Summer Internship 2013

MOOC PROTOTYPE

Week 01 – Report – 01 20/5/2013

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Week 01 - Tasks:

- Learn MOOC , so as to answer the question :
 - ' What is MOOC and How it works? '
- Join many already providing MOOC websites and analyze their MOOC prototypes.
- Think for the page layout of our MOOC prototype website.
- Explore Youtube APIs to implement the feature of popping up the quiz in the Youtube video player after a certain period of video play.
- Implement the feature of viewing transcripts along with Youtube video player.

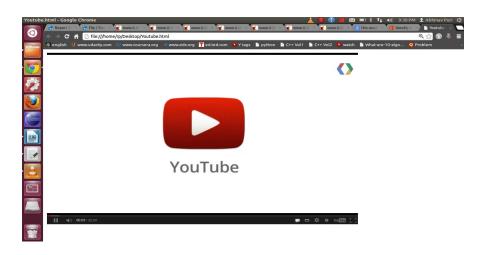
Tasks Accomplished this Week:

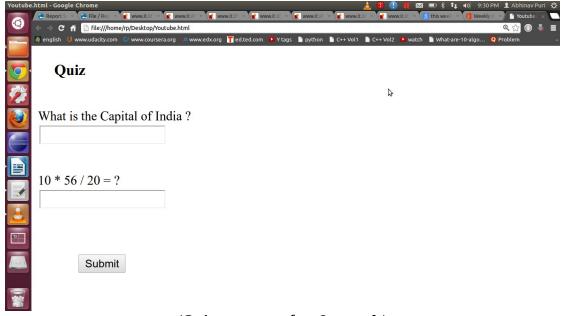
- Logged in coursera & edx websites and analyzed their MOOC prototype.
 Joined one of the courses and try to understand the courseware part of each of MOOC sites.
- Implemented the feature of quiz popping out in the Youtube video player after a certain period of video play.

Main part of Code:

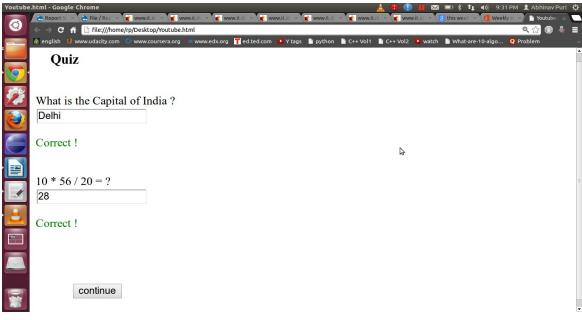
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Youtube.html (~/Desktop) - gedit
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      13-5-2013.txt * 1-14-5-2013.txt * 1-15-5-2013.txt * 1-16-5-2013.txt * 1-17-5-2013.txt * 1-18-5-2013 * 2 Youtube.html * 27 7/1 arter the Art code downloads.
      68
             var player;
             function onYouTubeIframeAPIReady() {
      69
      70
                player = new YT.Player('player', {
      71
                height: '390',
                                                                                              B
                width: '640',
      72
      73
                videold: 'M7lc1UVf-VE',
                events: {
      75
                 'onReady': onPlayerReady,
      76
                 'onStateChange': onPlayerStateChange
      77
             });
}
      78
      79
      80
             // 4. The API will call this function when the video player is ready.
      81
      82
             function onPlayerReady(event) {
      83
              event.target.playVideo();
      84
             }
      85
      86
             // 5. The API calls this function when the player's state changes.
             // The function indicates that when playing a video (state=1),
      87
      88
             // the player should play for six seconds and then stop.
      89
             var done = false;
             function onPlayerStateChange(event) {
      90
              if (event.data == YT.PlayerState.PLAYING && !done) {
      91
      92
                setTimeout(stopVideo, 6000);
      93
                done = true;
      94
              }
      95
```

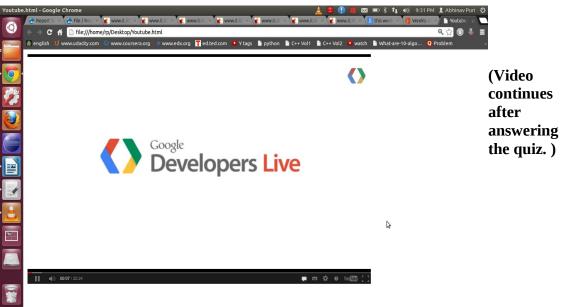
Working Quiz Youtube video:





(Quiz pops out after 6 seconds)





• Also Fetched transcripts file from Youtube servers.

Code:

Additional Work & Learning for this Week:

- Learned ubuntu terminal commands. (grep, sudo, su, ls, user,uname,etc)
- Installed many important repositories : sudo apt-get install python3 sudo apt-get install sqlite3
- Installed Django framework. sudo apt-get install py-django
- Started learning Django basics.
 Started a Django project for practice:
 django-admin.py startproject <name_of_project>