

A Mini Project Synopsis on
E-Learning Platform

S.E. - I.T Engineering

Submitted By

Jill S Shah	20104004
Swapnil Sawant	20104088
Sahil Sawant	20104006
Adarsh Rai	20104039

Under The Guidance Of
Prof. Shafaque Syed



DEPARTMENT OF INFORMATION TECHNOLOGY
A.P.SHAH INSTITUTE OF TECHNOLOGY
G.B. Road, Kasarvadavali, Thane (W), Mumbai-400615 UNIVERSITY
OF MUMBAI

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CERTIFICATE

This to certify that the Mini Project report on **E- Learning Platform** has been submitted by Jill Shah (20104004), Swapnil Sawant (20104088), Sahil Sawant (20104006) and Adarsh Rai (20104039) who are a Bonafide students of A. P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfilment of the requirement for the degree in **Information Technology**, during the academic year **2021-2022** in the satisfactory manner as per the curriculum laid down by University of Mumbai.

Ms. Shafaque Syed
Guide

Prof. Kiran Deshpande
Head Department of Information Technology

Dr. Uttam D.Kolekar
Principal

External Examiner(s)

- 1.
- 2.

Place: A.P.Shah Institute of Technology, Thane

Date: 19/3/22

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Chapter 1

Introduction

The “E-learning management system” has been developed to override the problem prevailing in practicing manual system. This software is supported to and in some case reduce the hardships face by existing system. Moreover this system is designed for particular company to carry out operation in a smooth and effective manner.

The application is reduced as much as possible to avoid while entering the data. It also provide error message while entering invalid data. No formal knowledge is needed for the user to use this system. Thus by this all it proves it is user-friendly. E- Learning management system, as described above, can lead to error free, secure reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on their other activities on the record keeping. Thus it will help the organization in better utilization of resources.

Every organization, weather big or small, has challenges to overcome and managing the information of student.

1.1. Purpose:

The effects of e-Learning on the training profession are revolutionary, challenging most of its basic tenets. The change comes from outside influences: new players in other disciplines, forces in the supplier market, and the kind of learning that technology is increasingly making possible. Using interactive technologies can bring huge benefits to the way we teach and learn, but at the moment there is not enough of it happening in this country. All learners, from pre- school to lifelong learning, can benefit from mixing these new technologies

with other forms of study. We must make sure those benefits are universal. The first wave of the e-Learning revolution was and still is mainly focused on delivery Learning Management Systems (LMS), to organize the delivery of learning material; Learning Content Management Systems (LCMS) to create the learning material; Virtual Learning Environments (VLE) to deliver learning. In fact, the use of the learning' is hardly accurate, as the reality of the provision is still mainly about training. Although we know that probably more than 80% of what we learn is learned informally, the first wave of e-Learning has been almost exclusively focused on formal learning. The newest concept of 'blended learning' reinforces the focus on the delivery mechanism mixing face to face and distance training. We have not moved very far beyond the simplistic vision of e-Learning as 'technology enhanced learning (Learning citizen, 2005). Also, The first wave of e-Learning technology mainly organization-center, the e-Learning places the focus on the need to develop a new generation of tools that are completely centered on the person

1.2. Objectives:

E-learning tools are used by most of the educational institutions either to replace or improve training models and traditional learning models. This technology innovation brings a smooth move from traditional training to web design courses. There are different benefits of these e-learning tools like:

- To improve flexibility of course delivery
- To enables organizations for transcend distance and other organizational gaps.
- To offers online instruction/Knowledge that can be delivered anytime and anywhere.
- To manage the information of QUIZ.

- To manage the information modules.
- Training can be tailored according to learner's needs
- A teacher can access data on user achievements
- Interactive Online Learning

1.3. Scope:

- It will be also reduced the cost of collecting the management & collection procedure will go on smoothly.
- It satisfy the user requirement.
- It is too easy to operate.
- It have a good user interface
- It delivers knowledge in all aspects.

Chapter 2

Problem Definition:

What is an LMS?

A learning management system (LMS)'s purpose is to empower Learning and Development (L&D) departments with training and development for their learners, so they can continue a company's growth, success, and ultimately drive revenue. These are some pretty big learning goals.

To really achieve all of the above, a learning management system (LMS) needs to be an intelligent and modern solution. This is because, for a platform to see high user adoption, people have to like using it. Audiences take most naturally to an LMS when it adopts modern solutions that people are used to working with. More traditional modes of employee training like paper tests and in-person instructor-led training just don't hit the mark for modern learners these days.

Similar to higher education or other educational institutions, your enterprise customers, partners, members, or employees remain on the receiving end of learning initiatives (though, more modern solutions allow contributions from learners as well, similar to Youtube's user-generated content model).

Learners who have access to an LMS can see their course catalog, complete assigned courses, and any evaluations, and measure their own progress. The best LMS solutions ensure that this access has a streamlined journey and flow (we all like when things are easy to look at) and is on-demand, to make it as easy as possible for learners to get what they need. Learners can be assigned training on an individual basis, or according to their job function, and/or role in a company's organizational structure.

Chapter 3

Proposed System

3.1. Features and Functionality:

- Login Module:

Used for managing the login details. The Login Module is a portal module that allows users to type a user name and password to log in. You can add this module on any module tab to allow users to log in to the system. More on creating module tabs if you allow users to create accounts and turn on Portal Direct Entry, a Create Account link appears in the Login Module.

- Register Module:

Used for creating new account in the learning system. The register module supports login roles, which can be set up with fine-grained permissions allowing each role to do only what the database permits. Each new account is registered and saved in the database.

- Subject Module:

Used for choosing the subject which the student wants to learn as per his/her choice. A subject module is the specification for a user-defined object in your main page, and the code in the module defines the contents present in the particular subjects.

- Quiz Module:

Used for managing the Quiz details. A teacher creates an offline quiz in Moodle and adds multiple-choice questions, all-or-nothing multiple-choice questions or description questions (text) to the quiz. This is very similar to creating online quizzes (standard Moodle quizzes). From the notes students

can access the notes in forms as PDF documents using the module. The question sheets and answer forms are handed out to students for the actual quiz. The students mark the answers they think are correct in the answer form. The teacher scans the filled-in answer forms and uploads the resulting images into the offline quiz. The scanned answer forms are evaluated and graded automatically by the module. If necessary, the teacher corrects errors that might have occurred due to mistakes made by the students or due to bad scan quality.

Chapter 4

Project Outcomes:

The main outcome of the project is has the Easy access to key information Student and Faculty has to login to access the system. He/She can learn their favourite subjects. Provides the searching facilities based on various factors. He can keep an update on education, he/she gain and can modify whenever needed. For saving time and make use of time for other responsibilities.

The main objective of Learning Management Systems is to enhance the learning process. A Learning Management System not only delivers content, but also handles registering courses, course administration, skill gap analysis, tracking, and reporting. Most LMSs are web based and are used in various educational institutes and companies to improve classroom teaching, learning methodology, and company records. They are used in various industries and scenarios like in financial services, compliance training, computer based training, online assessment, collaborative learning, application sharing, and so on. Some LMSs also include a performance management system which encompasses employee appraisal, competency management, and skill gap analysis.

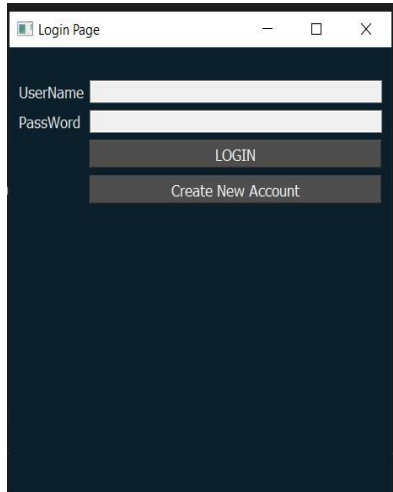
Chapter 5

Software Requirements:

- Programming language: Python
- Operating system: Windows 10
- Development environment: Vscode , Pyscripter
- Database: DB browser SQL lite

Chapter 6

Project Design:



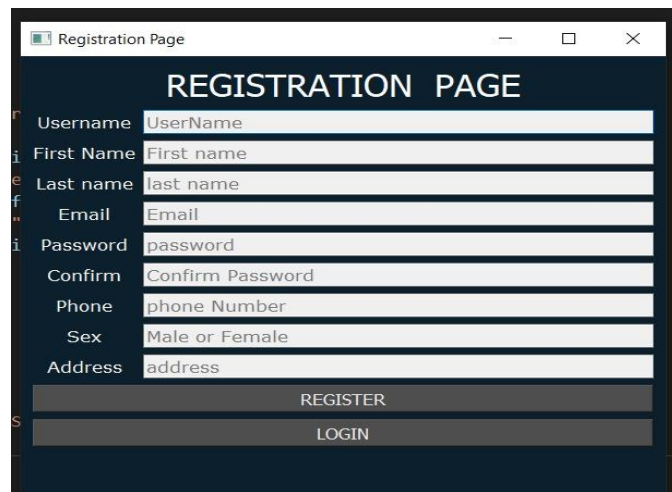
Login Page

UserName

PassWord

LOGIN

Create New Account



Registration Page

REGISTRATION PAGE

Username

First Name

Last name

Email

Password

Confirm

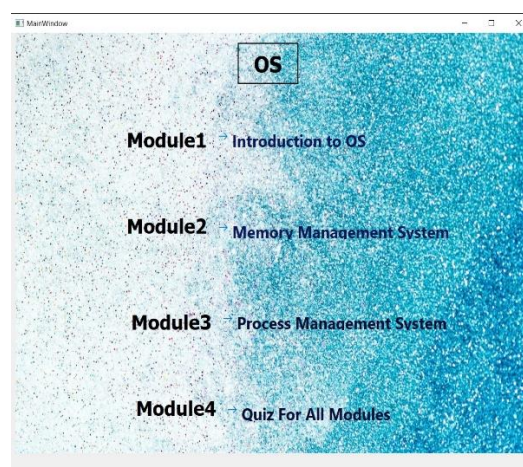
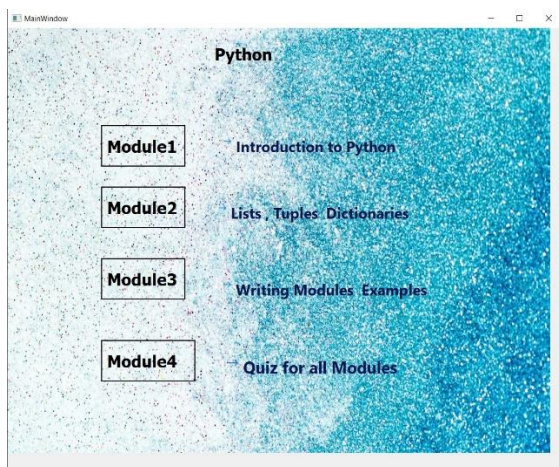
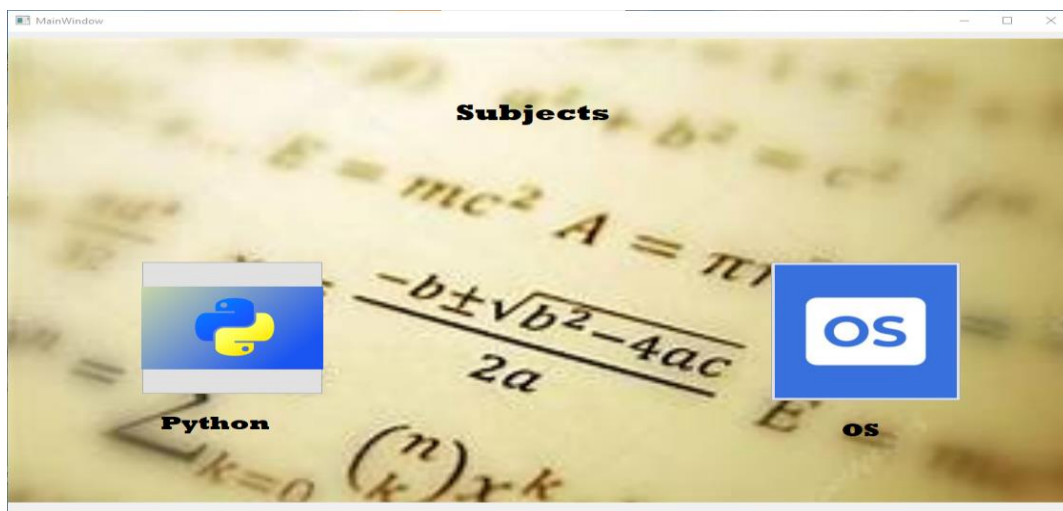
Phone

Sex

Address

REGISTER

LOGIN



Chapter 7

Project Scheduling Template

Sr. No	Group Member	Time duration	Work to be done
<u>1</u>	Jill Shah	1 st week of January	Implementing 1 st module/ functionality Designing of the Main Page, And Connectivity of the Pages.
<u>2</u>	Swapnil Sawant	2 nd week of January	Testing 1 st module Login & Registration Page, Database and its Connectivity.
<u>3</u>	Sahil Sawant	3 rd week of January	Implementing 2 nd module/ functionality Video Lectures.
<u>4</u>	Adarsh Rai	By the end of march month	Implementing 3 rd module/ functionality Quiz Module.

Chapter 8

Conclusion:

Learners will have access to millions or billions of knowledge modules. Some will be Web pages with simple text and graphics. Others may include multimedia simulations. Some may consist of coupons for a video-conference with a human expert.

When learners have a need for knowledge, they will engage in a diagnostic procedure. This diagnosis may be performed in a few nanoseconds by an algorithm in their computers. Or this diagnosis may involve taking an exam or filling out a questionnaire to assess their current knowledge level relative to their needed level. It may involve working with a counselor or advisor over a period of days.

The result of this diagnosis will be a request to a database containing millions or billions of knowledge modules. The needed modules will be rounded up and herded into a structure comprising a lesson or document custom-tailored to the needs of the individual who requested it.

This cycle of requesting and receiving knowledge may take place dozens of times a day. The custom set of experiences may take minutes or months to consume. The result, though, will be a shift from mass-manufactured to handcrafted education.

Chapter 9

References:

- Geeks for geeks
- W3School
- Stack overflow

Chapter 10

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