***Project Title***:-

*Student Solution an e-learning-based platform project.*

Logo

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Introduction:-

E-learning is an education via the internet , network, or standalone computer. E-learning is basically the network enabled convey of skill and knowledge .A learning system based on formalised teaching but with the help of electronic resources is known as E-learning. While teaching can be based in or out of the classrooms, the use of computers and the Internet forms the major component of E-learning.

The last few years have seen an upward growth in the popularity of e-learning and e-learning methods. This has been possible due to our dependency on the digital lifestyle and the cost-effectiveness of the plans.

However, as the world had come face-to-face with the pandemic of Covid-19, the growth of e-learning has increased tenfold. From students to professionals, everyone is using digital mediums to add new skills to their bag of tricks. In this article, we will discuss the various aspects of e-learning methods and how to turn it into a profit-generating source.

An electronic learning platform is an integrated set of interactive online services that provide trainers, learners, and others involved in education with information, tools, and resources to support and enhance education delivery and management. One type of eLearning platform is a learning management system (LMS).

In regular or traditional learning methods, the teacher and the learner both need to be present in a classroom or any other similar place. However, in e-learning methods, the teacher can simply design the course at a single period of time. And the learners can go through it even from distant places at their own pace. They don’t need to be in the same place as the educators in e-learning methods.

1.2 AIM OF THE PROJECT

E-learning represent an innovative shift in the field of learning, providing rapid access to specific knowledge and information. An e-learning project aims to create an engaging and informative online course that helps learning achieve the desired learning outcomes, but this is micro perspective. From the micro perspective, an e-learning project involves the effective coordination of your development team to build the course to standard and launch it. It offer online instruction that can be delivered anytime and anywhere through a wide range of electronic learning solution such as web-based courseware, online discussion groups, live virtual class, video and audio streaming, web chat, online simulations, and virtual mentoring.

1.3 OBJECTIVE OF THE PROJECT

The main objective of an e-learning solution is driven by the following factors:

* Attracting and recruiting new students.
* To offer online instruction that can be delivered anytime and anywhere.
* Attracting and recruiting people to study here. Provide our best faculty to students.
* Simple, easy to use platform for student and parent engagement. Can create classrooms, add students, assign homework or activites.

1.4 SCOPE OF THE SYSTEM

Online learning is a wide platform to help students get more educated. With the E-Learning, the concept of learning has differed from the old times. This e-learning platform is widely increased as the each individual contains a smart phone with high speed internet through which, each can access the courses on the websites in minutes.

The scope of e-learning education in India is in fact much wider. The e-learning, though reached India late of course, but it is being fast accepted in a big way. Due to the growing Indian economy, India has a chance to become heart of e learning programs. The scope of e-learning is much wider in India with many e-learning companies stepping ahead in provided that the service. In India, e-learning situation is still rising and at an investigational stage. The traditional mindsets are changing, with the corporate and business sector leading the way in embracing technology based learning networks. The term e-learning comprises a lot more than online education, virtual education, and distributed education, networked or web-based education. As the correspondence “e” in e-learning designed for the word “electronic”, e-learning would include all learning actions that are approved out by people or assembly presentation online or offline, and synchronously or asynchronously through networked or separate computers and extra electronic devices. The future of E-learning industry in India seems to be vibrant as number of Internet users is rising in the country, at fairly a logical rate and more, and extra reputed players are showing their interest in the e-learning business.