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PROJECT PROPOSAL

I want to develop English language labs in our reputed organization. Basically, I am trying to work out what might be a useful way to build a computer-based language lab for students to make it easier for them to learn English.

Content

Vocabulary, grammar, spelling, idioms, and special terms such as antonyms, synonyms, and homonyms are also known as words that sound the same but have different meanings. A word game that improves word relationships. Games are a way for students to make active learning more immersive, rewarding, and of course fun. This makes the learning process much faster and more effective. Because the cost of developing quality software is an issue, it is wise to protect your software by making the program accessible over the Internet rather than releasing the executable directly to your customers. This approach allows the customer to run the application from his computer when connected to the Internet, but it is not possible to provide the customer with his complete set of files that can be illegally copied and redistributed. The most common problem I see is students lack of confidence in speaking. However, this was improved by doing repeated pronunciation exercises, using a computer to play a video clip of the facilitator, and recording the student's own face and voice while trying to imitate the passage spoken by the facilitator. The method I propose is to adapt a video conferencing scenario to simulate the drills and practice sessions teachers give students during reading/translation practice. For example, students can watch and listen to a video presentation by a model presenter by playing the digital file as many times as desired. A student can also imitate this presentation by recording the same passage in her own voice using a microphone and her webcam. Students can play back what they have recorded so they can compare their own performance with the facilitator's performance in detail... what the lips should do to make a particular sound. The final result is saved on the classroom server and can be viewed later by the teacher.

Critical to this type of language lab setup is having a simple type of networking that allows a thin client for the student PC which is nothing more than an "Internet appliance" --- a 5.25" form factor, single board, diskless terminal with an embedded operating system (Windows XP Embedded). It would have integrated graphics, audio, and 10/100 Mbps LAN support. It could support between 64MB and 256MB RAM. Integrated graphics processors are supplied by ATI, Nvidia, Ali/Trident, S3/VIA, or SIS. Intel also has integrated graphics on its i845G motherboard, but it is apparently below DirectX 7 in capabilities. For multimedia applications, we would require DirectX-7 or higher. Window-XP was introduced with DirectX 8.1, and is currently upgradeable to DirectX 9. Currently there are about 100 games on the market which target DirectX 8.1. Also the audio chipset should comply with our targeted version of DirectX.

The Creative Webcam costs about 900-2000 rupees.

A Windows application must be developed to record and playback audio and video for pronunciation practice. Wyse Winterm (e.g. 9235LE ~\$650) will most likely use the Microsoft RDP protocol to communicate with the server (or Windows-XP Pro?) and will still use Audio IN unless the application is locally embedded. Please note that we don't support it. Local images of executables stored on thin clients can be updated by system administrators using client management software.

Comparing the Wyse Winterm 9235LE at around \$650, you can ask individual motherboard makers for a custom solution that offers a higher performing solution for less money...

Perhaps it will be possible to develop your own brand from off-the-shelf components for a cost of around \$300. Pricing is unknown, but it should be noted that the recently announced Nvidia nForce2 chipset includes AMD Athlon/XP CPUs, GeForce4 MX 3D graphics (up to 64MB of shared RAM), and up to 3GB of system RAM. please give me. Configurable 6.4GHz, 5.4GHz, and 4 total bandwidth options

Student terminals get all permanent and temporary storage requests from the classroom server. When booted from ROM, it asks the student for a login ID and, based on that, allocates memory and applications available to the student on the classroom server. Only icons for exercises available in the current and completed levels are displayed. Example: English Levels 1 and 2. The advantage of the

diskless student terminal is that it requires no maintenance and is completely reliable. Student terminals do not have local storage, so students cannot insert viruses or load illegal programs. Students could not tamper with the device's configuration other than the desktop settings associated with their login ID. Student terminals provide their own operating system functionality and hooks to a central server. What we want is to intelligently allocate resources so that what is always needed for a fast boot of the device is stored in the embedded OS image, and what is used less frequently can be retrieved from the server as needed (editors, Internet Explorer, etc.).). The Wake-on-LAN feature available in the thin client network hardware provides a way to power on (and off) these student terminals from the classroom server rather than manually at each terminal. increase.

You must allow access to end-user applications that you want to develop and install on the classroom server. Additionally, for files generated by these applications, students are allocated storage space from the pool available on the server's hard drive. It also has to intelligently handle plug-and-play her USB devices. For example, if she wanted to move a USB scanner to one of her student terminals, she could simply plug it into her USB port on the student terminal and the operating system would need to know enough information to find and load the scanner's driver. I have. From the classroom server. With this method, you only need to keep the classroom server up to date and any facilities that student devices may need to access.

Networking - Classroom Server

The classroom server runs a server operating system such as Windows 2000 Server (1 software license ~ \$1000) with Windows Terminal Services (and/or Citrix?) enabled, with a fair amount of disk space and RAM Fast PC. It also acts as a gateway to the Internet in some

way (more on that later). The server's operating system software provides the ability to assign users to groups. Each group is granted permission to use a portion of the disk space and access any application of your choice. The server is used by both system administrators and class teachers. Some administrative functions are only available to system administrators. Teachers have the special ability to see what's on the student's screen and can take over the student's device from the classroom server if the student needs help. Conversely, students need the ability to monitor the instructor's screen while the instructor is lecturing.

Conclusion

Due to the similarities between the language lab and the WarNet situation, we are looking to the Indonesian WarNet developers for tips. Those involved in the WarNet business probably already have a way to minimize costs --- the only difference is that the language lab requires full multimedia capabilities (so the old PC recycling is not possible). I think the language lab should also have access to the internet, like a typical WarNet. Then you could offer Internet-related courses, courses in Microsoft Office applications, or courses in web design and web application development. Additionally, English Language Center can also function as a typical WarNet if the room is not used for teaching. Additionally, as this server-based thin-client environment becomes more prevalent and more games are developed specifically for it, multiplayer games for this server-based thin-client environment may become possible in the future. There may be a

limit. B. If the application is installed on the server, can it be easily accessed from student terminals? I feel like it depends on the application. Not all applications can automatically run on the network. But what I'm describing is a different type of network. Because each student has the same physical C: drive--- wouldn't that work?

For demonstration purposes, we can give some examples of simple wordplay. These aren't that hard to develop, so you can easily create many more playful exercises with the help of some English trainers. and then develop an application in a simple form so you can see what it looks like. Of course, it will take time and money, but if there is a sign of interest, I will do it. That's basically it! I would love to find newsgroups and other people to help with this project. Of course, you also need a business model and financial backing.

Thank you.