**FUTURE WORK**

MODEL

**MODEL**

A recommender system is a program that sees what a user is doing and tries to recommend courses of action it thinks would be beneficial to the user. This is the idea behind some systems used in electronic commerce sites to recommend products to customers they might wish to purchase based on their previous purchasing history as well as the purchasing history of those who bought similar goods. To date, this hasn’t been proposed for on-line learning environments and no known e-learning system uses such a software agent to enhance the on-line learning experience as described in this paper.

Our main data (i.e. online classroom data) was collected from Kaggle.com and others collected from the UNs SDGs website. A traditional grading system was adopted as evaluation of the students’ performance, and, at the same time, an online environment let students share posts, answers and classify productions with emojis-based reactions a scale from 0 to 10 each Skill.

**INTRODUCTION**

E-learning is indeed a revolutionary way to provide education in life long term, comparing with the traditional face-to-face style teaching and learning. Nowadays more and more people have profited from various e-learning programs. However, high range of the learners on the Internet poses new challenges to the traditional “one-size-fit-all” learning model, in which a single set of learning resource is provided to all learners. In fact, the learners could have various interests; even sharing with the common interests, they may have different levels of expertise, and hence they cannot be treated in a uniform way. It is of great importance to provide a personalized system which can automatically adapt to the interests and levels of learners.

**PROJECT REPORT: BUILDING AN ELEARNING PLATFORM**

**PROJECT CATEGORY: MACHINE LEARNING (RECOMMENDER SYSTEM)**

**REJOICE ABLA FIAZORLI REBECCA ADDAE**

[**rfiazorli@gmail.com/0545101223**](mailto:rfiazorli@gmail.com/0545101223) **becxcreations@gmail.com/0543452107**

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**RESULTS**

**RESULTS**

CONCLUSION

**DATASET**

**INTRODUCTION**



