# ELECTRONIC LEARNING SYSTEM

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INTRODUCTION  
E learning refers to the use of electronic media and information and communication technologies (ICT) in education. It broadly includes all form of educational technology in learning and teaching which is synonymous with multimedia learning, technology-enhanced learning, computer-based instruction etc.

The scope of this project is to create a Lecturer-Student platform that facilitates remote lecturing on the part of the lecturer and remote learning on the part of the student. This will be achieved by developing a web application from where lecturers and students can carry out their respective roles when they log in to the e-learning portal.

# STATEMENT OF THE PROBLEM

We live in an environment where education is not readily available for all and the few that have access to it have to bear a heavy cost of choosing literacy over illiteracy. There are also set of people who want to attend school and the same time probably work to make ends meet. This is a problem peculiar to developing country like ours which could be overcomed by making distance learning via online learning system available for all. This solution offers us the ability of addressing instances as this.

# THE OBJECTIVES

The objectives of this project are:

1. To automate academic learning process.
2. To make education available to people that do not have access to physical educational facilities.

# THE METHOD

The intended method is that of a Content Management System (CMS) where the Lecturers will be the Content Creator and the student as the Content User/Viewer. Therefore the e-learning system will be made of two modules – the students’ section and the lecturers’ (or administrators) section.

This type of design will give the lecturers and students different portals since the roles each of them will be carrying out will be different.

1. ***LECTURER’S PORTAL***

This will be the area where lecturers can carry out their assigned tasks such as

1. Management of lecture notes
2. Management of assignments and marking of such
3. Management of academic materials that can be offered to student as aids that could be downloaded for appropriate use. The materials could be books or audio visuals.

Access to this portal will be restricted in order to prevent unauld thorised users such as students to gain access. Each lecturer will have a username and password with which they can log on to the system. New lecturers will be added to the database from the back end.

After logging into the site, the user (in this case the lecturer) will be redirected to the lecturer’s homepage which is different from the student’s home. The lecturer’s details will be shown on the landing page and each page in this section will have links to lecture notes, assignments, available materials and logout action which is located on the left pane of the site.

1. ***STUDENT’S PORTAL***

The student portal or section is likewise going to have restricted access because student have to supply correct matriculation or pd number and corresponding password before they than have access to lesson notes that are added by the lecturer. After the student enter the required parameters, he will be presented with the student dashboard where he will be able to

1. Have access to lecture note based on courses
2. See assignments that pertain to a lecture, attempt and submit the solution.
3. Have access to academic materials that have been uploaded by the lecturers which could be downloaded for offline use.

A new student can be added by adding the record in the database.

The intended programming language for the front end is PHP while MySQL database will be used for the data repository that is the back end. The front end entails what is rendered to the user through the browser and PHP will be used because of its simplicity. The data repository used (MySQL) is preferred to the rest because of its scalability and easy implementation with PHP.

# CONCLUSION

This kind of project will be a form of classroom without wall using the internet as the teaching and learning medium. A fully developed web-application as this could be used in any field of study from medical sciences, technology to arts and culture. Thereby giving people access to premium education irrespective of their age, distance and background.