E-LEARNING WEBSITE

A PROJECT REPORT

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BONAFIDE CERTIFICATE

Certified that this project report titled "**E-LEARNING WEBSITE"** is the bonafide work of "**YOGITA BHARDWAJ (19BCE10187), MAULI BHATNAGAR (19BCE10284), ASHWINI DARADE (19BCE10311), JHANVI TRIPATHI (19BCE10344)"** who carried out the project work under my supervision. Certified further that to the best of my knowledge the work reported here does not form part of any other project/research work on the basis of which a degree or award was conferred on an earlier occasion on this or any other candidate.

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ABSTRACT

The basic idea of this project is to develop a E-LEARNING platform for the students to generate full-scale distance education. It is a very convenient and flexible option.

We had used HTML, CSS and JAVASCRIPT for developing the source code of our website and CANVA for all the logo used in the website.

This would be very useful for any student who want to learn the things in isolation without any disturbance. We had put a login option in our website and a number of courses with different pdf and e-books.

INTRODUCTION

E-learning website is a growing field. Traditionally it has referred to full-scale distance education. Normally it has been practiced in higher education and corporate and occupational training contexts as a part of lifelong learning. However, with the emergence of new open and mobile platforms and web apps, a range of possibilities has opened to facilitate teaching and learning processes in fully on-site or blended environment.

As a result, e-learning has been implemented in all educational systems, transcending the traditional idea of distance education. E-learning exploits iterative technology and communication systems to improve the learning experience, it has the potential to transform the way we teach and learn across the board. It can raise standards, and widen participation provision of e-learning materials irrespective of time and location via learning platform.

The information provided by this report shows where the resources and efforts for e-learning research are being focused. It also indicates the type of methodology followed, existing work with limitations, real time usage, hardware and software requirements, novelty of the project, module description, module work flow explanation including demo video and snapshot of the project, testing and conclusion.

LITERATURE SURVEY

Despite the enormous growth of e-learning in education and its perceived benefits, the efficiency of such tools will not be fully utilized if the users inclined to not accept and use the system. Therefore, the successful implementation of e-learning tools depends on whether or not the students are willing to adopt and accept the technology. However, recent studies have shown that e-learning implementation is not simply a technological solution, but also a process of many different factors such as social factors , individual factors , organizational such as facilitating conditions in addition to behavioral and cultural factors .Such major factors play an important role in how an information technology is developed and used .To ensure all these factors we have developed a website which is user friendly and can be easily access from any place.

The major study question was how the automated learning support system could develop the efficiency and quality of further knowledge flow and offer sustainable cooperation between educational institutions and entrepreneurs. The researchers found that the analysis of the information system as an online learning support platform, improved quality of knowledge flow, and recommendations for advancing work-based learning besides the encouragement of efficient knowledge management technologies. Furthermore, innovations in the learning process needs to be real and simple to help adults find how to solve their problems; preparation of training is needed following a specific employer demand and knowledge sharing has to be equally vigorous on both interested sides; and needs have to be obtained; and accurate content and quality must be presented according to merchant's prospects.

METHODOLOGY FOLLOWED

Our e-learning platform will overcome with every present limitation to provide a better service to students.

Any student who is new to this platform or any older student who is not comfortable with these online services could easily use this.

Our platform will provide services like different courses, videos, tutorial for easy learning.

All you have to do is just enroll in the course and start learning with a pc or smartphone.

We have presented comprehensive study of different e-learning. This study would help researchers involved in development of e-learning. In the world of cloud computing, there is a need to develop a cloud-based learning management system (CLMS) which can incorporate all the features discussed in previous section and new features like automatic assignment evaluation with the integration of plagiarism detector and keyword matching, web based virtual workshop management and single sign on.

WORK DONE

This platform is to provide educational services to students of school and college. This idea was proposed on the basis of providing and ensuring good quality of courses and content for students. Our team will use HTML, CSS and jJAVASCRIPT for this website. We had used the best video links from Youtube to provide best content for the students.

We had constructed a complete website with features like login and signup, various courses with e-books and links to pdf. We had used web-development for completing our source code for the website.

This project is concerned with creating a virtual learning system where learning where learning can take place and study materials can be shared with the students.

OBSERVATION

You are able to link the various resources in several varying formats.

It is a very efficient way of delivering courses online.

Due to its convenience and flexibility, the resources are available from anywhere and at any time.

Everyone, who are part time students or are working full time, can take advantage of web-based learning.

As you have access to the net 24x7, you can train yourself anytime and from anywhere also.

Web-based learning promotes active and independent learning.

It is a very convenient and flexible option; above all, you don't have to depend on anyone for anything.

Not only you can train yourself on a day to day basis, but also on weekends or whenever you have the free time to. There is no hard and fast rule.

Through discussion boards and chats, you are able to interact with everyone online and also clear your doubts if any.

RESULT AND CONCLUSION

Online learning increases access to education for many different types of people. If developed properly, online classes may increase efficiency and course productivity. Hot debate surrounds the social implications of online learning and helps to increase in social interaction too. This presentation could help you find solutions to particular problems arising in your classroom or school.

This report critically reviewed the literature related to e-learning systems and identified some of the most influential factors used in the field of information systems research. More specifically, this report had an insight on the origins, characteristics as well as the limitations, weaknesses and strengths of web-based learning systems. Student variables, such as behaviors and attitudes, cultural backgrounds and other demographic characteristics are important variables that influence student learning, especially in a collaborative e-learning environment. Understanding these variables is now helpful for instructors to design meaningful educational activities to promote student knowledge construction and make learning more effective and appealing. In particular, this research helps to better understand the characteristics of students, which can help policy makers, educators and experts to understand what the students expect from the learning management systems. This can help the management achieve the most effective deployment of such system and also helps them improve their strategic decision making about technology in the future, they can decide on the best approach that fit their students before implementing any new technology.

RECOMMENDATION FOR FUTURE WORK

E-learning is here to stay. As computer ownership grows across the globe learning becomes increasingly viable and accessible. Internet connection speeds are increasing, and with that, opportunities for more multimedia training methods arise.

With the immense improvement of mobile networks in the past few years and the increase in telecommuting, taking all the awesome features of e-learning on the road is a reality with smartphones and other portable devices. Technologies such as social media are also transforming education constantly.

Generally speaking, learning is expensive, takes a long time and the results can vary. E-learning has been trying for years now to complement the way we learn to make it more effective and measurable. The result now is that there are a number of tools that help create interactive training courses, standardize the learning process and/or inject informal elements to otherwise formal learning processes. Several e-learning trends can give us a clear view of the future of e-learning and how learning tools will be shaped:

Gamification is the use of game thinking and game mechanics in a non-game context to engage users and solve problems.

Micro-learning focuses on the design of micro-learning activities through micro-steps in digital media environments, which already is a daily reality for today's knowledge workers. These activities can be incorporated into a learner's daily routines.

Personalized Learning is the tailoring of pedagogy, curriculum and learning environments to meet the needs and aspirations of individual learners. Personalization is broader than just individualization or differentiation in that it affords the learner a degree of choice about what is learned, when it is learned and how it is learned.

REFERENCES

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