GUJARAT TECHNOLOGICAL UNIVERSITY

CHANDKHEDA, AHMEDABAD

AFFILIATED

SARVAJANIK COLLEGE OF ENGINEERING AND TECHNOLOGY

A Project on

"INTERNET OF BRAIN"

PROJECT TYPE: UDP

B.E. IV, SEMESTER-VIII, COMPUTER-(SHIFT-1)

SUBMITTED BY:

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Abstract

Due to this COVID pandemic situation, the Education sector has a drastic shift in the learning culture. E-learning is one of the preferable and accepted ways across the globe. But these changes bring many problems as well. We aim to enhance the online learning experience along with overcoming the hurdles of the new problems which we getting by the experiences of students.1) Surrounding distractions-During a lecture, there are a lot of factors which can distract students.2) Eye strain problem-Due to whole day of learning.3) Teachers doesn't get proper insights into their teaching-whether the learner understand properly or not.

We provide a web platform collaborated with the Internet of Brain technologies. To Overcome the problem of distraction: We uses a Brain Computer Interface(BCI).Our brain has billions of neurons and when communication between neurons is initiated, the electric pulse will generate. We will use a BCI device to capture that pulse signal from the brain and we will classify that data for machine learning and calculate the concentration and that concentration values will be used to play or pause video automatically according to the level of concentration of the brain. To improve efficiency and reduce the boredom of learning : As per the research, Brain needs 5 min of a break after 45 min of learning. So we will build a feature that pops up 5 min meditation alert after 45 min of continuous learning with enable relaxation music and calmness graph report. Analysis for teacher : We will use data which gather from each student and will provide graph based analysis of lecture. So teachers can easily get proper ideas about less engaged portions of their lecture. Smart feature : Student can take screenshots by using their blinks will help them to prepare notes. We will also extend our application toward providing the access of their surroundings like control of their rooms devices during lecture by left and right eyewinks.