

# Global Faculty Interaction Platform for Enhancing Research and Innovation

**TUSHAR SAINI**  
**SANDEEP K. GUPTA**  
**PRABHAT CHAUHAN**  
**TUSHAR SHARMA**

(B. Tech Scholar)  
Department of Computer Science,  
Arya College of Engineering & IT  
([tusharsaini00@gmail.com](mailto:tusharsaini00@gmail.com))  
([tusharsharma1282001@gmail.com](mailto:tusharsharma1282001@gmail.com))  
([chauhan.prabhat2509@gmail.com](mailto:chauhan.prabhat2509@gmail.com))

**DR. VISHAL SHRIVASTAVA**  
(Assistant Professor)

Department of Computer Science,  
Arya College of Engineering & IT  
([vishalshrivastava.cs@aryacollege.in](mailto:vishalshrivastava.cs@aryacollege.in))

## Abstract

*Globalization has had a significant impact on the way research and innovation are carried out. As a result, there is a growing need for a platform that facilitates global faculty interaction for research and innovation. This paper aims to explore the need for such a platform and the benefits it can offer to researchers and innovators. We review existing platforms and their limitations, and propose a new platform that addresses the gaps in the existing platforms. The proposed platform is designed to enable collaboration and networking among researchers and innovators from different parts of the world, and to provide a comprehensive set of tools for research and innovation.*

## I. Keywords

- [1] Globalization
- [2] Platform
- [3] ResearchGate
- [4] Academia.edu

## 2. INTRODUCTION

The increasing globalization of research and innovation has created a need for a global platform that facilitates collaboration and networking among researchers and innovators. This need arises from the fact that research and innovation have become more complex and require interdisciplinary and international collaboration. The traditional methods of collaboration such as conferences, workshops, and seminars are limited in their effectiveness and reach. Therefore, a more robust platform is required to meet the growing demand for collaboration and networking among researchers and innovators.

## 3. Research Methodology

### 3.1 Problem Statement

Despite advancements in technology, the lack of a centralized platform for global faculty interaction is hindering the sharing of ideas, collaboration, and growth in the field of research and innovation.

The need for a unified platform where faculty members from all over the world can connect, share their expertise, and work together towards innovative solutions. To address this issue, we propose the development of a Global Faculty Interaction Platform that will provide a centralized hub for knowledge sharing and collaboration.

### 3.2 Existing Solutions

There are several existing platforms that provide a means for researchers and innovators to collaborate and network. These include social media platforms such as Quora, LinkedIn, and Twitter, as well as academic collaboration platforms such as ResearchGate, Academia.edu, and Mendeley. While these platforms have their benefits, they also have limitations.

For instance, social media platforms are not designed for research and innovation, and they lack the necessary tools for collaboration and networking among researchers and innovators. On the other hand, academic collaboration platforms have limited reach and are often discipline-specific. Therefore, they do not provide a comprehensive platform for collaboration and networking among researchers and innovators from different parts of the world.

### 3.3 Proposed Platform

To address the gaps in the existing platforms, we propose a global faculty interaction platform for research and innovation. The platform will provide a comprehensive set of tools for collaboration and networking among researchers and innovators. These tools will include video conferencing, document sharing, project management, and social networking features. The platform will be designed to enable researchers and innovators from different parts of the world to collaborate and network effectively. It will

have a multilingual interface, making it accessible to a global audience. The platform will also feature a user-friendly interface, making it easy for users to navigate and use the various tools available.

#### **4. Proposed Flowchart**

**4.1 User Registration:** Researchers and Faculties can register on the platform by providing their basic details such as name, email, number and area of expertise.

**4.2 Profile creation:** After registration, users can create their profile on the platform by providing additional information such as their research interests, personal details and their achievements.

**4.3 Collaboration opportunities:** The platform will suggest potential collaborators based on the user's profile and research interests also based on their previous/current university alumni's suggestions will also be given. Users can also search for potential collaborators based on specific criteria such as expertise, location, and research area.

**4.4 Communication:** The platform will provide various communication tools such as messaging, video conferencing, and email to enable users to communicate with each other.

**4.5 Research resources:** The platform will provide access to research resources such as databases and repositories to help users in their research and innovation activities as these databases will going to be provided by any faculty member as of showing a way to share information and getting feedback from others for further improvement.

**4.6 Funding opportunities:** The platform will provide information on funding opportunities such as grants, scholarships, and fellowships that are available for researchers and innovators as their will be many Professors that will going to join our platform so User can find multiple help from them about these things.

#### **Revenue model:**

It gives experts a chance to impart their insights and ideas to others in their industry. Yet, it is crucial to have a clear revenue or business plan that can create revenues in order to maintain and expand the platform. In this instance, we will look at different funding sources for a professional web portal.

##### **1. Subscription based model:**

A subscription-based model, where users pay a monthly or annual charge to access premium services or content, is one potential revenue stream for the web portal. Users might be given exclusive access to webinars, conferences, or market research, for instance, which might otherwise be reserved for subscribers only. Users would pay for on going access to worthwhile content and services under this business model, providing the site with a reliable source of money.

##### **2. Advertising based model:**

A model that relies on advertising and generates income for the portal by charging users to view advertisements on the platform is another potential source of income. This could take the form of banner adverts, sponsored content, or specially selected advertisements based on the user's interests and line of work. The site could display adverts in accordance with the user's choices and interests by using data analytics. Based on how many impressions or clicks the advertising received, this strategy would produce cash.

##### **3. Affiliate marketing model:**

The site might also consider adopting an affiliate marketing strategy, in which it collaborates with outside businesses and receives a commission for each user who clicks on a link or makes a purchase through one of its affiliate links. For instance, the portal may add an affiliate link to a certain product if it has a blog article about that item. The portal would receive a commission if a user clicked on the link and bought the item. Based on the volume of conversions produced by the portal's affiliate links, this strategy would earn cash.

##### **4. Sponsorship model**

An additional potential revenue stream is a sponsorship model, in which the portal collaborates with businesses and organizations and receives payment for advertising their goods and services. For instance, a corporation might sponsor webinars or online conferences that the portal hosts, and the company might pay for the chance to advertise to the portal's user base. The number of sponsorships attained and the amount of publicity given

to the sponsoring corporations would determine how much money this model would produce.

#### 5. Paid content model:

Another potential revenue stream is sponsored content, in which the platform collaborates with businesses and organizations and receives payment for promoting their goods and services. For instance, the platform might work with a business to produce content, like an article or video, advertising their good or service in exchange for cash. The number of sponsored content pieces and the amount of visibility given to the sponsoring companies would determine how much money this model would produce.

research findings, publications, and other resources with the community or also to the selected users by making private (separate) groups i.e through messaging.

**4.9 Data analytics:** The platform will provide analytics on the usage of the platform such as the number of users, collaborations, and publications and some other features also.

**4.10 Feedback:** The platform will encourage users to provide feedback on their experience using the platform through comments. The feedback will be used to improve the platform and make it more user-friendly.

**4.7 Events and conferences:** The platform will provide information on upcoming events and conferences related to research and innovation as the teachers/professors will going to post about these events that will going to be organized worldwide. Users can also create and promote their own events on the platform.

**4.8 Knowledge sharing:** The platform will facilitate knowledge sharing by allowing users to share their

#### 4. Comparative Analysis

Name	Quora	Science Direct	Nuclino	Research Gate	Mendely	GFD
WEB	YES	YES	YES	YES	YES	YES
BLOG	YES	YES	NO	NO	YES	YES
APP	YES	NO	YES	YES	YES	YES
VC Meet	NO	NO	NO	NO	NO	YES
Name	Quora	Science Direct	Nuclino	Research Gate	Mendely	GFD
Webinar	NO	NO	NO	NO	YES	YES
Chat	NO	NO	YES	YES	NO	YES
Live Stream	NO	NO	NO	NO	NO	YES

Research	NO	NO	NO	YES	YES	<b>YES</b>
Download	10M+	100K+	10K	N/A	10K+	<b>N/A</b>

partnerships with industry players to provide a valuable service to the research and innovation community and of other features/ facilities of this platform like converting multiple platform into one or can say disarding the need of other platform. hence, we are trying to provide a platform of an integrated single online portal.

## VI. Conclusion and Future Scope

The proposed global faculty interaction platform for research and innovation is designed to meet the growing demand for collaboration and networking among researchers and innovators. The platform will provide a comprehensive set of tools for collaboration and networking, making it easier for researchers and innovators to work together. With the increasing globalization of research and innovation, the need for such a platform is becoming more urgent. We believe that the proposed platform will provide a valuable resource for researchers and innovators around the world. As in conclusion of future scope of this Global Faculty Interaction Platform for research and innovation has immense potential for growth and development in the future. The platform can leverage emerging technologies, expand its user base, and form

## REFERENCES

- [1] Use of social media in Collaborative Learning among the Post Graduate Students of Selected Universities in India Graduate Students of Selected Universities in India
- [2] ResearchGate. (2021). About Us. Retrieved from <https://www.researchgate.net/about>
- [3] Academia.edu. (2021). About Us. Retrieved from <https://www.academia.edu/about>