**MINI PROJECT-II**

**(2022-23)**

**WEB Tech: Education Hub**

**SYNOPSIS**

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**INTRODUCTION**

The use of the Web (World Wide Web) has had many positive effects on education. Education is the most important factor in improving communities and ensuring better living standards for them. With education and instruction, it is always possible to shape the structure of any community. The foremost principle of the education is to train people that can use the gained knowledge, ability and attitude to solve problems and adapt to new situations in the real life.

With the rapid increase in use of internet, the world is also moving towards online education. Online education provides students with the chance to network with peers across nations or even different continents. This often leads to other opportunities in terms of collaboration with other individuals in the implementation of a project. At the same time, it makes them culturally sensitive and able to fit into other environments easily given their exposure to other cultures. Many students faces problem like hesitation, not cleared of concepts, lack of money. Henceforth, we are working on project that is mainly for students facing such problems in their curriculum but don’t have solution of it. With this project it helps not only students but also who are not going to school but wants to gain knowledge. It can be easily accessible content related to academics as well as extra information regarding many topics that would help them in enhance their knowledge. It is the best way to learn, as it is not so costly and even more convenient for any person who wants to gain knowledge with no age restriction.

**PROBLEM STATEMENT**

Offline learning brings with it the provision to start from where the learner left the training last. As sometimes, it is not possible to finish the entire training in one go.

Sometimes, the reason might be lack of internet connectivity or simply the learner’s inability to continue. E-learning is an affordable (and often free) solution which provides the learners with the ability to fit learning around their lifestyles, effectively allowing even the busiest person to further a career and gain new qualifications.

Some of the most important developments in education have happened since the launch of the internet. Offline learning requires you to physically travel to a training centre or a school and be present at fixed hours. This website will allows learner to study wherever you want, whenever you want. Some students who are not able to pay much institutional fees , they can get education from this website. People with small town can also get education with good teachers by enrolling in any course through this website.

**OBJECTIVE:**

The objective of our project is to enable various students who faces financial crisis or feels hesitation in asking doubts or don’t have their basics of subjects cleared and so on, a good learning experience through virtually. Every individual wants to receive the best of education to achieve his or her dreams. With this project student not only enhance its knowledge from basic to advance even he/she can clear their doubts through chat application with our experts. Student can also test their knowledge with quizzes that helps them to make their concept stronger and clearer.

**METHODOLOGY**

The context of the project is JavaScript and web. The initial step would be creating a pseudocode for setting up our project. We’ll make use of HTML, CSS, and Bootstrap together, these technologies will let us build, style, and lay out our website user interface. Thanks to massive performance improvements in JavaScript just-in-time compiler technology and new APIs, we would be able to build modules that can run in the browser (or on HTML5- powered devices like those based on Firefox OS) without making compromises.

We will make use of backend database by using mongodb which provides a fast and scalable data storage service which makes it a popular choice in the performance-critical application. We make website which includes different sub categories like login page, signup page, home page, etc., that includes all these technology. We also use ReactJS is a library of Javascript components that can be used with UXPin to create your projects faster and easier.

**USE OF PROJECT**

Every individual wants to receive the best of education to achieve his or her dreams. However, the more the institution is good, the higher the fees they charge. Students usually leave their education incomplete and do blue collar jobs to meet their basic ends. Moreover, these students collect money to complete their masters later in career. Apart from those who can afford expensive higher education, some handful of students gets scholarship. Our projects would give knowledge at zero cost which is available at anytime and anywhere. Students who cannot afford a coaching can refer to this website. It gives a win-win situation to the students by giving them the liberty to learn on their pace, as it has a personalised dashboard to gauge the progress report.

Student faces hesitation in asking doubts while many times teacher is also not available many times to give answers to their doubt. Hence our project helps all these student by giving the facility of talking with teacher and clear their doubts through chat application with no hesitation Hence, Student can find the contents to read, can clarify their doubt by using our website.

Whether it's in-person or distance learning, Quiz has been such a great tool to use to engage students. It helps to test an individual knowledge. Unlike other websites, our website provides academic as well as skill-based learning to the students. Students can either refer to the material being provided or enrol themselves in the courses. The website is synthesised with three main options, including educational material, courses, quizzes and chat application.

**SOFTWARE SPECIFICATION:**

* Technology Implemented : Front-end, Back-end Technology
* Tools Used : Html, css, javascript, Bootstrap,React JS
* Database : mongodb
* User Interface Design : Visual Studio(Version 1.67)

**HARDWARE REQUIREMENTS:**

* Processor : Intel i3 or i5
* Operating System : Windows 10 or macOS Monterey
* RAM : 8GB
* Hardware Devices : Computer System
* Hard disk : 1 TB or 256 GB (SSD)

**FUTURE SCOPE**

E learning has rapidly evolved from a thing of the future to a practical approach towards education. It will continue to be an extremely useful classroom teaching tool as well as self-study platform. With the rise of virtual reality technology and augment reality solutions, experimental subjects, skill-based learning and military training will come to depend more heavily on e-learning solutions. Various education technology providers are also hinting towards the rise of mobile learning solutions (also known as e-learning) as the advanced stage of education technology in future. i phone and face time based online tutoring has also become popular and is being termed as e learning platform.

In the future, we can increase our project by creating a new page called Job Opportunity.

Internships and job opportunities will be provided , students can put their resume in that section and can apply for the job.

And a section for online career assessment, career guidance and career counseling can also be made in the future that will be designed for school students and graduates. So it will helps the students to discover their perfect career through its 5- dimensional career assessment, and revolutionary approach to career counseling and career guidance. And Students can also take career counseling on video conferencing from experts.

**CONCLUSION**

Online learning has become the preferred method for the majority of students. With online learning, students and teachers benefit from a more casual, flexible approach. Being unrestricted in regard to location and times means every learner can benefit from the courses.

Through our website, learners will have access to millions or billions of knowledge modules. Some will be Web pages with simple text and graphics. Others may include multimedia simulations. And this website includes more features like it includes courses, quizzes, chat to experts that will be beneficial for the learner to give him/her a better experience of learning.

So now students can use technology to assist learning and tutoring. This websites will deliver a visual and immersive learning experience on a computer or mobile device, perfect for stimulating a student and encouraging learning, and also transmit knowledge, skills, and values to younger generations of students. Students don’t have to waste their time in travelling and can access and enhance their skills easily. The website gives huge array of academic options to student from traditional to contemporary studies.