

“E-Learning Study Material”

A PROJECT REPORT

Submitted by

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ENGINEERING COLLEGE**
SAFFRONY INSTITUTE OF TECHNOLOGY CAMPUS

1. Background Study And Research Gap

➤ History:-

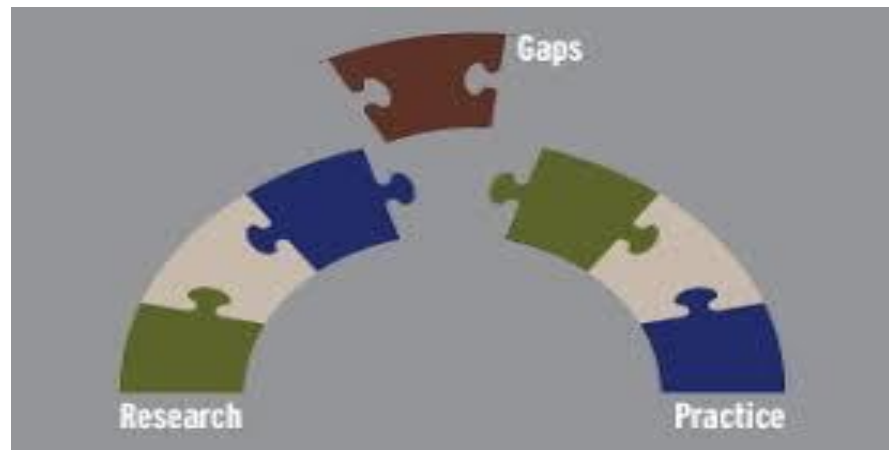
- In history, students are creating hand notes in the lectures and they have to make notes of each and every subjects.
- Creating notes of each and every subjects takes too much of efforts and time for students in the past years.

➤ Current Scenarios:-

- The future holds a new wave of e-learning inspired by social media, [Massive Open Online Courses \(MOOCs\)](#), [Selective Open Online Courses \(SOOCs\)](#) and even websites like YouTube. Individuals and companies alike are taking the opportunity to use these different outlets to share information and learn from each other. [Filtered sits on this wave, and has the cutting-edge technology to help any individual grow their knowledge base.](#)

Research Gap

- Research gap is define as a topic or area for which missing or insufficient information limits ability to reach conclusion.
- There is no system for saffrony institute of technology so their so should be a system maintaining all the hand written and self made notes/ppts.
- This will help the faculty member to maintain their notes and provide them to students effectively, conveniently and as and when needed.



2. Problem Definition

- An E-learning management system is website or a web-based technology used to deliver material, lectures notes, and to access a learning process.

3. Objectives

- To perform task analysis
- To perform training needs analysis
- To review existing capabilities
- To determine expectations
- To improve flexibility of course delivery

4. Literature Review

➤ Research Papers:-

Paper 1: Interactive Multimedia-Based E-Learning: A Study of Effectiveness

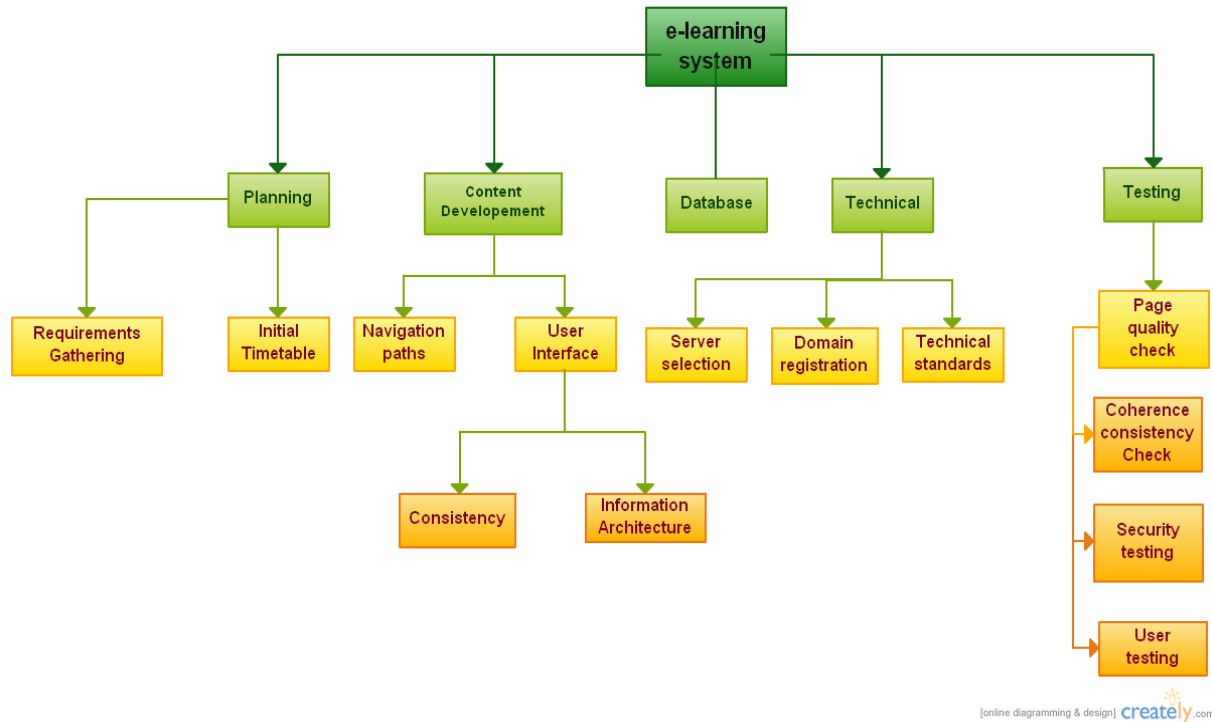
Paper Summary: The author conducted two experiments to assess Effectiveness of interactive E-learning. Students in a fully interactive Multimedia based e-learning environment achieved better performance And higher levels of satisfaction than those in a traditional classroom And those in a less interactive e-learning environment.

➤ Patents:-

Patent 1 : Open and interactive e-learning system and method

Patent Summary: A system and method are described that provide nearly universal and simple access by learners everywhere to content developed by authors everywhere to produce an e-learning marketplace. Content is stored and updated centrally and current content is distributed to local content servers via a content delivery network (CDN). A proprietary server enables interfaces and a loadable seed to a user server connected with one or more learning management systems (LMSs). Training managers subscribe to content, the author obtains payment, and the learners 'attend' one or more courses, the completion status and grade of which are reportable to the one or more LMSs. Security is provided as is interaction among various users of the invented e-learning system and method.

5. Methodology



6. Skill Sets and Knowledge Required

+ Technical Skills:-

- Python
- Mongoddb
- Flask

+ Non-technical Skills:-

- Management Skills
- Subject knowledge
- Software Skills

7. Planning

<u>Sr. No.</u>	<u>Task Name</u>	<u>Time Period</u>
1.	Background Study	Dec-2019
2.	Research Gap	Dec-2019
3.	Problem Definition	Dec-2019
4.	Literature Reviews	Jan-2020
5.	Methodology	Jan-2020
6.	Testing	Jan(2020)- Feb(2020)
7.	Submission	10 th -Feb(2020)

8. Validation and Verification

Verification:-

Verification means Are we building the product right?

Test Plan:-

- Analysis on user's feedback.
- GUI(Graphical User Interface)

Validation:-

Validation means Are we holding the product right?

To validate the product which we have developed is
Right or not?

- To validate the feedback given by the user.

9. Expected Outcomes

- From our project, we are expecting the students and faculty should feel comfortable using our website.
- Our project should get effective result on student college life.

10. Future Scopes

✚ The system will hopefully serve as a centralized database of syllabus for the courses offered at the university allowing students and faculties (current, past and prospective), to view them. The system will end up bringing an effective communication among students, lectures, and the administration, by accessing information and other resources anytime, anywhere.

✚ Here are some expected results of the project:

- Lectures to upload assignments and resources for their units.
- Students to download the resources and upload assignments.
- It provides an easy-to-use way to manage course websites that include schedule information, announcement, as well as course discussions.