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# ACHIEVEMENTS LOUNGE

## A Project Work Synopsis

*Submitted in the partial fulfilment for the award of the degree of*

## BACHELOR OF ENGINEERING

**IN**

### COMPUTER SCIENCE (HONS.) WITH SPECIALISATION IN ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

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#### February, 2022

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### *ABSTRACT*

### *In the growing era of new skills, there is a significant increase in the opportunities and achievements for students and generally, in the early career academics, students work on their skillset. Such skills are resulting in new opportunities for jobs and other sectors. Many corporates demand a well and multi-skilled person, instead of a normal graduate. To evaluate and keep a record of achievements of students and young professionals, the Achievements Lounge is being designed, which is a University Evaluation System, which is designed in a way to keep track of all achievements and skills of the students of a University.*

#### INTRODUCTION

* 1. **Problem Definition**

Many recent college graduates have anxiety that they will not find a decent job despite their investment in college education and skills they earned during college (Levine and Dean 2012). At the same time, executives insist that they cannot find qualified applicants for a wide range of jobs (Goldfarb 2012), and records of work experience and excellent grades at selective schools are often inadequate indicators of skills needed for success in business (Rubin, Bommer, and Baldwin 2002). Meanwhile, studies have found a significant, positive relationship between extracurricular activity involvement and career-related skills. So, a well-structured place to showcase your achievements and get constructive feedback accordingly can do wonders for the job seeker.

* 1. **Project Overview**

##### This Achievements Lounge is a university evaluation system designed in such a way that students can register their achievements, skills, certifications, licences, research work, co-curricular, and extra-curricular. The institute using this evaluation system can evaluate the skills and achievements and the scale at which the students of that institute are performing and achieving in co-curricular activities. Such a system can be useful for the proper growth of all the students in their early academic career and can be a proper system for the growth of students and institutes as well. Generally, this system will measure and reflect the student’s achievements as well as skills.

##### This can be a credit-based system, in which one can be evaluated based on the credits, the credits would be associated with the type and niche of achievements, and the achievements will be based on the marking by teachers and mentors and some default marking strategies.

This document will cover a description of the Achievements Lounge Evaluation system, the usage, working, and the need for such systems at organizations, especially universities and institutes hosting early academic career opportunities and professional societies.

* 1. **Hardware Specification**

**Operating systems supported**

* Mac
* Windows
* Linux

**Application Program supported:**

* Google Chrome
* Apple Safari
* Mozilla Firefox

**RAM required**

* 2GB minimum, 3 GB recommended
* 4 GB recommended for parallel processing with 8 or more cores
  1. **Software Specification**

**Software**

* VS Code
* Browser

**Languages**

* Front End – HTML, CSS, JS
* Back End – JS, Node.js

**Frameworks**

* Database – MongoDB
* React Js
* Rest API
* Passport JS
* Ejs
* Multi
* Axios JS

#### 2 LITERATURE REVIEW

Various research examines the changing influence of extracurricular activities on students’ post-college job outcomes. The results suggest that extracurricular activities contribute to individuals’ developmental pathways and occupations they take in the future (Bronfenbrenner 1994; Feldman and Matjasko 2005). In addition, the developmental gains are coming from the ‘contents’ of the activities, rather than simple participation in multiple activities or level of involvement in those activities. Each type of activity provides students unique opportunities for identifying preferences and fit for potential occupations, and this process might result in a higher level of satisfaction even if the occupational prestige is not high (e.g. art activities). On the other hand, the benefits are in part determined by employers’ recognition of different extracurricular activities, as signalling theory explains. Employers prefer individuals who have specialised skills, and activities that are related to those skills are valued. It is also possible that employers are looking for homophily, hiring people with specific extracurricular activity profiles that resonate culturally with the people in their organisations (Hodgkinson 2003; Rivera 2012). For example, employers value interpersonal skills and infer these abilities from people’s participation in sports or volunteer groups; however, social group activities are interpreted negatively, potentially because employers associate those activities with exposures to unfavourable behaviours such as cheating and drinking (Baker 2008).

**2.1 Existing System**

Various existing systems allow people to showcase their achievements like LinkedIn.com, the platform is primarily used for professional networking and career development, and allows job seekers to post their CVs and employers to post jobs. Their people can upload their past job experiences, projects, etc. Yet there is a gap that needs to be filled for university students.

**2.2 Proposed System**

It’s found that Universities don’t have a track of the achievements of their students. And they are unaware of the potential students of their institute. Achievements Lounge Evaluation System can rectify this issue by keeping the track of the students' achievements as well as providing the scale at which the students of that institute are performing and achieving in co-curricular activities.

#### 3 PROBLEM FORMULATION

During Job interviews, the students get nervous despite the preparation that they have done. They know the skills they possess but are unable to showcase them in front of the interviewer. And similarly, the hiring manager is unable to find qualified applicants for the job they are offering. There is a gap between the interviewee and the interviewer. They require a place where the interviewee can showcase their legit skills and achievements so that the interviewer can know if the person is worthy of being interviewed or not. So to fill this gap, Achievements Lounge Evaluation System could be used. Whereby, the university using this evaluation system can evaluate the skills and achievements of the students and the scale at which the students of that institute are performing and achieving into co-curricular activities. This would give them a kind of sorted list of students and their skills to the hiring manager of the companies, giving them clarity about the students’ potential.

#### 4 OBJECTIVES

The proposed work aims to create an Evaluation System for the universities to track the achievements of their universities’ students. The proposed aim will be achieved by dividing the work into the following objectives:

1. Collecting the data of the students of the university and their achievements
2. Creating an evaluation system where the faculty could rank the students according to their achievements and skills
3. Displaying the top-ranked students on the leader board

#### 5 METHODOLOGY

The following methodology will be followed to achieve the objectives defined for the proposed research and project work:

1. Detailed study of How Co-curricular, as well as extracurricular, is helping the job seekers will be done.
2. Installation and hands-on experience on existing approaches of the University Evaluation System will be done. Relative pros and cons will be identified
3. Various parameters will be identified to evaluate the proposed system.
4. Comparison of newly implemented approach with exiting approaches will be done.

**6 TENTATIVE CHAPTER PLAN FOR THE PROPOSED WORK**

**CHAPTER 1: INTRODUCTION**

* 1. **Problem Definition**

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##### This can be a credit-based system, in which one can be evaluated based on the credits, the credits would be associated with the type and niche of achievements, and the achievements will be based on the marking by teachers and mentors and some default marking strategies.

This document will cover a description of the Achievements Lounge Evaluation system, the usage, working, and the need for such systems at organizations, especially universities and institutes hosting early academic career opportunities and professional societies.

**CHAPTER 2: LITERATURE REVIEW**

Various research examines the changing influence of extracurricular activities on students’ post-college job outcomes. The results suggest that extracurricular activities contribute to individuals’ developmental pathways and occupations they take in the future (Bronfenbrenner 1994; Feldman and Matjasko 2005). In addition, the developmental gains are coming from the ‘contents’ of the activities, rather than simple participation in multiple activities or level of involvement in those activities. Each type of activity provides students unique opportunities for identifying preference and fit for potential occupations, and this process might result in a higher level of satisfaction even if the occupational prestige is not high (e.g. art activities). On the other hand, the benefits are in part determined by employers’ recognition of different extracurricular activities, as signalling theory explains. Employers prefer individuals who have specialised skills, and activities that are related to those skills are valued. It is also possible that employers are looking for homophily, hiring people with specific extracurricular activity profiles that resonate culturally with the people in their organisations (Hodgkinson 2003; Rivera 2012). For example, employers value interpersonal skills and infer these abilities from people’s participation in sports or volunteer groups; however, social group activities are interpreted negatively, potentially because employers associate those activities with exposures to unfavourable behaviours such as cheating and drinking (Baker 2008).

**CHAPTER 3: BACKGROUND OF PROPOSED METHOD**

**3.1 Existing System**

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**CHAPTER 4: METHODOLOGY**

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**CHAPTER 5: RESULTS AND DISCUSSION**

To be updated

**CHAPTER 6: CONCLUSION AND FUTURE SCOPE**

Such a system can help the mentors and the university to measure and evaluate the performance of the university/institute’s students. This further can be integrated with the institute’s management system to collect data more efficiently and single place. Also, the proper system will result in the growth of students as well as the university.

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