Learning **MANAGEMENT** System

Prepared by,

Teresa Jency Bala
Hanna Bithi Malakar
Sadiya Sultana Natasha

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1. Project Summary

With the blessing of Internet facility the current world has become a fully connected global village. With this point of view, the eLearning methods and tools are getting more importance at universities. Also many big educational companies are providing courses on every topic that ever existed in the world. The eLearning process has become so effective that both commercial and open-source Learning Management System features are introduced.

There are many universities around the world which have integrated the LMS system with their running courses in order to facilitate both the instructors and learners. One major concern is the design of a system-architecture to allow for an easier integration of LMS with existing campus systems and applications. Especially the exchange of data between an LMS and Campus Management Systems is important. LMS is a software program that helps you to create, manage and deliver e-Learning courses. It provides tools to manage teaching and learning process and integrates various learning resources together

An LMS handles the management and delivery of eLearning courses. An LMS lets you create eLearning content (lessons), organize it into courses, deliver the content (either internally to your business or to a wider internet audience), enroll students to said courses, and finally, monitor and assess their performance (attendance, grades, etc.).

In our project we are designing and pioneering new approaches to solve all the necessary ways of implementing LMS for the betterment of education field. The implementation of LMS can be beneficial for students who want to learn and develop a better knowledge on any topic and be qualified.

2. Project Background

Education system has always been dependent on the educational institutions and also limited within those place. In order to pursue knowledge the learner had to buy books, or collect papers, or lectures but all are limited. The e-learning process provides to users flexibility[1]. Learners don't need to travel far and waste valuable time. In the LMS system the learner will find all the study materials starting from pdfs, videos or any media contents. The learner can repeat each lesson as many times as he or she wants. Online materials can be updated, and learners are able to see the changes at once. The learner can repeat each lesson as many times as he or she wants. For the instructor, tutoring can be done from any part of the world.

2.1 Google Classroom

Although there are many LMS systems currently available they have a few limitations. These include:

1. Most of the online assessments are limited to questions that are only objective in nature.
2. They can be hard to interact by those who have poor knowledge of computer technology.
3. Unappealing user interface[2]
4. The authenticity of a particular student's work is also a problem.
5. The database is either on cloud server or on-premise. If the server goes down or gets hacked or even is destroyed there will be no chance for recovery.

There will be tools available such as chats and forums, for students to interact with instructors for the trainee to talk about any issue. The learner is not bound by a fixed schedule like a real class would have so he or she may study in flexible study hour.

The new upgrades we are adding to the current LMS system which will remove the drawbacks are:

1. It will facilitate the students who did not attend physical class.
2. To use audio-vision to enhance learning.
3. Solve language barriers.
4. We will be making an open source full functional LMS which doesn't require any purchasing.
5. Easily interactive for the user.
6. For the students there will be not only quiz based education. We will give student's the chance to do descriptive answer by letting them write the answers in hand and then take photo one by one and add those as media file.
7. There will be viva questions for each online exam where the students must keep their webcam switched on and there will be face recognition and speech processing of the answer the students are providing. Students will be given marks when they are able to give answer to the viva question which has the same theme of the question's solution previously given in the system.
8. Add ranking board system to make students motivated and bring their competitive attitude.

The LMS platform will let the learner full control of his study material. Our LMS will not be limited to website only. We will also create software as well as android app. This will allow all the students to use the process efficient for them. Also we will let Share invaluable resources links and information via social sites making our LMS open source e-learning platform. As this LMS will allow schedule feedback sessions that take place on social media sites more engagements will be assured and so more students will get notified and co-operated.

3. Project Design

Our Learning Management System includes full facilities for both students and instructors. There will be:

For Students

- Course Selection
- Download contents
- Upload Answer scripts
- Profile Management

For Teachers

- Course Management
- Handout Deliver
- Assignment
- Evaluation
- Student Management

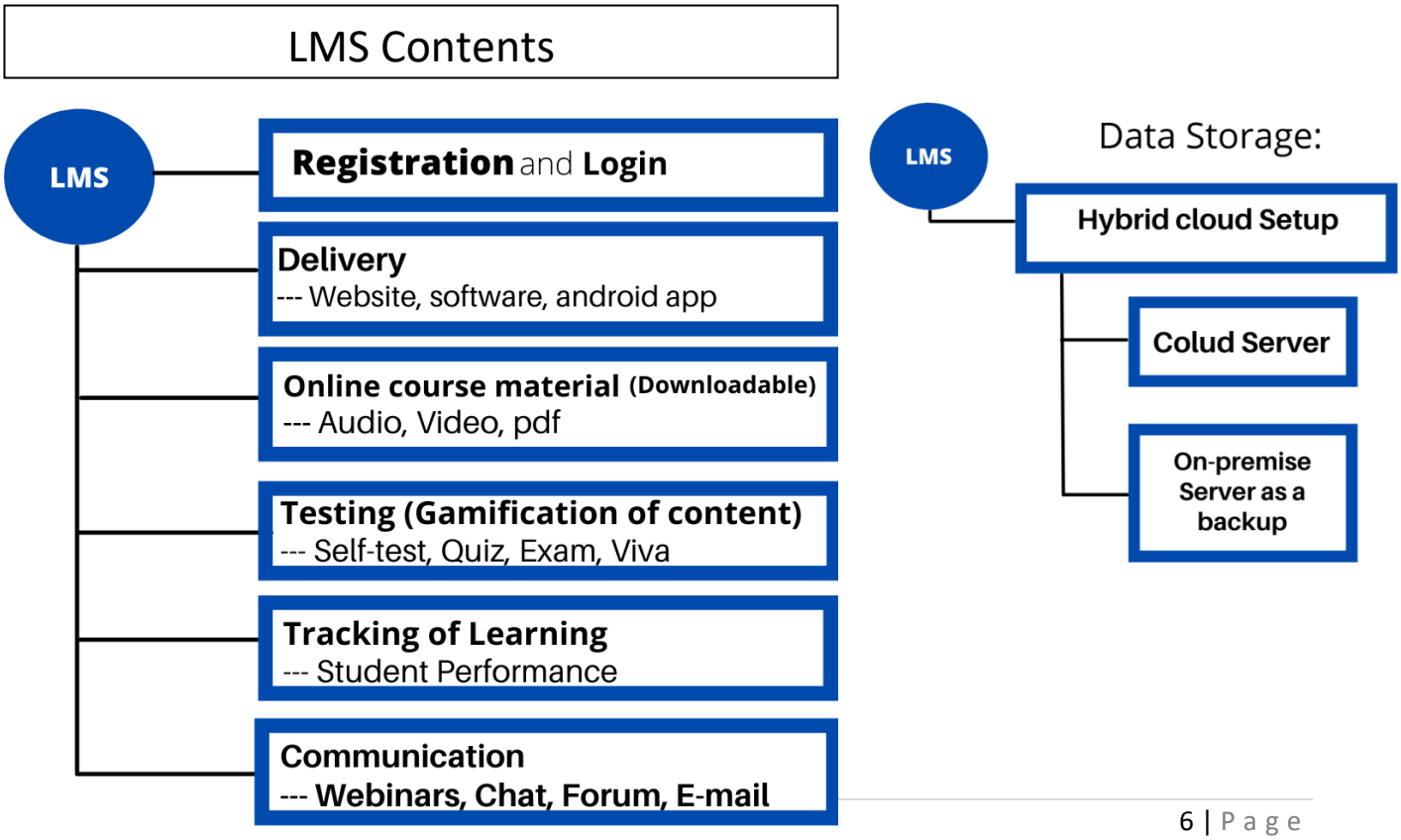
For Administrators

- Teachers Role
- Student's Role
- Full system Management

Student's activities

Teacher's activities

Some of functional requirements are:



4. Project Cost

The cost of an eLearning project consists of five components:

1. The cost of the LMS;
2. Implementation costs;
3. Setup training;
4. Technical support;
5. Maintenance and updates.

Description	Cost (BDT)
Software Development	250000.00
Hybrid Server Setup (One time for 12 months)	192000.00
Web Portal design & development	100000.00
Android Application Design and Development	120000.00
Integration of Payment procedure	75000.00
Integration of SMS application	20000.00
Total	565000.00

5. Time Scheduling

Phase	Action Items	Days:
Review & Signoff	Proposal review and Signoff Advance Payment as specified in payment plan	15
Planning	Requirement Analysis Design, Review and approval of feature listing for web, software and Android app	30
Design, Development & Integration	Designing and development of database structure Development of navigation scheme of web portal Develop and integrate features/modules Development and integration of custom controls Design Ul for Software Design Ul for Website Design Ul for Android app	95
Design Ul for Software	Review/edit web portal and android app Test all links, forms, integrated applications and email addresses to make sure they all work effectively Present the product for review and approval Training	15
Payment method	Apply for merchant account and integration of Payment Gateways	20
Final Handover	Transfer and handover of ownership of the Product Launch on Live Server Final payment	4
Maintenance and Support	Setup of dedicated support team for maintenance and support Continual improvement on agreed terms	1
	Total	180 days = 6 months

This period of time may vary depending on additional workload, last-minute changes, and additional submission and third party service providers.

6. Conclusion

Learning management systems (LMSs) may provide learners with resources in various formats, such as videos, quizzes, and forum discussions to support their learning, but having access to an LMS does not necessarily mean that learning has occurred effectively. Despite its apparent usefulness, whether the use of the LMS can indeed help learners learn more effectively remains an interesting matter for course providers, LMS vendors, and learners. LMS system quality, information quality, and service quality affect learners' system use and user satisfaction, and ultimately their learning effectiveness. Through a questionnaire survey, responses collected from 123 university students who studied in a blended learning environment at a university were analyzed. Findings showed that system quality and service quality, but not information quality, had a significant relationship with system use. In turn, system use had a significant relationship with learning effectiveness.

Reference

[1] Flexibility of E-learning, [2] Limitations of LMS