CHAPTER FIVE

CONCLUSION, LIMITATION AND RECOMMENDATION

Overview

This is the final chapter in this project work. In this chapter, we conclude and finalize the purpose and workings of this project . We also make recommendations for researchers who are interested in making this project better in the future.

Conclusion

In this project, we developed and implemented an Enhanced E-Learning Platform designed to significantly improve the interactive educational experience. The platform includes advanced features such as video conferencing, a centralized repository for accessing learning materials, assessment tools, and an embedded chat system to facilitate real-time communication and engagement among students and instructors. The primary objective is to create a robust and interactive learning environment that enhances the educational experience beyond traditional methods. The project has been successfully implemented, providing a comprehensive solution for virtual classrooms and interactive learning sessions all on one platform.

Limitations:

1. Challenges in Recording Video Sessions: We faced significant difficulties in effectively recording video sessions on our servers. The technical issues encountered will prevent particpants to download the class meetings right after it ends.

2. Live Stream Limitations: The current system is unable to support multiple users having their video and audio enabled simultaneously during a live stream. This restriction affects the overall quality and usability of the live streaming experience for participants.

Recommendations

1. Recording Video Sessions: To address the challenges with server-side recording, it is recommended that each participant record the video sessions on their individual computers. This approach will help ensure that recordings are available and can be easily managed without relying on server capabilities.

2. Managing Live Streams: To improve the efficiency and quality of live streaming, it is recommended that only the host (lecturer) should only have their audio and video enabled during the entirety of the session, while other participants enable theirs as needed. This adjustment will help the system handle multiple participants more effectively, reducing the risk of technical issues and ensuring a smoother experience for everyone involved.