1. **Problem Statement addressed: Dash board for E-Training**
2. **Problem Code: #MES5**
3. **Title of Project: E-Training Portal**
4. **Unique Team name: Savvy**
5. **Team members' names: RITWIK TIWARI, MANIK SOOD, DILPREET SINGH, SHUBHAM SINGLA, PARUSHI SHARMA, AKSHAT MATHUR**

JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY
(Established by H.P. State Legislature vide Act No. 14 of 2002)
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Dated: 13th December, 2016

Dear Selection Committee,

We Jaypee University of Information Technology, Waknaghat, Solan, Himachal Pradesh, are keen to send our team **"Savvy"** for the problem "**Dash board for E-training"** for the Smart India Hackathon '17. Kindly, consider our University's participants.

Our University was set up by Act No. 14 of 2002 vide Extraordinary Gazette notification of Government of Himachal Pradesh dated May 23, 2002 and was also approved by the University Grants Commission under section 2(f) of the UGC Act.

Team members :

1. RITWIK TIWARI – **TEAM LEADER**
2. MANIK SOOD
3. DILPREET SINGH
4. SHUBHAM SINGLA
5. PARUSHI SHARMA
6. AKSHAT MATHUR

I shall highly appreciate if you could please confirm our participation/registration so that we plan out the team's travel as the Hackathon on is falling during vacation of our University.

Thanking you.

Your Sincerely,

Dr. Samir Dev Gupta
(Director and Academic Head)
Jaypee University of Information Technology,
Waknaghat, Distt.-Solan (HP) 173234, India

(Prof. Samir Dev Gupta)

Director,

Jaypee University of Information Technology, Wakhnaghat

Idea/Approach Details – Slide -1

Problem statement selected: **Dash Board for E training**
Problem code: **#MES5**
Ministry category: **Ministry of Earth Sciences**

Approach/idea:

Analysis: Here we will make the identification and prioritization of the teaching needs and requirements of your students - producing a curriculum which underpins these requirements.

Design: From the curriculum develop and learning outcomes, produced from the above analysis, the training program can be designed by selecting content, media and type of interactivity that best underpins these learning objectives.

Development: Here we will be putting the design into action which involves the production of any audio/video materials, writing any simulation programs, tailoring any software to meet your needs and requirements, authoring of the course content and evaluating the various external resources that will be part of the course of study.

Implementation: Here we are delivering the course. It is important that the course is promoted in a positive way.

Evaluation: Finally, we will need to collect student feedback via a course survey so that you can review the performance of the e-training course against its learning objectives, in terms of take-up, efficiency, effectiveness and return on investment.

Idea/Approach Details – Slide -2

Why e-training?

1. Anywhere, anytime, at your own pace'. New approaches – from E-Training to serious games and on to videoconferences, webinars, collaborative tools and E-Training 2.0 – have added a whole new dimension to training solutions. Among other things, they are paving the way to greater freedom and customized learning experiences.
2. E-Training solutions also add value for participants and training managers by optimizing logistics and travel expenses.

Features:

1. Courses play on any device
2. Multiple media support
3. Seamless navigation
4. Course/training progress section
5. Instruction guide or manual
6. Success/error notification
7. Message inbox
8. Discussion panel
9. Listing the number of courses offered
10. Online registration
11. Upload Assignments
12. Online examination
13. Declare results
14. Low Cost

Technologies Used:

1. Front-end: AngularJS
2. Back-end: Laravel
3. Mobile App: Ionic
4. Platform OS: Microsoft Windows, Apple macOS, Linux, Android, iOS.