**SYNOPSIS**

**Report on**

**LearnVen**

**by**

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**ABSTRACT**

E-learning fulfils the thirst of knowledge and offers online content that can be delivered for the learner at anywhere, anytime and any age through a wide range of e-learning solution while compared with traditional learning system. It also provides the rapid access to specific knowledge and information.

An Online Learning Portal using PHP, providing students and teachers a platform for teachings and learnings.

In this platform, Teachers can post the study material for students. Students will be able to access study material subject wise as per their convenience. This platform makes learning interactive and hands on experience.

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**INTRODUCTION**

E-learning Platform is a web-based learning and management system which helps students and teachers to learn and study online effectively. It reduces the time to gain knowledge to everyone. It greatly overcomes the lack of availability and converts the manual old school paperwork to a fully automated and managed online system.

E-learning Platform it's users to securely register and log in to their individual accounts and create, read, and learn according to their needs. It provides learning platform to everyone in a very secure manner. Multiple users can work in this system at the same time under centralized supervision by administrator. It is a very useful learning management system for Colleges, Schools and other Institutes to manage and share their information in an secure, efficient and effective manner. This one help to provide knowledge and learning in an effective manner.

This project has a large scope as it has the following features which help in making it easy to use, understand and modify it:

* Ease of learning
* Flexibility
* Time and cost effective.
* Efficient Accessibility
* Opportunity to Explore Diverse Cultures.
* Easy and secure user log in and registration.
* Easy password recovery through email.
* E-learning is Greener

**Literature Review**

E-learning is a type of learning conducted digitally via electronic media, typically involving the internet. It can be accessed via most electronic devices including a computer, laptop, tablet, or smartphone, making it a versatile and easy way for students to learn wherever they are. E-learning resources come in a variety of forms – from software programs and digital courses to interactive online platform and apps.

According to Avner and Tenczar, E-learning finally offers us the yet unprecedented chance to blaze new trails for education, to raise the quality of education, and, at the same time, to rationalize the use of resources significantly and sustainably in the key areas of education.” This and all subsequent translations from German are by the author. [1].

According to K.H. Fee, Web-based learning is used nowadays as another option to face to face education. As a matter of fact, its use increases in a direct proportion with the increase of the number of students. This has made educators exert a lot of effort to help the learners to get interactive content that is full of multimedia as it has been proven that it has a significant effect on the process of learning. [2].

According to Johan, E-learning may improve access to education and training, the quality of teaching and learning and mark the need for higher institutions to maintain competitive advantage in this changing marketplace for students. This has led to full exploitation of IT in improving the teaching and learning process, while at the same time, delivering educational programmes to more students at a lower cost (Peled, 2000 in Hafizah and Kamil, 2009). This means e-learning may enhance quality of teaching and learning. [3].

According to conceptualizing the use of computerized systems to enable or facilitate the learning process. They identified 23 concepts that belong to the use of computers for learning purposes (e.g., online learning, virtual learning, distance education, m-learning, MOOC, learning management systems). E-learning should not be confused with the concept blended learning, which is defined as the effective integration, fusion even, of face-to-face and online learning depending on the educational need and purpose (p. 200 [4]).

According to Rodrigues et al. [5] define e-learning as an innovative web-based system based on digital technologies and other forms of educational materials whose primary goal is to provide students with a personalized, learner-centered, open, enjoyable, and interactive learning environment supporting and enhancing the learning processes.

**Project Objective**

The objectives of the system are-

• To reduce manual teaching

• Reduced sharing and distribution time

• Increased reliability.

• Increased operational efficiency.

• Data security

This E-learning Management System can be readily used by non-programming personal avoiding human handled chance of error. This project is used by Three types of users

i. Students.

ii. Teachers

iii. Administrators

Students and Teachers can create their accounts and start viewing and learning with the help of this project. Everyone to acquire knowledge without any fee charges.

Administrator is must be an authorized user who will keep track of all the uploaded learning material and manage users as well through the admin panel.

New features can be added to the system as per requirements.

**RESEARCH OUTCOME**

We are focussing on submitting our paper in the following:

1. Scopus Conference (IEEE/Springer)
2. Scopus Journal.

**PROPOSED TIME DURATION**

The estimated time for the completion of this research paper is of 2 months.

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| Sr. No. | PHASES | TIME DURATION |
| 1. | Software Requirement Specification | 1 weeks |
| 2. | System Design | 1 weeks |
| 3. | Coding | 4 weeks |
| 4. | Implementation | 2 weeks |
| 5. | Testing | 1 week |

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