



Sri Lanka Institute of Information Technology

PROJECT REGISTRATION FORM

The purpose of this form is to allow final year students of the B.Sc. (Hon) degree program to enlist in the final year project group. Enlisting in a project entails specifying the project title and the details of four members in the group, the internal supervisor (compulsory), external supervisor (may be from the industry) and indicating a brief description of the project. The description of the project entered on this form will not be considered as the formal project proposal. It should however indicate the scope of the project and provide the main potential outcome.

PROJECT TITLE
(As per the accepted topic assessment form)

English School Mate (English Learning and knowledge improvement system)

RESEARCH GROUP
(as per the Topic assessment Form)

Data communication & Networking

PROJECT NUMBER

2020-069

(will be assigned by the lecture in charge)

PROJECT GROUP MEMBER DETAILS:

	STUDENT NAME	STUDENT NO.	CONTACT NO.	EMAIL ADDRESS
1	Shehan D.S	IT17102056	0714925027	sasithashehan.d@gmail.com
2	Sankalpa H.A.B	IT17155212	0717990007	bhashanasankalpa@gmail.com
3	Divyanjali S.N.S.	IT17400596	0768669037	sapnadivyanjali221@gmail.com
4	Madushani N.G.H	IT17027670	0771182814	hashininanayakkara83@gmail.com

SUPERVISOR Details

Mr. Dhammika de silva		
Name	Signature	Date

CO-SUPERVISOR Details (will be assigned by the Supervisor, if necessary)

Mrs. Anjalie Gamage		
Name	Signature	Date

EXTERNAL SUPERVISOR Details (if any, may be from the industry)

Name	Affiliation	Contact Address	Contact Numbers	Signature/Date

ACCEPTANCE BY CDAP MEMBER

Name	Signature	Date

PROJECT DETAILS

Brief Description of your Research Problem: (extract from the topic assessment form)

Nowadays knowing English language increases your chances of getting a good job in a multinational company within your home country or for finding work abroad. It's also the language of international communication, the media and the internet, so learning English is important for socializing and entertainment as well as work. So in that reason English learning is so important.

In Sri Lanka, school syllabus has English language so student can learn English language from their school. But we found a problem what there are so many differences in English knowledge of rural and urban school's students. In urban school's student have at least medium level English knowledge to above level and there are few numbers of students with low level knowledge but in rural school's students have problems in lack of English knowledge. Because sometime they haven't quantitative teaching assets like English teachers, books, modern technologies etc. In another way it happens from lack of usage like they shy with speaking in English. So the proposed solution is developed to address of these main problems.

Description of the Solution: (extract from the topic assessment form)

According to founded problem we proposed those solutions. In case we get our target group who are from grade 6 students in both rural and urban province schools. Initially proposed a brain improving game. In this component want to improve their vocabulary through entertainment as well as give a motivation to learn English language. So it does want to increase their English usage high from this game. Then proposed a writing section to improve their grammar knowledge using typing keyboard and screen writing with interactive way. After examine their improvements and can get result. The technology of image processing in used to that. In the third component proposed a spoken English session. It will be a good session to improve those students spoken ability. Using the technology of speech recognition and continued lessons. This component can cooperate with student to improve their spoken ability and get results their improvement. Finally proposed predict the advices to create the future lessons session. The technology of machine learning will be used to generate this session. This session will predict advice the admin how to improve the future lessons with using all the writing and spoken results data. after predicting the advices with each lessons and results then show what are the improvement as a graph. We use a web portal for this. The school pupil book mainly target to all lessons and cover in interactively.

Main expected outcomes of the project: (extract from the topic assessment form)

- Implement “English School Mate”
 - Implement a brain improvement game
 - Implement English writing system
 - Implement spoken English system.
 - Implement predict the advice to create future lessons.

WORKLOAD ALLOCATION (extract from the topic assessment form)

(Please provide a brief description about the workload allocation)

MEMBER 1

Vocabulary skill and brain improvement game generation

- Developing vocabulary skill improvement and brain improvement game application in order to give entertainment and motivate to learn English.
- Implementing a gaming time limit to children.
- Limit the access only for the parent and teacher.
- View the Result distribution.

MEMBER 2	English writing module
<ul style="list-style-type: none"> Implementing image processing techniques/ML model and keyboard typing to get inputs. Implementing lessons for English grammar using grade 6 English pupil book based on different lessons. Implementing exam papers. Results Calculation and Viewing. 	
MEMBER 3	Spoken English module
<ul style="list-style-type: none"> Implementing speech recognition techniques to get inputs as answers. Implementing lessons for spoken English using grade 6 English pupil book based on different lessons. Implementing exam papers. Results Calculation and Viewing. 	
MEMBER 4	Predict the advices for create future lessons to admin (Web portal)
<ul style="list-style-type: none"> Get the results from writing and spoken lessons and view them. Predict the activities and exercises using machine learning techniques and show to admin how to improve future learning lessons. Development of the graphical based admin dashboard. 	

DECLARATION

“We declare that the project would involve material prepared by the Group members and that it would not fully or partially incorporate any material prepared by other persons for a fee or free of charge or that it would include material previously submitted by a candidate for a Degree or Diploma in any other University or Institute of Higher Learning and that, to the best of our knowledge and belief, it would not incorporate any material previously published or written by another person in relation to another project except with prior written approval from the supervisor and/or the coordinator of such project and that such unauthorized reproductions will construe offences punishable under the SLIIT Regulations.

We are aware, that if we are found guilty for the above mentioned offences or any project related plagiarism, the SLIIT has right to suspend the project at any time and or to suspend us from the examination and or from the Institution for minimum period of one year”.

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