

1.Problem/Solution (Ganindu)

Hello everyone.

Today I'm going to discuss about an improvement to the traditional learning environments. Before I start, does anyone know about LMS(as in learning management system)...? Obviously, we all know Feels, which is a LMS.

So, we have discovered some issues in the traditional LMSs.

Firstly, almost all the traditional learning environments are ineffective, since they are only used to distribute learning materials, and evaluate the students' skills and knowledge through submissions.

And also there is this lack of motivation for the student to use the systems because of that previous reason.

And it is slightly hard for the students to stay motivated in the right direction and get the self evaluation about their performance on the way to mastering the subject.

We are planning to develop a platform to give the users these features. We're mainly focusing on implementing an environment where the students can take quizzes and evaluate themselves.

We'll start with easier questions and as they make progress, they will face harder ones.

Eventually the student will end up mastering the subject by interacting with the community consists of students and teachers.

With the new smart, customizable, and adaptive learning experience, now students can study anything faster than ever!

I will handover to Chamin to talk about the next topic.

2.Requirements (Chamin)

Now, I'd like to discuss about project requirements.

Okay, so let's start with Users of our system. There are two types of users in our system, teacher and student.

Both teacher and student can create profiles using their email addresses. But only teacher can enroll student for a particular course.

And teacher can submit and delete quizzes and post comments/notices as necessary.

Students can take quizzes, submitted by the teacher, and answer them. They can view their performance and their rank as well. So they can retake these quizzes until they master that particular topic.

There are also administrators who can manage user accounts. They can maintain and delete users as necessary.

When it comes to the system requirements, our system can evaluate students performance and guide students step by step as they gain mastery.

In addition to that, our system can give appropriate responses to students as they make progress.

Now I will pass you over to /hand over to to discuss about the rest of the presentation.

3.ER-1 (Chalani/Sajini)

This is the ER diagram of our project. This has 6 entities as admin, user, teacher, student,quiz and comment.

Attributes of admin are name, id and email.

Teacher and student are subclasses of the superclass user.

So, the attributes of the teacher and student entities inherit from user entity. User has name, id, age, email and location as attributes. Other than these attributes, teacher entity has a subject attribute and student entity has a course attribute. Id is the unique attribute for admin and all the users.

So chalani will explain the rest of the diagram.

I'm going to describe the relationships of the diagram.

Admins manages users, which means admins can maintain and delete user accounts.

Teacher can enroll any number of students so the relationship between teacher and student is 1 to many.

Teacher and student both can post any no. of comments.

Teacher can manage quizzes while

Student can take quizzes. Both these relationships are 1 to many.

That brings me to the end of our presentation, thank you all for listening.