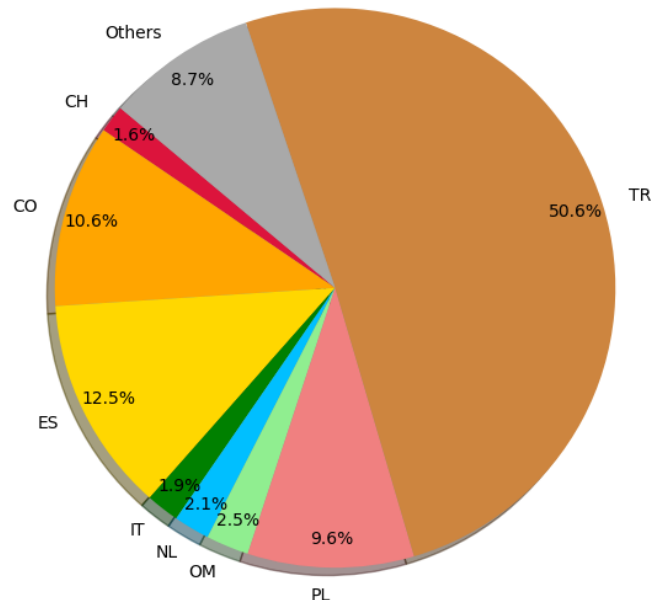


The main task of audition project is to show all interesting conclusions from database. This set includes learners' performance of learning English from e-learning platform. To drag all concrete information, I transferred this base to SQL and used python to work with it.

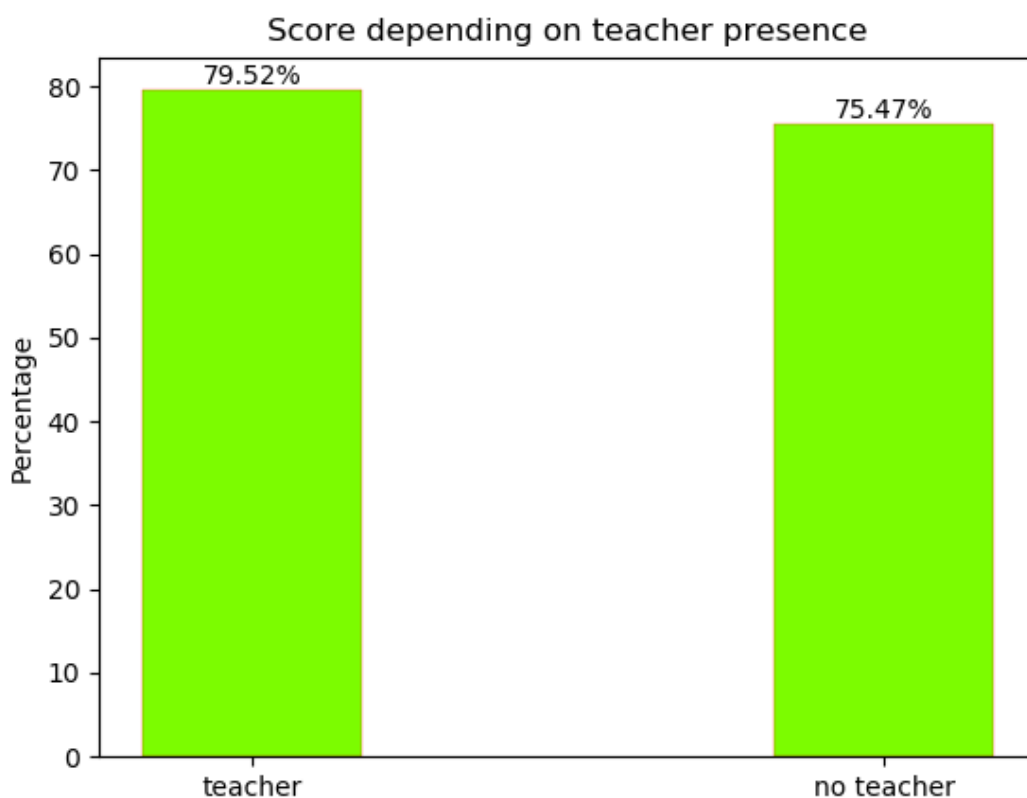
Below here are some facts and conclusions about this project:

- 13158 people took part in project, where they mostly comes from:
 - 6662 people from Turkey
 - 1640 from Spain
 - 1391 from Colombia
 - 1263 from Poland
 - 325 from Oman
 - 273 from Netherlands
 - 252 from Italy
 - 208 from Switzerland
 - 1149 from other 80 countries



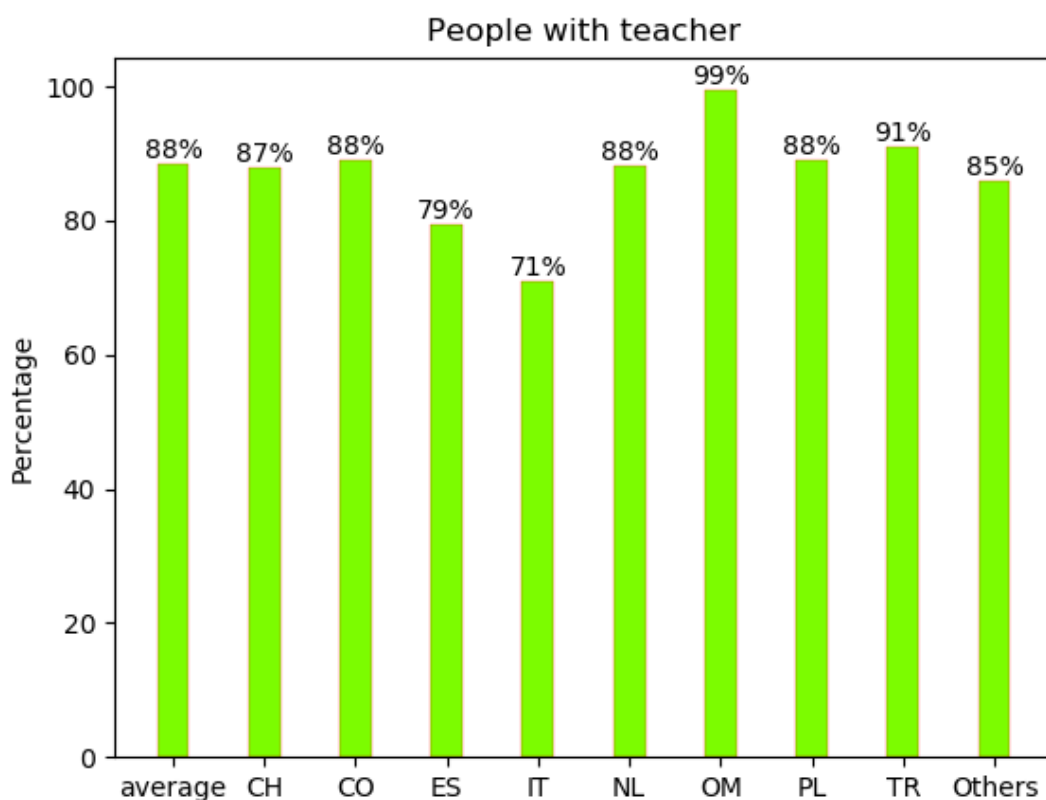
Course:

- The platform included appending to a course taught by teacher, which could (or not) improve scores achieved by learners. Graph below shows the result of all people who took a part in this course:



Based on these statistics we can assume, that scores of learners that took part in the course are higher by 5 percentage points than people that weren't on this, so it can really improve English learning.

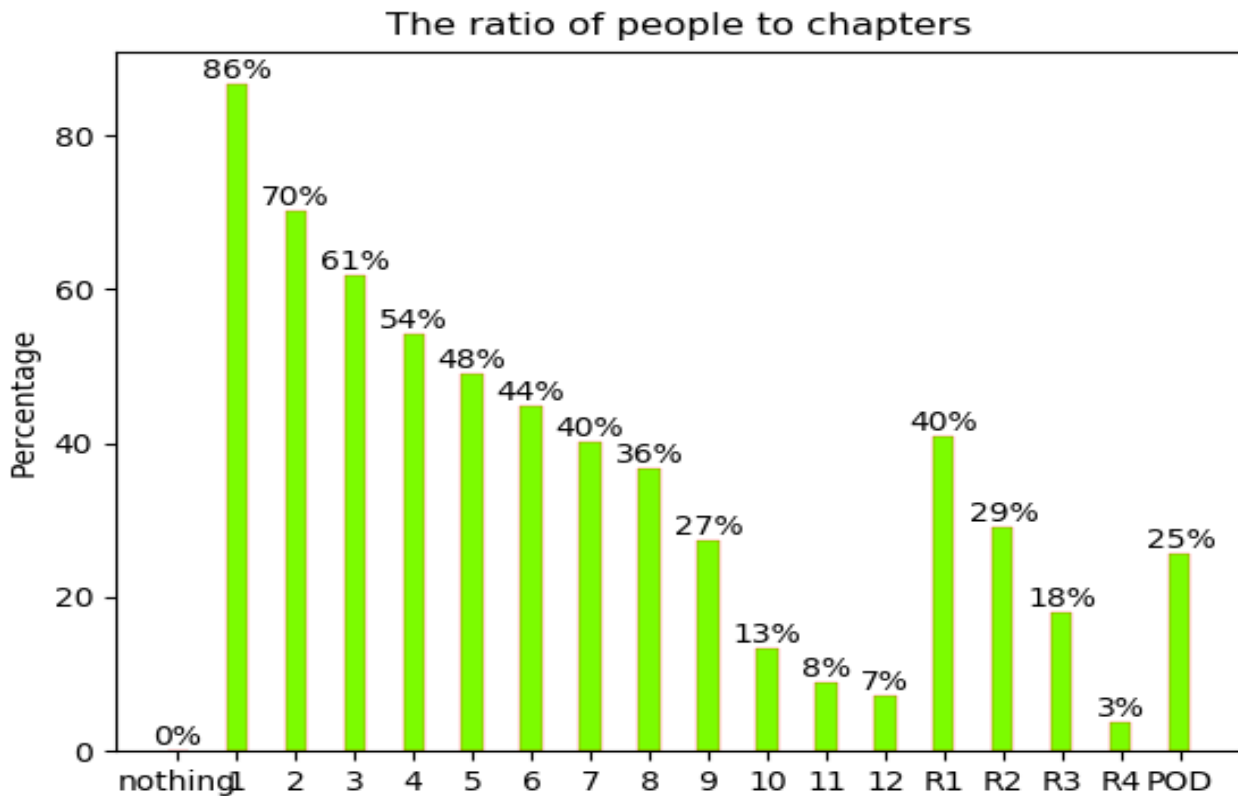
- Next figure shows the distribution of teacher depending on learners country:



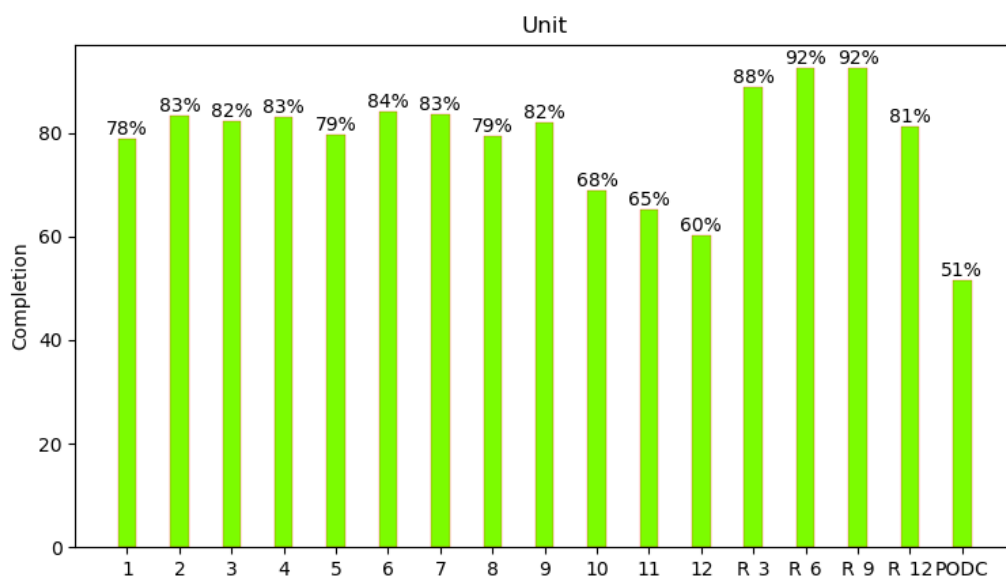
The average of teacher's availability is 88% on all different learners_id. Maximum of 99% teachers are in Oman, where almost all learners have took part in course. The least is Italy and Spain where the percentage of teacher availability is 71% and 79%. Romance language speakers are more likely to learn by they own instead of using courses.

Chapters:

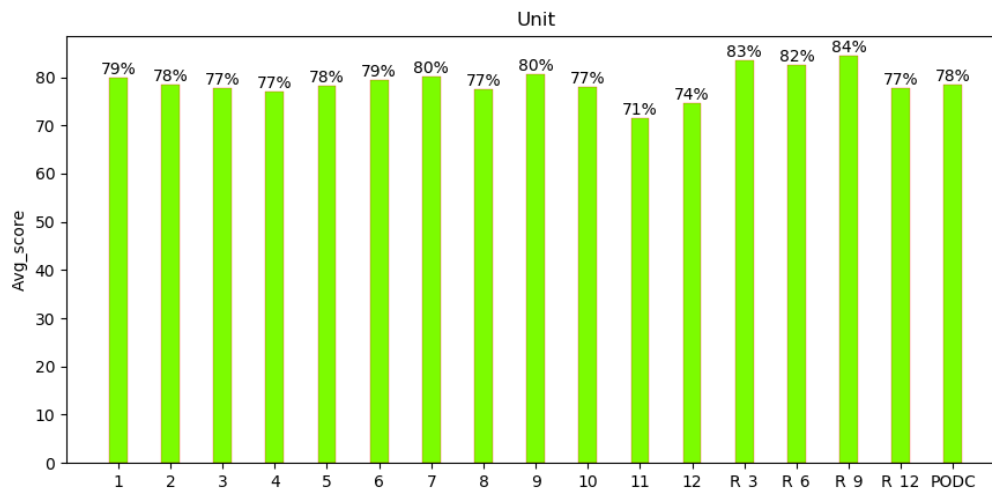
- The entire platform has 12 chapters, 4 reviews and a podcast to solve. Four graphs present statistics based on every chapter: people who started it, average score, completion and inverse rate.



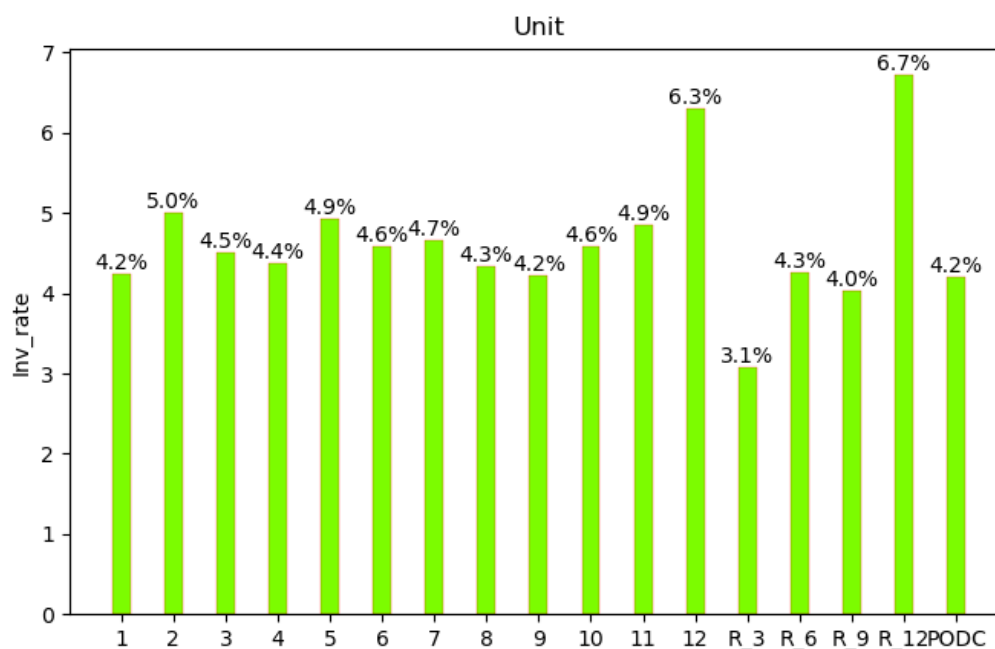
- The first chapter was the one most frequently conquered by learners, 86% of them started it. Then interest is falling down, only 7% of people was doing last chapter. The frequency of reviews is also not big, 40% of learners did the first review, 29% second, 18% third and only 3% last one. Quarter of learners started solving podcast.



- Competition rate shows, how given chapter was completed. It's the average value from all learners. If the unit have high completion rate, it's has useful information's and it's well written. Unit 10, 11 and 12 have lowest rate comparised to previous chapters, maybe they need to be checked, if they are unuseful. Podcast has 51% rate of completion, learners aren't supposed to do it all, so it needs few adjustments. Ratio of reviews is on about ~90%, which is great score, they don't need adjustments.



- Above graph shows an average score depends on every unit. Higher score may point that current unit is too easy, and lower score points that unit is too difficult. Almost every unit has close average score to the average of ~80% which is in my opinion good result. Chapters 11 and 12 have lower score, but in fact that they have also lower completion rate, it doesn't point that they are too difficult to solve.



- Inverse rate shows, if learners are doing exercises point in point like in chapter. High inverse rate may point that certain unit is boring or badly constructed. So the lower bar is, current unit would be better. Chapter 12 and Review 12 have high inverse rate, they may need some little adjustments.

To sum up, these charts may give You some useful information to improve Your e-learning platform. There are some deviations from average in statistics, which can be repaired by some correct adjustments. Also these informations may be useful to improve Your marketing campaign of this platform.