A Review of the Computer Science Literature Relating to Educational Social Sharing Platform

**Abstract**

            Todays there are many personal and educational institutions. Educational platforms and virtual laboratories are becoming an increasingly important component in the teaching process, especially for technical teaching. Nowadays, the development of educational technology knowledge provides an advantage in preventing deficiencies and providing effective information learning. Developing a forum and social platform system accessible to educators and students will help improve this quality of education. ANKADES Educational Social Sharing Platform (AESSP) provides information about the course, and the students can access open resources here for their research. In general, these systems are actively used abroad, there is no using of such a a system in Turkey. The aim of this project is to create a social platform and a learning platform where everyone can access the data they want. This will be an easily accessible platform for all instructors, students and anyone who can use this system.

*Key Words:  E-Conferencing , E-Learning, Managed Learning Environment, , Virtual Learning environment*

**I. Introduction**

Web-based learning is one way to learn, using web-based technologies or tools in a learning process. In other words, learner uses mainly computers to interact with the teacher, other students and learning material.

Web based learning is often called online learning or e-learning because it includes online course content. Discussion forums via email, video conferencing, and live lectures (video streaming) are all possible through the web. Web based courses may also provide static pages such as printed course materials.One of the values of using the web to access course materials is that web pages may contain hyperlinks to other parts of the web, thus enabling access to a vast amount of web based information.

A “virtual” learning environment (VLE) or managed learning environment (MLE) is an all in one teaching and learning software package. A VLE typically combines functions such as discussion boards, chat rooms, online assessment, tracking of students' use of the web, and course administration. VLEs act as any other learning environment in that they distribute information to learners. VLEs can, for example, enable learners to collaborate on projects and share information. However, the focus of web based courses must always be on the learner—technology is not the issue, nor necessarily the answer.[1]

The first step in designing a web-based course. The web is to bring together a unified by combining them with a discussion forum. There are many online resources on how to design web-based learning programs.

Several programming languages can be used to create Web based Learning. However, while implementing this technology, performance of the chosen language on the application must be considered.

C++, Java,Rust,Go, Python, C#, PHP ,Ruby are the languages that are commonly used on image processing, but most preferred language is Python on modern-day technologies.[2]

There are many technologies to improve the quality of materials provided by teachers and various content producers. For example, software such as PowerPoint or Flash makes any presentation look great. These software allow us to add some graphically rich and quality content.

According to [3], the advantages and disadvantages can be listed as:

***Advantages***

* Linking resources in many different formats. The ability to organize this can be an effective way of delivering course materials
* Fast access to resources
* Can encourage independent and active learning
* Provide a useful source of supplementary materials for traditional programs
* A complementary and active resource is provided where applicable

***Disadvantages***

* Computer insufficiency can create difficulties for students.
* Users may have difficulty accessing site content due to insufficient equipment.
* The media used may not be eligible.
* The accuracy and quality of information may vary, so a current and clean environment is required.

**II.Problem Statement**

In the field of software, it was observed that the information encountered during various researches was mostly in foreign languages. In these studies, the accuracy of the information obtained is not always clear. It takes time to understand the research topic in a foreign language. Time is also spent to distinguish the accuracy of the information encountered. It was aimed to close this lack of resources in the native language and to make a system that confirms the accuracy of the information.

**III.Related Works**

There are lots of MLE and VLE platforms such as Chegg, Codecademy, Stackoverflow, Wikipedia, Khan Academy.   Chegg contains licensed books, and questions for the evaluation of books. The access is provided after a fee is paid. However, not all questions are answered here. This leads to limited access. Codecademy provides information on programming only.People can question about software in Stackoverflow. Users can be asked questions in many areas of the site. Stackoverflow answers can be verified by users. Another platform is Wikipedia. The information shared here is popular. Known general truths are shared, there is no accuracy criterion. It is a sharing site for general culture. There will be verified information on the site. At Khan Academy, only mathematical articles and videos are available. The user will have access to various articles for each category opened on the site. As a result of our research, e-learning resources in the field of software are not available in our native language at all. In this study, it is aimed to create a web based platform that people can use in this field .On the other sites reviewed, it was observed that resources were limited in various ways (such as payment of fees).In this platform, there will be a credit system in which users may earn own credits by their own effort.

**IV. ANKADES Educational Social Sharing Platform**

Ankades is an educational platform. Users  will be able to create a blog platform on the category of education as a social media tool. Users will be able to share articles, photos or videos by category due to lack of material or information. This platform will be divided into blog and forum. In the blog section, users will be able to share their articles and various resources. In the Forum section, members can ask each other questions and answer questions. Approved answers will also appear in the forum. Each user will be able to edit their own panel. Super users will be able to make any changes to the site. In this platform, in addition to the competencies, there will be credit for asking and answering questions. Each member will be credited a credit point to the user account after registration. These credits will allow users to post topics in the forum. Members of the forum will be allowed to ask questions as much as their credits.

**References**

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[2]<https://webbygiants.com/8-top-programming-languages-web-development-2019/>

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[3] Cook J. The role of virtual learning environments in UK medical education. *LTSN Bioscience Bulletin* 2002;5. [http://bio.ltsn.ac.uk](http://bio.ltsn.ac.uk/)

[4] Jolliffe A, Ritter J, Stevens D. *The online learning handbook: developing and using web based learning.* London: Kogan Page, 2001.

“Newer technologies such as computers and video conferencing are not necessarily better (or worse) for teaching or learning than older technologies . . . they are just different . . . The choice of technology should be driven by the needs of the learners and the context in which we are working, not by its novelty.”Bates AW. Technology, open learning and distance education. London: Routledge, 1995