude to **Dr. Manoj Varshney**, Assistant Professor Department of CEA, for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for his constant support and guidance to our work. His sincerity, thoroughness and perseverance has been a constant source of inspiration for us. We believe that he will shower us with all his extensively experienced ideas and insightful comments at different stages of the project & also taught us about the latest industry-oriented technologies.

We also do not like to miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind guidance and co-operation.

Hrithik Bandil (181500274)

Prashant Verma (181500493)

Shashank Yadav (181500658)

2. INTRODUCTION

e-Learning exploits interactive technologies and communication systems to improve the learning experience. It has the potential to transform the way we teach and learns across the board. It can raise standards and widen participation in lifelong learning. It cannot replace teachers and lecturers, but alongside existing methods, it can enhance the quality and reach of their teaching, and reduce the time spent on administration. It can enable every learner to achieve his or her potential, and help to build an educated workforce empowered to change. It makes possible a truly ambitious education system for a future learning society.

2.1 GENERAL INTRODUCTION TO THE TOPIC:

→ *What is e-Learning?*

e-Learning is the employment of technology to aid and enhance learning. It can be as simple as High School students watching a video documentary in class or as complex as an entire university course provided online. e-Learning began decades ago with the introduction of televisions and overhead projectors in classrooms and has advanced to include interactive computer programs, 3D simulations, video and telephone conferencing, and real-time online discussion groups comprised of students from all over the world. As technology advances, so does e-learning, making the possibilities endless.

3. HARDWARE & SOFTWARE REQUIREMENTS

3.1 Hardware Requirements:

- Processor : Intel Core i3 (Min)
- Operating System : Windows, Linux, MacOS (Any one)
- RAM : 4 GB (Min)
- Hardware Devices : Android Phone
- Hard disk : 128 GB (Min), SSD Recommended
- Display : 15.6''

3.2 Software Specification:

- Technology Implemented : Android Application Development
- Language Used : xml, java
- Tool Used : Android Studio, JDK
- Phone (OS) : Android 4.1 (Min)

4. OBJECTIVE

Enhance the quality of learning and teaching. Meet the learning style or needs of students. Improve **efficiency** and effectiveness. Improve user-accessibility and time **flexibility** to engage learners in the learning **process**.

5. EXISTING SYSTEM

There are some most popular android applications.

Some of those applications
are:

- BYJU's

About→

The Learning App is an Indian educational technology and online tutoring firm founded in 2011 by Byju Raveendran at Bangalore. In September 2020, it was the world's most valued edtech company with a valuation of \$11.1 billion. Byju's claimed on 27 May 2020 that they had gained ₹2,800 crore revenue in FY20.

- Khan Academy

About→

Khan Academy is an education **app** for everyone—whether you're a parent helping your first grader with geometry or a postgrad looking for a deep dive into microfinance. If there's a topic you want to learn about—no matter how basic or advanced—chances are **Khan Academy** has a video lesson for it.

- Unacademy

About→

Unacademy, India's Largest Learning Platform is your companion through your exam preparation journey. On the **Unacademy Learning App**, you can attend Live Classes by Top Educators, get your doubts cleared and test your preparation via Live Test Series, Quizzes, Practice Section and much more.

and many more...

6. PROJECT BENEFITS

Advantages Of Using Mobile Apps In The Classroom

The education research scholars are coming up with new techniques to impart knowledge every day. This includes exposing students to the kind of activities that engage them in learning through innovative ways. The need of the hour is to make students focus on their subject-oriented studies.

As far as traditional methods are considered, it is expected to carry a satchel of books and copies and indulge in the traditional method of writing while learning. However, it is found that not every student can absorb knowledge while he is busy in writing it notes. Hence, we need to make sure that a student's focus is only on one thing at a time: This makes learning fun and more engaging.

Here are 5 advantages of using educational apps and show the important role of using mobile apps in education:

1. New Learning Methods

The introduction of applications in the education sector has led to the introduction of new learning methods. There are fun games available on mobile applications that indulge the students into a healthy thought process and help them understand things from a different perspective.

2. Enhanced Parent-Teacher Communication

Parent-teacher communication apps help in building parent-teacher relations beyond the walls of educational institutes. This facilitates teachers responding to the queries from the parents regarding the development of their ward. It also helps in maintaining transparency in the education sector.

3. eBooks And Online Study

These days, students are generally very fond of online studying. This is where library apps and book search apps come into the picture. These applications make it easy for the students to search the appropriate study material in the mobile application. It keeps them closer to the study material and helps them in segregating their studying materials over the web.

4. Miscellaneous Functions

Various other student-related activities, such as online school payments and payments for other purposes, can be made through mobile applications. It saves the effort to stand in a queue and pay the fees for various purposes at school. Also, attendance-management apps maintain the attendance of students, so that teachers can have a keen eye on the students. It makes it easy for both teachers and parents to keep a track of the attendance of students.

5. Decreased Communication Gap Between Students And The Institution (Good for this Pandemic)

It can be said that, following traditional methods, institutes can not pay equal attention to all students. Now, however, it is possible to reach out to all of them. School communication apps make it possible to impart information to every student; they can inform them about new schedules, different forums, various conferences, and social school activities.

7. IDEA

Learning and teaching with these e-learning platforms are good, especially during this pandemic time.

8. REFERENCES

- www.javatpoint.com
- www.w3school.com
- www.tutorialspoint.com
- www.youtube.com
- developer.android.com

Book References-

- ◆ Getting Started with Android