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Survey on Interactive E-Learning Platform

Ashish Mohad[1], Sayan Shendre[2], Mahesh Likhar[3], Divya Pathrabe[4], Vidhi Bhurle[5]

Abstract: ***This Social Networking Site for College students. Networking is the way through which different people can be connected with each other through some means of communication. The social networking is one of the common media of communication between the people in today's world. . It gives the educators, students and parents a platform such as web app, Android app, iOS app to carry out their day to day activities, communicate and collaborate. It is an unique cloud based system that can be used by teachers, students and parents to perform all of their academic activities online through web or app. he students will be able to create their own profile, browse locations worldwide. share and collect knowledge, education related details etc. This application can also be used by the students to share the knowledge's, education related books, question or answer and any other information. This educational platform is for students and educators who are willing to learn new technologies. It is a unique cloud-based system that can be used by teachers, students, and parents to perform all of their academic activities online through the web or app. The students will be able to create their own profiles, browse locations worldwide share and collect knowledge, education- related details. The user interface must be simple and easy to understand even by the common man. The social networking site for college students is only meant for students all over the world to register themselves and can share information, knowledge, videos sharing, articles, etc.***

I. INTRODUCTION

An interactive E-learning platform is a global destination for teaching and learning online. People in education have been tremendously interested in using the facilities provided by information and communication technologies. The World Wide Web (WWW) is emerging as the most popular medium for delivering instruction and an increasing number of instructors are integrating various features of the Web in novel ways to provide exciting learning opportunities for their students. In addition, the use of the Internet for educational purposes has revolutionized distance learning. People have been tremendously interested in delivering online teaching and distance learning over the Internet.

This Social E-learning Site is for college students. Networking is the way how different people can connect with each other through some means of communication. Social networking is one of the common media of communication between people in today's world. It gives educators, students, and parents a platform such as a web app, to carry out their day-to-day activities, communicate and collaborate. This educational platform is for students and educators who are willing to learn new technologies. It is a unique cloud-based system that can be used by teachers, students, and parents to perform all of their academic activities online through the web or app. The students will be able to create their own profiles, browse locations worldwide share and collect knowledge, education-related details, etc. The social networking site for college students is only meant for students all over the world to register themselves and can share information, knowledge, videos sharing, articles, etc.

It is equipped with enough provisions such as this platform allows instructors to build online courses on their preferred topics and students to post all educational- related content. Using these course development tools, instructors can upload videos, source code for developers, PowerPoint presentations, PDFs, audio, and ZIP files that can be collated to create and publish courses and any other content that learners might find helpful. Instructors can also engage and interact with users via online discussion boards. It consists of a machine learning algorithm. The machine learning algorithm is used to display data according to the user's interest. This platform is a massive open online course provider, and its learning experience arranges coursework into a series of modules and lessons. Its video player has functional features like closed captioning and note-taking functions.

We firmly believe in disrupting and democratizing the educational ecosystem by allowing anyone and everyone to learn from its pool of Knowledge Experts. We're able to provide that because we're an open marketplace where anyone can teach anything, and our instructors are real-life practitioners who know the latest in their areas of expertise. If you're seeking to learn a specific skill, these courses can provide step-bystep instructions to accomplish a goal. It offers a deeper dive into more academic material. There's no cost to sign up with this site, which features free course audits.

This offers courses created by individuals rather than by universities or companies. These instructors are web developers, photographers, coders, business executives, and others who are experts in their fields. For those who want to constantly learn new things and for people seeking to learn specific skills, this is probably more practical.

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This online training platform is used by instructors the learners for free. It doesn't let instructors control the branding and pricing of courses. Also, instructors know little about students.

Teachable capitalized on all such limitations. For all intents and purposes, This online teaching software has been the go-to tool for instructors to deliver live and on-demand webinars for all intents and purposent course content with immense social learning and high interaction.

II. RELATED WORK

Hisyamuddin Hashim Department of Educational Sciences, Mathematics, and Creative Multimedia, Faculty of Education Universiti Teknologi Malaysia Johor Bahru, Malaysia his yamuddinhashim@yahoo.com.[1] Elearning is one of the most used technologies in this modern time. E-learning is basically a learning platform that applies the utilization of electronic media and information and communication technologies (ICT).

Elearning can be implied as other alternative terms such as online education, computer-based training, technology-enhanced learning, and others. The implementation of E-learning has been carried out in multiple education departments and learning institutional levels. The usage has also broadened within some corporate and professional companies, in informing their staff and customers on any related development that occurs within their business world. The importance of E-learning has led to the need in assessing the mental and physical preparation of the users before using the E-learning environment. Therefore, E-learning readiness is required in making sure the users are capable of using the E-learning environment technology in the best way possible. Technically speaking, E-learning readiness is the capability of prospective E-learning users in using a new learning environment as well as the usage of alternative technology.

The results attained from this particular assessment can be used as some sort of guidelines perhaps for further development of the E-learning environment towards any enhancement that is seemed required. This paper will review a number of studies that have been carried out in assessing the user's readiness before using the Elearning environment. Each study will be distinguished based on different assessment methods, types of respondents as well as the type of E-learning technology used. Literature Review Despite the enormous growth of E-learning in education and its perceived benefits, the efficiency of such tools will not be fully utilized if the users are inclined to not accept and use the system. Therefore, the successful implementation of E-learning tools depends on whether or not the students are willing to adopt and accept the technology. Thus, it has become imperative for practitioner policymakers to understand the factors affecting the user acceptance of web-based learning systems in order to enhance the students' learning experience (Tarhini et al., 2019a)[2].

However, recent studies have shown that E-learning implementation is not simply a technological solution, but also a process of many different factors such as social factors (Schepers and Wetzels, 2017; Tarhini et al., 2018b; 2019), and individual factors (Liaw and Huang), organizational such as facilitating conditions (Sun and Zhang) in addition to behavioral and cultural factors (Masoumi, 2019) . Such major factors play an important role in how information technology is developed and used (Kim and Moore). Fischer et al. (2015) studied how proceedings of scientific conferences can be used for trend studies in the field of E-learning. They examined the abstracts of 427 scientific articles of leading German-speaking E-learning conferences GesellschaftfürMedien in der Wissenschaft and E-Learning Fachtagungen der GesellschaftfürInformatik e. V. (GMW and DeLFI) – published from 2007 to 2019[3].

The study was conducted at German-speaking conferences and, thus, reflects the situation in Germany, Switzerland, and Austria. Fischer et al. (2018) made an important contribution to the diffusion of digital media in higher education. The researchers found that the detailed analysis of the frequency distribution over the seven years reflects the intensity of scientific discussion towards E-learning trends, and conclusions about the didactical or technical potentials of innovations can be introduced. Specifically, they found the development potential of learning management, mobile learning, virtual worlds, E-portfolio, social media, and Massive Open Online Courses are crucial for E-learning in German higher education. Moravec et al. (2019) showed how E-learning tools impact students ' achievement. The study was attended by nearly 2000 students[4].

According to Moravec et al. (2021), the study compares the results of questions from the area of law where the tool was provided in a pilot version with the results of questions, where the E-learning tool was not provided. Furthermore, innovations in the learning process need to be real and simple to help adults find how to solve their problems; preparation of training is needed following a specific employer demand and knowledge sharing has to be equally vigorous on both interested sides, and needs have to be obtained, and accurate content and quality must be presented according to merchant's prospects[5].

III. METHODOLOGY

An interactive E-Learning platform is an all-in-one web-based e-learning system that integrates components including student management, course management, assessments, and communication into one complete package solution. The system is designed by using the framework based on the Web Content Component Model (WCCM), which is a suitable model of a web application that supports the maintenance of the content-oriented application. In addition, the components will be developed using portal technology. An elearning web portal serves as an integrated gateway in the online education center site and provides users (instructors, learners, and administrators) with a single point of access to the e- learning services. This platform is implemented in React, MySQL, and Java technology.

Figure 1. shows that the system provides users with a single access point to the e- learning portals.

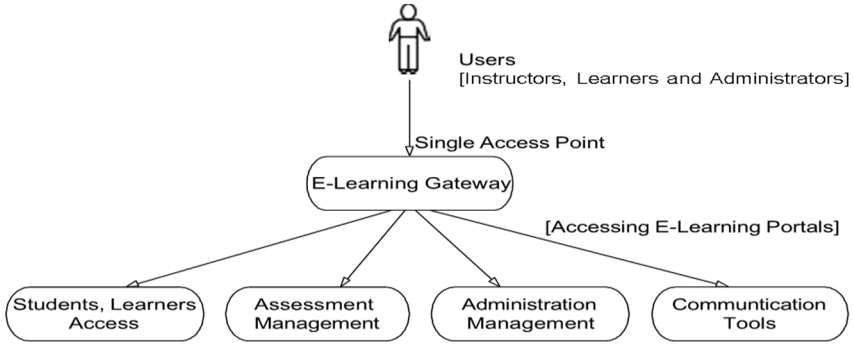


Figure 1. E-Learning Portal Gateway

Figure 2. shows the interaction between users in an E-learning environment. It integrates web technology with a database system and provides a user-friendly administrating, teaching, and learning environment. It has provided administrators with centralized control of the entire system.

In addition, it includes many useful online education tools for instructors and learners. The administration management module contains a set of functions, which help the administrators to manage the information resources in an easier and more efficient way.

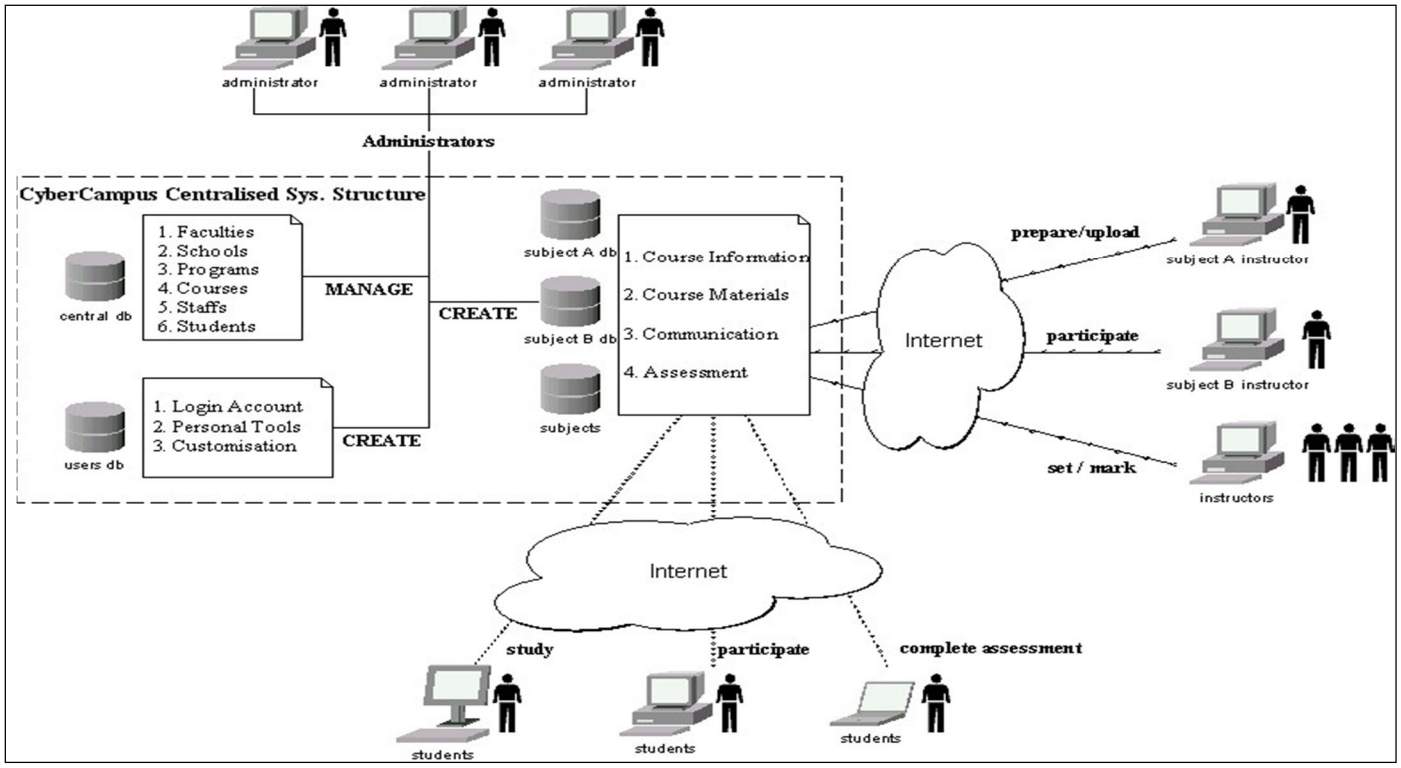


Figure 2. E-Learning environment

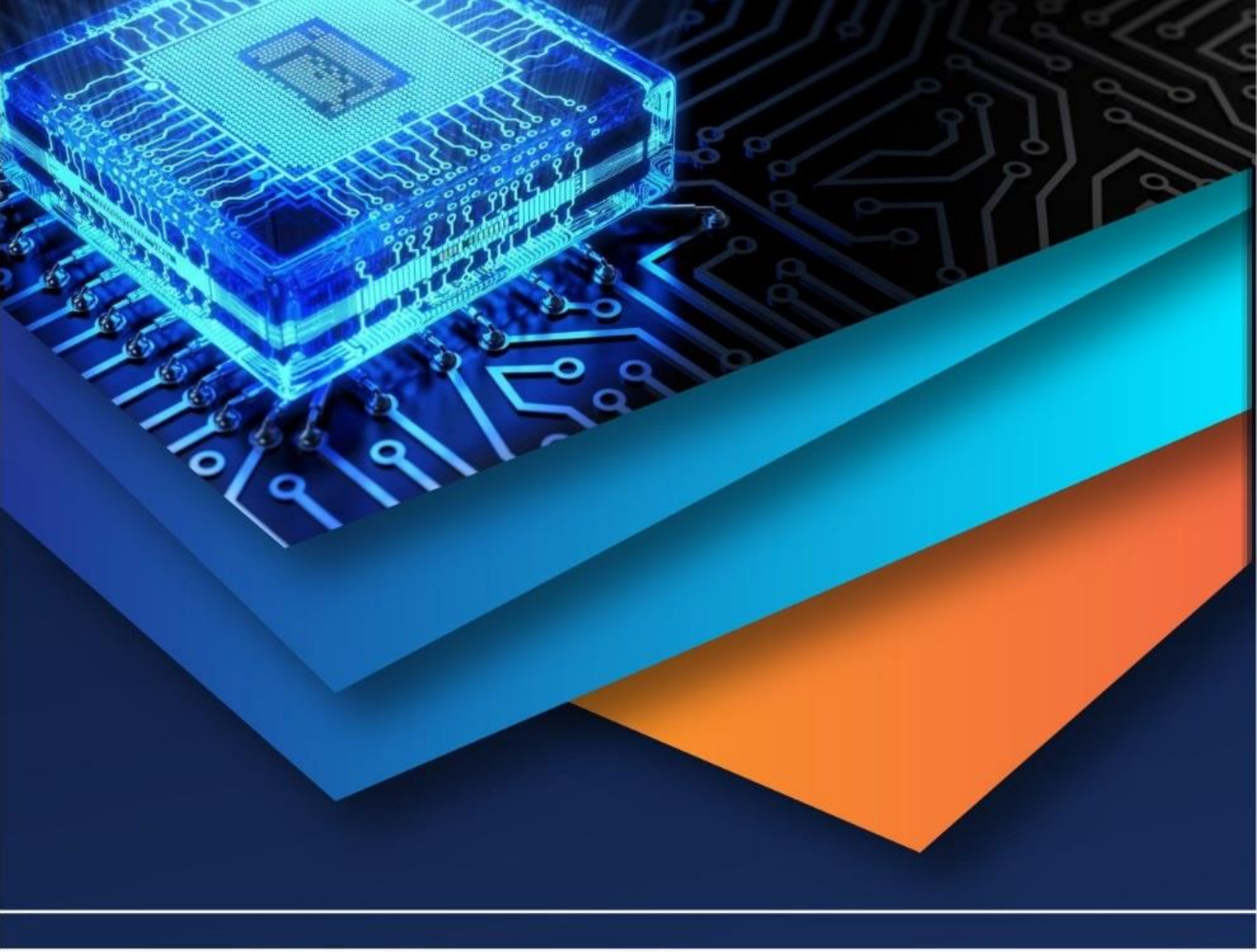
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