Unveiling The Virtual Classroom: An In-Depth Analysis of the Online Education System

Mr. G Aravind Reddy Dr Reddy's Foundation

Define Problem

The domain of education has been remarkably transformed with the emergence of online education and e-learning platforms. This transfiguration came up with new avenues for learning and dissemination of knowledge. The growth of adoption of online education platforms has rapidly increased due to accessibility of the internet and other digital advancements. *Unveiling The Virtual Classroom: An In-Depth Analysis Of The Online Education System* project aims for extensive exploration of diverse facets of online education to gain a comprehensive understanding of its strengths, weaknesses, opportunities, and challenges. The problem definition is classified into four parts as: Business problem, Business requirements, Literature survey, and Social or business impacts.

Business Problem

The primary business problem addressed by this project is to investigate the inclusivity of the online education system. The business problem can be explores as following:

- Efficacy of productive engagement and learning outcomes: The chief objective of any online education system is to ensure the productive engagement of learners and optimal achievement of learning outcomes. The success of online education platforms largely depends on how well they can replicate the interactive and participative nature of traditional classrooms. If students are disengaged or fail to grasp the material adequately, it can lead to reduced satisfaction, lower completion rates, and potentially affect the reputation and profitability of the online education provider.
- Reliable and qualitative deliverable: The increasing landscape of the online education system needs to assure the quality as well as establishment of credibility. The educational institutions and online platforms need to prove the legitimacy of their courses and certifications to attract students and gain the trust of employers. Without proper mechanisms in place to ensure academic integrity, there is a risk of devaluing the credentials and diminishing the reputation of the institution.
- Compete market and establish distinctiveness: The online education industry has become
 increasingly competitive, with numerous providers vying for a share of the market. In this
 scenario, businesses face the challenge of standing out and differentiating their offerings
 to attract and retain learners. Understanding the unique strengths and weaknesses of their

platform and courses can help companies refine their marketing strategies and target specific niches effectively.

- Accessibility and Comprehensiveness: Online education has the potential to break geographical barriers and make learning accessible to a broader audience. However, accessibility and inclusivity remain a significant challenge. Businesses need to address issues related to the digital divide, accommodating diverse learning needs, and making their platforms user-friendly for differently-abled individuals. Failure to address these concerns can lead to missed opportunities to tap into underserved markets and may even raise ethical considerations.
- Agility and Integration: Advancements in technology continually shape the landscape of
 online education. Businesses in this domain must keep abreast of emerging technologies
 and explore how they can enhance the learning experience. Integrating new tools and
 features effectively requires a keen understanding of learner preferences and technological
 trends.
- Financial sustainability and revenues generation: For businesses offering online education, the sustainability of their models depends on effective monetization strategies. They must find a balance between offering accessible and affordable courses while generating sufficient revenue to cover operational costs and invest in continuous improvement.
- Compliance with regulatory bodies: Online education is subject to various regulations and legal requirements that can vary across jurisdictions. Ensuring compliance with these regulations is crucial to avoid legal challenges and maintain the reputation of the business.
- Security and privacy: Online education platforms collect vast amounts of student data, ranging from personal information to learning behavior. Ensuring robust data privacy and security measures is essential to protect students' sensitive information and maintain trust with users.

Business Requirements

To address the described business problems, the project requires the following:

- Access to a diverse set of online education platforms, courses, and providers to analyze and compare their features, methodologies, and effectiveness.
- Collection of relevant data from students, educators, administrators, and industry experts to gain insights into their experiences, preferences, and expectations from online education.

- Expertise in research methodologies and data analysis to conduct a robust examination of the online education system, considering factors like student engagement, learning outcomes, course quality, and pedagogical approaches.
- Knowledge of emerging technologies and their potential impact on online education to explore innovative ways of enhancing the virtual classroom experience.
- Awareness of the regulatory landscape and legal considerations to ensure compliance with relevant laws and guidelines related to online education.

Literature Survey

The landscape of education has been transformed by the emergence of online education systems, bringing forth the concept of the virtual classroom. This literature survey delves into the multifaceted dimensions of online education, investigating its strengths, weaknesses, opportunities, and challenges. The seminal work introduced by Siemens in 2005 given the notion of connectivism, highlighting how digital tools foster new learning paradigms and how online environments promote knowledge sharing (George, 2005). Digital education leverages technology to facilitate learning and teaching, enabling flexible access to educational content and fostering interactive and personalized learning experiences. It encompasses online courses, virtual classrooms, and digital resources that enhance education's reach and effectiveness. Distance Education Enrollment Report 2017 given by Allen & Seaman (Allen & Seaman, 2017) provided insights into the growth and trends of online education enrollment, offering a comprehensive view of its expansion using online medium. An overview of research on online learning effectiveness, examining factors influencing student outcomes was done by Means et al., 2014. A report identifying emerging technologies impacting education, including adaptive learning and educational gaming was put forward by NMC horizon report 2016 (Duke et al., 2016).

The popularity of digital education encouraged the researchers to work on Blended learning. It combines traditional classroom instruction with online learning methods, seamlessly integrating in-person interactions with digital resources to enhance student engagement and learning outcomes in online education. Under the title 'Blended learning: The new normal and emerging technologies', the authors explored the blended learning, where virtual and physical classrooms intersect, showcasing how technology impacts pedagogical approaches(Dziuban et al., 2018). The trend of mobile technology in online education created a new trend for both the students and educators. In the same pace, a mobile technology-enhanced flipped classroom with effective home reading discussed the integration of mobile technologies and flipped learning to enhance online education (Hwang et al., 2015).

Furthermore, the application of gamification in e-learning enriches the educational journey by integrating game elements such as challenges and rewards, fostering active participation and motivation(Tsay et al., 2018: Kashive & Mohite, 2022). This approach transforms learning into an engaging and interactive experience, enhancing learner retention and overall comprehension. By infusing fun and competition, gamification elevates the effectiveness of e-learning platforms, making education an immersive adventure (Borba et al., 2018).

To consider the challenges and mitigation strategies for an effective online education system, in 2015, Bates addressed challenges in online education, offering strategies for designing effective online courses and ensuring student engagement(Bates, 2015). The investigation of students' perceptions on security, integrity, etc. for online learning contexts and their impact on academic achievement have been studied by the researchers (Yavuzalp & Bahcivan, 2021). They found that students are more comfortable with online education than the traditional education system. Another report by NMC horizon in 2019 as a higher education edition outlined emerging technologies expected to impact education in the near future, such as AI-driven learning analytics (Becker et al., 2017). In fact, how the COVID-19 pandemic has accelerated the adoption of online education and potential post-pandemic scenarios excelled the research in the area of quality assurance of online education with respect to location, content available, customization. A thorough study of the impact of online learning during COVID-19 from the perspective of students' and teachers provided a remarkable contribution for analysis of the impact of the online education system (Nambiar, 2020).

The literature survey provides a comprehensive exploration of the online education landscape, encompassing pedagogical approaches, technological advancements, challenges, quality assurance, and future trends. It underscores the need for a holistic understanding of the virtual classroom's dynamics to shape effective and innovative online education systems.

Social and Business Impact

The nuanced analysis of the online education system will have significant social and business implications. Understanding the effectiveness of online education can positively impact learners by improving engagement, learning outcomes, and accessibility to education. It can also provide valuable insights to educational institutions and online platforms, enabling them to enhance their offerings, create more engaging learning experiences, and make informed decisions about resource allocation and course development. Additionally, by addressing challenges and capitalizing on opportunities, the project can contribute to the growth and sustainability of the online education industry, benefiting both providers and learners on a global scale.

Data Collection

The Dataset in the given problem consists of 23 columns and 1033 rows. The column Column Description for Online education system review:

• Gender: Gender of the student

• Home Location: Rural or Urban.

• Level of Education : UG, PG or school

• Age : age of the student

• Number of subjects:

• Device Type Used : device used to attend the online classes

• Economic status: economic status of the family

• Internet facility in your locality

- Are you involved on any sports
- Family Size
- Do elderly people monitor you?.
- Study Time(hours)
- Sleep time (hours)
- Time spent on social media(hours)
- Interested in gaming?
- Have a separate room for studying?
- Engaged in group studies?
- Average marks scored before pandemic in traditional classroom
- Your interaction in online mode
- Clearing doubts with faculties online?
- Interested in?
- Performance in online
- Your level of satisfaction in online education

Connection with IBM Cognos

IBM Cognos is a powerful business intelligence and performance management tool that enables organizations to access, analyze, and visualize data from various sources. It offers advanced reporting, dashboarding, and data modeling capabilities, facilitating data-driven decision-making. Cognos seamlessly connects to diverse data repositories and provides insights through user-friendly interfaces, contributing to enhanced business performance and strategic planning.

Steps: Login to IBM Cognos —-> Launch IBM Cognos —-> Go to the prepare data section —-> click on upload option —->upload the csv file.

Data Preparation

Preparing the data for visualization involves cleaning the data to remove irrelevant or missing data, transforming the data into a format that can be easily visualized, exploring the data to identify patterns and trends, filtering the data to focus on specific subsets of data, preparing the data for visualization software, and ensuring the data is accurate and complete. This process helps to make the data easily understandable and ready for creating visualizations to gain insights into the performance and efficiency. Data preprocessing can be performed in many ways using many different steps depending on the data. Renaming the data columns and cleaning of rough data have been performed on collected dataset using IBM Cognos.

Data Visualization and Data Dashboard

The total 13 unique visualizations have been created from the given dataset. The types of visualizations include bar charts, line charts, heat maps, scatter plots, pie charts etc. These visualizations can be used to compare performance, track changes over time, show distribution, and relationships between variables, resource allocation, etc.

The responsiveness and design of a dashboard for online education review data is crucial to ensure that the information is easily understandable and actionable. Key considerations for designing a responsive and effective dashboard include user-centered design, clear and concise information, interactivity, data-driven approach, accessibility, customization, and security. Here, the goal is to create a dashboard that is user-friendly, interactive, and data-driven. Four tabs has been included in the dashboard from the pinned visualization in IBM Cognos. Refer Figure 1- Figure 4 for dashboard.

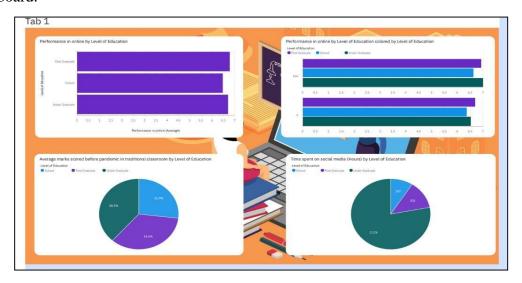


Figure 1: Visualization 1

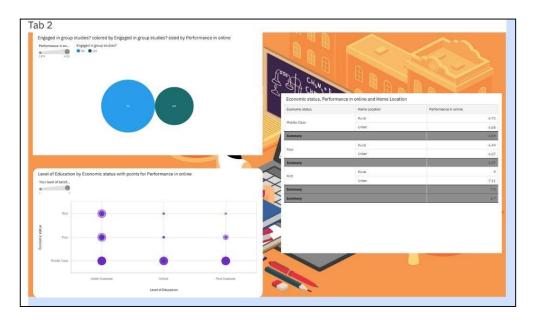


Figure 2: Visualization 2

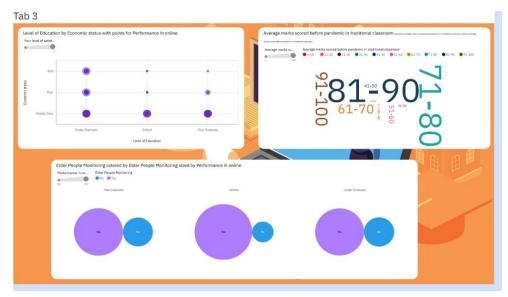


Figure 3: Visualization 3



Figure 4: Visualization 4

Story

A story depends on the complexity of the analysis and the specific insights that are trying to be conveyed. It is a visual representation of the data analysis process and it breaks down the analysis into a series of steps or scenes. The number of scenes in a storyboard for a data visualization will analyze the performance and efficiency of online education. The story scenes given in Figure 5 describes the analysis of online education system based on given data.



Figure 5:Scenes of Story

Report

In IBM Cognos, a report is a structured presentation of data insights using visual elements like tables, charts, and graphs. It is essential for data analytics as it translates raw data into understandable formats, enabling effective data-driven decision-making. Reports in IBM Cognos facilitate data exploration, visualization, and communication of key insights, forming a cornerstone of robust data analysis processes. Figure 6 and Figure 7 depicts the report generated for the analysis of the virtual classroom in online education system.

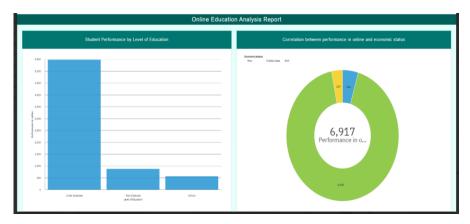


Figure 6: Report Part-1

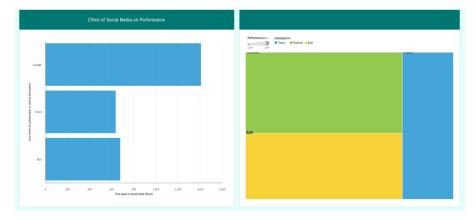


Figure 7: Report Part-2

References

- 1. George, S. (2005). Connectivism: A learning theory for the digital age. International Journal of Instructional technology and distance learning, 2(1), 3-10.
- 2. Allen, I. E., & Seaman, J. (2017). Digital Compass Learning: Distance Education Enrollment Report 2017. Babson survey research group.
- 3. Duke, B., Harper, G., & Johnston, M. (2016). Connectivism as a digital age learning theory. The International HETL Review, 2016(Special Issue), 4-13.
- 4. Dziuban, C., Graham, C. R., Moskal, P. D., Norberg, A., & Sicilia, N. (2018). Blended learning: the new normal and emerging technologies. International journal of educational technology in Higher education, 15, 1-16.
- 5. Hwang, G. J., Lai, C. L., & Wang, S. Y. (2015). Seamless flipped learning: a mobile technology-enhanced flipped classroom with effective learning strategies. Journal of computers in education, 2, 449-473.
- 6. Tsay, C. H. H., Kofinas, A., & Luo, J. (2018). Enhancing student learning experience with technology-mediated gamification: An empirical study. Computers & Education, 121, 1-17.
- 7. Kashive, N., & Mohite, S. (2022). Use of gamification to enhance e-learning experience. Interactive Technology and Smart Education.
- 8. Borba, M. C., Chiari, A. S. D. S., & de Almeida, H. R. F. L. (2018). Interactions in virtual learning environments: new roles for digital technology. Educational Studies in Mathematics, 98, 269-286.
- 9. Bates, A. W. (2015). Teaching in a digital age: Guidelines for designing teaching and learning. BCcampus.
- 10. Yavuzalp, N., & Bahcivan, E. (2021). A structural equation modeling analysis of relationships among university students' readiness for e-learning, self-regulation skills, satisfaction, and academic achievement. Research and Practice in Technology Enhanced Learning, 16(1), 15.
- 11. Becker, S. A., Cummins, M., Davis, A., Freeman, A., Hall, C. G., & Ananthanarayanan, V. (2017). NMC horizon report: 2017 higher education edition (pp. 1-60). The New Media Consortium.
- 12. Nambiar, D. (2020). The impact of online learning during COVID-19: students' and teachers' perspective. The International Journal of Indian Psychology, 8(2), 783-793.