**CHAPTER ONE**

**INTRODUCTION**

* 1. **PROJECT BACKGROUND**

E-learning refers to the use of electronic media and information and communication technologies (ICT) in education to facilitate and enhance learning and teaching. It broadly includes all form of educational technology to create experiences that educate our fellow human beings which is synonymous with multimedia learning, technology-enhanced learning, computer-based instruction etc.

When it comes to education, the model has been pretty straight forward - up until the early 2000s, education was in a classroom of students with a teacher who led the process. Physical presence was a requisite, and any other type of learning was questionable at best. Then the internet happened and education was redefined.

Now that affordable solutions exist for both computers and internet, it only takes a good E-learning tool for education to be facilitated from virtually anywhere. Technology has advanced so much that the geographical gap is bridged with the use of tools that make one feels as though one is inside classroom. E-learning offers the ability to share material in all kinds of formats such as videos, slideshows, word documents and PDFs. Conducting webinars (live online classes) and communicating with professors via chat and message forums is also an option available to users.

With the right tool, various processes can be automated such as a course with set materials and automatically marked tests. E-learning is an affordable (and often free) solution which provides the learners with the ability to fit learning around their lifestyles, effectively allowing even the busiest person to further a career and gain new qualifications.

Some of the most important developments in education have happened since the launch of the internet. These days’ learners are well versed in the use of smartphones, text messaging and using the internet to participate in and running an online course. Message boards, social media and various other means of online communication allow learners to keep in touch and discuss course related matters, while providing for a sense of community.

In the fast-paced world of E-learning the available technologies to make a course new and exciting are always changing, and course content can and should be updated quickly to give students the very latest information. This is especially important if the E-learning training is being given to students or employees in a sector where being up to date on educational and industrial developments is of the utmost importance.

Overall, traditional learning is expensive, takes a long time and the results can vary. E-learning offers an alternative that is faster, cheaper and potentially better.

* 1. **PROBLEM STATMENT**

With the advent in technology and with the perpetual increase in the strength of the students and the number of departments in the educational institutions, it is laborious to exchange the study materials between the students and the faculties.

The main objective of the E-Learning is to help the students get over the traditional methods of learning and make them accustomed to the internet where the notes for their respective subjects are easily available. It provides an automation procedure of studying the notes online. The implementation of this project helps both the students and the teachers. The teachers can upload their notes on to the website by using their unique ID and the students can gain access to these notes by searching for the name of the file under their respective department.

This project not only helps to facilitate easier access to notes for the students but also helps cutting down on expenditure for the universities as well. Students and Universities alike spend a considerable amount of money on printing costs which can be prevented.

E-Learning is an inexpensive, efficient and comfortable way for students to easily access notes and an easier alternative to study for exams.

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* 1. **AIM AND OBJECTIVES**

**Aim**In order to deal with the issues of illiteracy in our society; the project aims to use the internet as a medium of teaching and learning which could be accessible via laptops, tablets and smartphones.

**Objectives**

The objectives of this project are:

1. To automate academic learning process using web mobile and desktop application.
2. Enhance the quality of learning and teaching.
3. Improve efficiency and effectiveness
4. Improve time flexibility to engage learners in learning process.
5. Improve user-accessibility by ensuring education is available to people that do not have access to physical educational facilities.

**1.4 SIGNIFICANT OF STUDY**

E-learning has a lot of benefits that makes the creation and delivery processes easier and hassle-free either for teachers looking to engage students in a more interactive way or for students that are eager to have up-to-date knowledge about their chosen field of study.

Traditional learning method often takes a relatively longer time to master a course or profession while E-learning saves time. In the case of face-to-face learning, the location limits attendance to a group of learners who have the ability to participate in the area, and in the case of time, it limits the crowd to those who can attend at a specific time. E-learning, on the other hand, facilitates learning without having to organize when and where everyone who is interested in a course can be present.

A student at some points in time needs to pay exorbitant amounts of money to acquire updated versions of textbooks for school or college. While textbooks often become obsolete after a certain period of time, the need to constantly acquire new editions is not present in E-learning. The added benefit comes in with the ability to replay the lecture and gain even more out of it. Students that missed out can read the materials and view the recordings, or students that attended can watch it again to further their understanding.

**1.5 SCOPE OF THE STUDY**

The scope of this project is to create a Lecturer-Student web mobile and desktop platform that facilitates remote teaching 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 portal. The lecture will be able to add course materials in terms of videos/audios, slideshows, word documents and PDFs while the students can view them and download by logging to their portal. The lecturer shall be able to upload questions with deadlines which students will be required to answer before the time lapse. There will also be a community where questions could be asked, and answers replied.