# **ABSTRACT**

The innovation is a website that is designed to help learners study at home. It is quite evident that students find a hard time trying to study at home. This will help student study well while at home and overcome the risk of not performing well in their academic works. Actually a lot more time is saved by the learner and helps him /her yield productively in academic works. It is quite evident that student find a hard time trying to study at home when they have the freedom to access the internet which offers much more than we could actually think off to divert their attention. Through data collection student have been found to be in need of help concerning studying at home. The website is designed in such a way that the student can access a certain topic in a particular subject in the process of learning after deciding on what to study. The website has gone farther to offering questions to the learner for submission and it`s up to the app to verify the answer. When the website is being used all attention is drawn on study alone as purposed by the user. Not only time is saved by dedicating the time to pure study but some of the social vices are controlled such vices include cyber bulling among others.

# **ACKNOWLEDGEMENT**

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# **BACKGROUND INFORMATION**

# INTRODUCTION

The innovation is a study website to help learners study at home without diverting their attention anywhere else hence saving their precious study time. We came up with the project as an improvement and modification of the normal study apps that can get learner interrupted by ads.

It involves studying with definitely no diversion of attention while at home enabling the learner to manage time in productive study. With everything in place, the website will ensure relevant study in a study friendly environment thus increasing efficiency in the academics.

# STATEMENT OF PROBLEM

During the research we realized that students future is at stake and much effort is to be put in order to study effectively at home .Some of this problems include;

Time wastage- a lot of time is spent by the student in other websites hence no time to study.

Social vices that are engaged in through the social media such as cyber bulling

Moral decay through some harmful websites such as pornographic website.

# 1.3 OBJECTIVES AND HYPOTHESIS

To minimize time wastage.

To reduce cost of tuition services.

To improve performance of students in school.

To promote studying while at home.

# JUSTIFICATION AND SIGNIFICANCE

In accordance to some of the emerging issues, I .i.e. high tuition fee, social decay such as watching pornography encouraged by social media among others that resulted to increase in cost of securing a bright future for the upcoming generation, this project was brought forth to help solve some of this issues.

This project aims at reducing the cost of study at home time wastage hence making academics more yield full. To the learners making us assured of a bright tomorrow as they say educated men are so impressive.

# MERITS

Reduces time wastage.

Minimize moral decay.

Economizes on tuition fee.

Reduces cost of tuition fee.

Increase efficiency in academic works.

Create employment opportunities for the website organizers.

# DEMERITS

Might be expensive to put up.

Requires high skills to put up.

# 

# ASSUMPTIONS

Students get an extremely hard time to study at home.

Students work best with questions.

# PRECAUTIONS

The website should be checked well during transmission in order not to transfer computer viruses.

The website should be guarded against spy apps that may lead to misinformation to learners and lies.

# **CHAPTER TWO: LITERATURE REVIEW**

In coming up with this project, we made our references from our able teachers of computer who offer codding lessons at school that are key in the development of the website. Computer research was also used in the data collection together with some programming books in our school library.

Consultation from computer experts within our reach was also made in order to ascertain its functioning.

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# **CHAPTER THREE: METHODOLOGY**

# **3.1** REQUIREMENTS

* Laptop.
* Computer.
* Internet access
* Visual Studio Code (Code Editor)
* GitHub Account
* GitHub Desktop
* Knowledge in coding

# 3.2 PROCEDURE

1. Create a folder for the project in your desired location on the computer.

2. Open the created folder in Visual Studio Code.

3. Create a folder for resources, for example, images.

4. Create the necessary HTML files (with a .html extension), the standard practice in Responsive Web Design is to name the home page “index.html”. The codes for the webpage will be written in these files.

5. Once all the required codes have been written in their respective HTML files, run the “index.html” file in a web browser by double-clicking it in the file explorer.

6. The webpage should appear in your web browser, fully functional.

7. The webpage can then be published through GitHub pages

# 3.3 WORKING MECHANISM

* Students are engaged in constructive academic activities through a set of quizzes.
* The student first choses a subject to tackle, for example, Physics, and answers the questions presented to them.
* The results from each question are tallied up, as well as the actual number of questions and/or tasks carried out by the student.
* Each completed attempt is accounted for and presented on the student dashboard.
* The student’s parent or guardian is then able to view the progress of the student on the dashboard.
* The student’s current and complete tasks can also be viewed via the dashboard, hence increasing the level of accountability of the student while studying at home.

# VARABLES/ADJUSTMENTS

In our case, we have just created a simple website to represent the actual webpage. In the fully functional version, the following adjustments should be made:

* Security for the website should be improved so as to avoid threat such as DNS hijacking and spyware.
* The website should be modified to suit smaller devices such as phones.
* A system for ranking students should be introduced so as to inculcate a spirit of competition even when they are at home.

# **CHAPTER 4**

# 4.0 DATA ANALYSIS AND INTERPRETATION

# 4.1 DATA COLLECTED

GENERAL DATA

Percentage of students who are idle while at home and have no time to study=70

Percentage of students who study at home=30

Percentage of students who find the app useful=90

Percentage of students who aren`t so sure about the website=10

Percentage of students who need help to study while at home=97

Percentage of students who think they can manage to study at home=3

Percentage of students who find the internet addictive=95

Percentage of students who do not find the internet addictive=5

From Maranda high school

Total number of students=2777

Total percentage of students;

* 100

Time spent by the students to study in tuition;

* In a day; approximately **8hours**
* In a month averagely (8hrs) 30days= **240hrs**

In comparison to the installation of our website;

* Installation cost; averagely **2800/=**(deducted from the comparison with the cost of transportation)
* Tuition cost per month; averagely**800/=**
* Tuition cost per year; **800x12=9600/=**
* Transport cost in month; approximately**2000/=**
* Transport cost in a year; approximately **24000/=**
* Promotion cost per year; **3500x12=42000/=**
* Total expenditure on tuition in a year; approximately **75600/=** (without the cost of food and beverages)

Time spent by the student when the website is installed;

* In a day; about **4hr**
* In a month; **120hrs**

Total cost of data used by website;

* 10 per day

Data cost saved per year;

* (800-10)=790.

4.2 TABLE SHOWING DATA COMPARISON BEFORE AND AFTER UPLOAD OF THE WEBSITE.

**(From assumptions made compared to MARANDA HIGH SCHOOL.)**

|  |  |  |
| --- | --- | --- |
| STUDENTS | Year 1(before installation of the WEBSITE) | Year 2(after installation of the WEBSITE) |
| PERCENTAGE OF STUDENTS STUDYING AT HOME | 70 | 98 |
| NUMBER OF HOURS TAKEN TO STUDY DAILY | 8 | 4 |
| AMOUNT PAID AT TUITION MONTHLY | **800** | 300 |

**Graph showing comparison before and after a student started using the website.**

# 4.3 DATA DISCUSSION

From the data above our project is over 80% of the cost of learning cheap . This is much more efficient than tuition which is roughly low.

CHAPTER FIVE :CONCLUSION AND RECOMMENDATION

# 5.1CONCLUSION

In summing up we would want to state that given a chance , this project

Will serve to meet and solve most of our stated problems like :

Time wastage

Increased social vices

Moral decay and so on…

With all factors considered ,our project will serve and meet its objectives

and ensure high academic perfomance .

We suggest that more analysis be done be done on the project to ensure

maximum efficiency in studying at home .

According to data obtained we have realized an advantageous effect of

our project as it is highly efficient than tuition .

. This is going to meet some

of the emerging issues like addiction to social media.

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# LINKAGE TO EMERGING ISSUES

Kenya, as a developing country relies mostly on its technological advances in helping the future generation secure a bright predictable future.

This implies that technology is the key to development of this country’s educational system through study websites.

# CHANGE IN PARAMETERS

**1**. instead of study apps a fully independent website is used hence time is saved and ads that are disruptive are controlled .

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# 5.2RECOMMENDATIONS:

1. Website be secured from spy apps which lead to misinformation

2. Technical assistance be offered to the website for efficient functioning

5.3 REFERENCE

*Brilliant Educational Website (2020), Available at* [*https://www.brilliant.org/*](https://www.brilliant.org/)

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