

ONLINE APPLICATION IN TERTIARY EDUCATION INTO OVERSEAS.

A SYSTEM RESEARCH PROPOSAL.

**SUBMITTED BY ,**

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**DECLARATION.**

**I hereby declare this proposal as my own work and has not been used before in any institution.**

**CHAPTER ONE: INTRODUCTION**

RESEARCH INTRODUCTION.

* 1. research problem

physical application of education into overseas has been great challenge to an individual that is a student and the government at large. It requires one to follow certain steps which requires one to move from one office to another to fill up forms. Documents involved may end up being torn thus leading t\or even getting lost in the process. The process is tiresome and time consuming. As a result, many students end up losing a chance to join to their institutions due to a delay in filling up their documents and present them to their estimated institutions. Resulting from this, cases of school dropout increase rapidly hence leading to a great number of uneducated generation and thus unemployment in the society which in return increases dependency ratio to the employed personnel.

* 1. **research objective**.
     1. **general objectives**.

1. Foster on online application of tertiary education into overseas.
   * 1. **specific objective.**
2. Develop online platform for institution applications.
3. Develop a bar code scan module for online presentation and scanning of documents
4. Develop time tracker to determine the first application and last application of students to avoid delays.
5. Develop an online code to provide feedback to students and the institution for a student invite.

**S.M.A.R.T**

Specific

Measurable

Accurate

Realistic – feasible. Feasibility study:

* Time/Schedule feasibility
  + Within the said time
* Economic feasibility
  + Budget
* Technical feasibility
  + Skills, Tools
* Socio-cultural feasibility
  + Fit/Align with the business environment in which it will used: **core values**.
* Legal feasibility
  + Legally applied: do not perform illegal system
  1. **background information**.

-generic family of systems that your proposal is part of.

-Area of application.

Online application system of education system is set to eliminate the limitations that one encounters while trying to secure a space in certain institution overseas. The system is made to allow one to carry out the application system at a time without requiring his or her movement from one office to another to fill up the required documents. The system is set to limit limitations like; time wastage, long ques in offices, bribery in some of the offices and also to reduce tiresome that entails one to move from place to place.

The process also reduces the expense that one will have to cater for before finishing up the whole process. This also saves on the expenses that the government would have incurred to make the process a success i.e. payments to the working personnel and cater for the machinery required to scan the documents before the official delivery. This will also help an individual to get immediate feedback from the desired institution hence allowing early preparation to report to the place.

* 1. **justification of the study**.

-proof as to why the proposed project will solve the problem.

The online application of education system will reduce the number of hands that have to handle the required documents in the process signing and proving the documents before attaching to the final letter sent. This in turn reduces the chances of destroying the documents.

The online application into tertiary education system will also reduce the time taken in the process of booking an appointment before reaching out to the offices for acquiring of documents or even getting the required signs and stamps. this solved by the fact that everything is done online hence the signing and the required tools are provided online.

* 1. **study limitation.**

-challenges

-factors that will limit its application.

The system will only be applicable to place that have access to internet as most of the process will be carried out online. It will also require access to computer, laptops or personal phones or tablets. It will also require an individual skill to use computer or scanners to scan documents where necessary.

Using this system will lead to many people losing their jobs in different organizations as their will be no need of remaining in those positions and the whole process may be tackled at an individual level.

* 1. problem scope.

-boundaries

-what will be included and what will not be included.

The system will aim at reducing the expenses that one incurs to cover up the whole process and also save on time. This will also help to reduce the number of distorted documents in different headquarters. Despite all this the system won’t be held liable for denial to access the school by different students as a result of unavoidable challenges. the system won’t cater for an individual needs for instance provision of basic needs and fees.

# **CHAPTER TWO: LITERATURE REVIEW**

## **2.1 Introduction**

This chapter seeks to study, examine and interrogate existing literature on online application into overseas tertiary education institutions, their application areas, their benefits and challenges, models, their features, Design, development, implementation and other technical details, and other areas of interest. The chapter gives an overview of and evaluates the specific online application as well as the theoretical review that entails analysing the various e-learning theories that has over the years incorporated educational technology applications to promote effective learning.

## **2.2 Theoretical Review**

Below are review of theories.

**2.2.1 E- learning Theory**

The foundation of e-learning theory is cognitive science ideas, which show how the use and creation of educational technology can improve efficient learning (David, 2015; Wang 2012). The Cognitive Load Theory served as the foundation for the theory's development (Sweller, Van Merrinboer, & Paas, 2019). Cognitive load theory, defined by David (2015) as "the amount of mental effort engaged in working memory” during a task, can be divided into germane, intrinsic, and extraneous effort. It is crucial to balance these three types of loads to encourage learning efficiency because the working memory has a finite capacity and the brain will experience overload if students are given too much information (Clark, Nguyen & Sweller, 2005).

Based on this, Mayer, Sweller, and Moreno (2015) devised 11 design principles to control germane and intrinsic loads at an acceptable level for learners utilizing technology while reducing unnecessary cognitive load (Mayer, Sweller, & Moreno, 2015). E-learning theory includes these kinds of cognitive load in addition to design concepts and technology. Because it stresses how technology may be utilized and designed to offer new learning opportunities and to support successful learning, e-learning theory is a component of connectivism's grand theory. One specific tenet of e-learning theory is multimedia learning, which claims that two formats—audio, visual, and text—rather than one or three—can increase deeper learning (Mayer, Sweller & Moreno, 2015).

Previous research that is pertinent to the theory of e-learning has shown that multimedia design principles can promote efficient learning (Mayer & Moreno, 2003; Moreno & Mayer, 2007). The idea behind online learning also emphasizes the need of personalization. This idea proposes that using a conversational, casual presentation of words can improve learning effectiveness (Mayer et al., 2015). Personalization has been proven to be beneficial in learning, according to numerous research. The modality principle, which contends that audio-narrated pictures are preferable than on-screen text for learning purposes (Mayer et al., 2015). According to e-learning theory, educational technology should be used to manage relevant and intrinsic loads at the right levels for each student while eliminating unnecessary cognitive load.

**2.2.1 Equivalency theory**

The effects of modern telecommunications technology on online learning are extensive. The Iowa Communications Network (Simonson and Schlosser1995) is one example of a real-time television system that enables students and instructors to see and be seen, hear and be heard virtually identically to in-person classroom settings. According to Keegan (1995), a virtual classroom can be created by electronically connecting instructors and students who are located in different places. The foundation of distance learning should be the idea of equal learning opportunities. The outcomes of all learners' educational experiences will be more comparable the more similar their learning experiences are to those of nearby students. This kind of distance education encourages creating a variety of learning opportunities that are comparable for both online and in-person students, even if they may vary depending on the individual student.

In elaborating on this notion, Simonson (I995) claims that no group of learners should be required to make up for various, potentially inferior, instructional learning experiences. Learning experiences for students should be customized for their current context and circumstances. The principles of equivalent, learning experiences, suitable application, students, and outcomes are among the essential components of equivalency theory.

The concept of appropriate application indicates that learning experiences should be available, suited to the needs of the particular learner and the learning setting, and timely in their availability. To put it another way, learning opportunities that are provided to local or remote students should allow for the transmission of instructional ideas that suit their expectations and facilities; desktop video conferencing shouldn't be expected of students receiving Web-based content by modem. Similar to this, when a single student is separated, collaborative learning methodologies are ineffective until a comparable, technology-based cooperation is set up.

## **2.3 Empirical Review**

**2.3.1 Information Technology**

The adoption and use of complex information technology has revolutionized within learning institutions. Institutions have modified their management structures, labor procedures, and culture in an effort to get the most value from innovations (Orlowski 2012). However, quick technological advancement unavoidably shortens many Information Technology (IT) systems' expected lifespan. The globe now has more technology than ever before, and technical advancements are occurring more quickly than before. E-learning in higher education is receiving more and more attention from modern information technology. The growth of information technology is covered, as well as its use in e-learning for college students pursuing remote study. E-learning presents a special chance. Higher education has the ability to reach more individuals than ever before because to information technology. It combines the strength of current technology and international networks with the limitless economic potential that people's ability to learn, create, and use information and skills unleashes.

Both analog and digital methods, such as various combinations of telephone connections, telecourses, video conferencing, and computer transmissions, are used to supply information technology in distant education. Information technology is a reflection of this new environment in online learning programs. It provides education without limitations. It develops from the technological revolution of today. It strives to be flexible, customized, and time-independent, putting more emphasis on learning than on imparting knowledge and on commonality of results over similarity of methods.

**2.3.2 Demand for Education**

Self-driven online learning, which encourages students to discover and participate with the content, has been heavily employed to enhance traditional classroom learning in our contemporary era of teaching and learning. With the increase in internet access and mobile usage among Malaysian university students, there is a clear opportunity for academicians and universities to provide education in the best manner possible. But in addition to being the wealthiest type of education, it is also the most expensive (Laurillard, 1995).

In order to maximize the benefits for students, lecturers, and universities, universities should implement e-learning properly by taking into account the elements determining its success. According to Ozkan and Koseler (2009), there are six aspects that impact how effective e-Learning is, including system quality, service quality, content quality, learner’s perspective, instructor attitudes, and supportive issues. However, this paradigm primarily addressed how students perceived things, leaving out important considerations like computer literacy and teaching strategies that also had a big impact (Mayerova and Rosicka, 2015). Additionally, e-learning is a sophisticated learning process that takes into account student viewpoints, instructor attitudes, and ICT usage.

Reference

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**CHAPTER THREE: SYSTEM METHODOLOGY**

**3.1 introduction**

This chapter will extensively explain the different design and development metrics that will in turn be used to implement the proposal system.

3.**2 waterfall model**

The proposal system will be approved using the waterfall model as it provides a systematic approach where it allows the system to be reviewed at each step, both repetitively and non-repetitively. the model entails six steps which include: system requirement specification, design, implementation, testing, deployment and finally maintenance.

3.2.1 **system requirement specification.**

3.2.1.1 functional requirement.

The proposed system will have the following usable and accessible features to guide the user: log in and log out options, verification section, scanning of documents section, email both sending and receiving app and finally the feedback and the comment section.

3.2.1.2 **non-functional requirements**.

The system will have other app that may guide the user to complete the whole process though it will not require the users whole time as its well known by the user and thus no need to follow the named process. This apps may entail; gender recognition, language and finally the closing tabs for the whole process.

3.2.2 **design.**

This section entails both high level and low-level design in which the low-level design entails the flow charts, pseudocodes and charts to summarize the whole process whereas the low-level design entails the main dashboard and the modular interfaces.

3.2.2.**1 low level design**

**3.2.2.1.1 general application.**

With the help of a pseudocodes the whole application process will be summarized as follows to make the whole process much easier and fun to use.

User logs in

Checks course offered overseas in a given institution

Selects the preferred course and the preferred institution

Add to his or her own specifications

Specify on the course, studying period and finally the required amount to fund.

Confirm on the choices in one of the institutions

If the option is accepted =valid

Receive a confirmation message from the college.

Confirm the confirmation if it appeals to the application

Make reviews to the course and the college

log out

Else if

Cancel the whole process.

The whole process will be summarized with the aid of a diagram as shown below.

START

register

login

login

ADMIN

USER

NO

NO

YES

Add application

Check institution

Offer courses

Choose course

Add to choices

Reply to chosen course

Check qualifications, fees and duration

u

Choose an institution

NO

Confirm application

apply

decline

accept

Add to reports

Send feedback

logout

placed

stop

3.2.2.1.2 application method

The whole process of application will follow the following steps as outlined down in the pseudocode.

Applicant chooses mode of application

Options on the type of course to study

The course is added to the application reports

Else

Go to college website

Enter personal details

Attach documents to email

Confirm

Wait for feedback

The whole process is to be presented in a pseudocode which will guide the student carrying out the whole process.

3.2.2.2 high level design.

The level contains dashboards, windows, dialog boxes and finally error messages which outlines the whole process thus reducing time taken to cover up the entire process as the structures are clear and easier to fill up with simpler and easier language to understand.

3.2.2.2.1 log in and verification window

The log in and verification window will show up as follows:

Don’t have an account? Forgot password?

STUDENT APPLICATION PLATFORM

APPLICANTS EMAIL

EMAIL PASSWORD

SIGN IN

If the user by mistake enters the wrong details the error message will automatically appear as shown:

Log in to account

Entered the wrong password.

Try again

Adc@fghy.com

………..

Log in

Recover your account

Sign up your account

If the user the wrong information the it will automatically indicate to him or her whether to change the password or to re-enter the details in order to access the account.

The final page for the whole process will be presented as shown below in the diagram

login

enquiries

home

about

contact

Sign up

Sign up

username

password

confirm

decline

accept

CHAPTER 4: CONCLUSION AND RECOMMENDATION

4.1 Conclusion

The proposed system is to represent an easier and more modified way to keep, update and manage the whole process of online application into overseas for higher education system for students all over the universe. The system is to entail all the steps and departments required to carry out the whole process and make it successful at the end. It will entail the system for registers both local and international,

The finance management personnel and finally the board in charge of migration and settlement from one country to another. The system has been researched and the final result encourages the education system to do away with the norm system of physical application into overseas and embrace the digitalized form of carrying out the whole process as the new world is based under the evolving technology and thus making the whole process less tiresome and easier to manage. The system most importantly should include the migration and management account, academic follow up accounts and final should have database for the students that is storing of each person’s documents which helps to reduce the loose of important documents and also helps to do follow ups in case there is need from an individual. The proposed system shall be developed under the waterfall method as it allows strategic ways of developing a system and allows testing to be done step by step up to its competition. The system has been developed following all the steps require in the education sector round the universe thus coming up with a realistic and modified system that will favor all the education systems around the world basing extensively on the developed technology system that is changing on the time bases.

4.2 Recommendation.

The system should develop a system to allow online learning management system to reduce students crowding up in classes. It should also encourage the part time study activities to allow students yon make income in order to fund up their learning process. To ensure security of the web as it will be provided freely, hosting on payment should be encouraged so as to reduce or do away with the risk of losing the website to frauds and hackers on the internet.

CHAPTER 5. REFERENCS AND APPENDICES.

5.1 references

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Simonson, M., Schlosser, C., & Hanson, D. (1995). Theory and distance education: A new discussion. *American Journal of Distance Education*, *13*(1), 60-75.

5.**2 appendix**

The section is to provide additional information to the whole system including maps to pin locations.

5.2.1 appendix1: Gantt chart.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| activities | Week1 | Week2 | Week3 | Week4 | Week5 |
| Design |  |  |  |  |  |
| Development  Of system. |  |  |  |  |  |
| Info; home |  |  |  |  |  |
| Info; contacts  And emails |  |  |  |  |  |