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Rewards System for Google Classroom

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Abstract: ***The Rewards system for college student, this abstract will explain about how group of 3 students will help student's finish their assignments and they get reward out of it (Pavlov experiment). This will help both the Teacher and student have their work done in time. Students will get rewardfor completing assignments this could be achieved using monetary system. Google ads Sens will help provide money in case if this is your doubt, also need of sponsors at early stages then it could be used in many ways as an extension for e.g. In Google classroom, MS Teams, Topper, or any other newer application. That is easy to implement and very enjoyable for the students. Reward systems are central to the Human Resource Management function. Their purpose is to attract talented individuals , motivate them and retain those that have a better fit with the organization. Rewarding is one of the factors that influence student learning outcomes so it is important to describe the reward given by the teacher, the teacher's perception of the reward and the student's perception of the reward given by the teacher. Then student Redeem the point and get rewards like canteen voucher, library voucher, Bus subscription.***
Keywords: Student, classroom, google, assignments, rewards, teacher, sponsors

I. INTRODUCTION

As topic discussed Rewards system, we the team of trio are going to explain the mechanism algorithm as well as working of the project. Following will contain details of research papers as well as IDEA presented by the students in graphical and written format. Rewards system is introduced to boost the performance of student in terms of academic. This indeed will help the teachers as well as student. The application will contain point system for student who all are attending lectures period, submitting assignments on time. This application will use various different approaches to give points "reward" to applicable student.

Google has made its application user friendly so accessing data is apparently easy when you have decent knowledge about programming .The design of application as well as its uses would be used in any rewards system. Using rewards system poorly performing students can be turned into more smarter ones. Provision educational media and methodologies ofdynamic, conductive and dialogical are essential for the optimal development of potential learners. Because the potential of students will be more aroused when assisted by many media or facilities and infrastructure that support the process of interaction in learning. Step-by-step, scientific approach in the learning process includes digging through observation, questioning, experiment, and then process the data or information, presenting data or information, followed by analyzing, reasoning, then concluding, and creating. The scope of assessment of the learning outcomes by educators (teachers) includes attitude competence, knowledge (cognitive) and skills (psychomotor).

II. LITERATURE REVIEW

To date little research has been done on effective tourism websites focusing on the content we have researched and studied various Literature Surveys which are summarized below:

A. Literature Review 1

Paper Name: Dopaminergic rewards systemAuthors Name: International Archives of MedicineYear of Publication: 2010
Content of the paper: Among the endogenous molecules that participate in the consolidation of memory, including the drug-seeking reward, considered as a form of learning, is dopamine • The behavioral definition of reward attributes also certain of non-alimentary and nonsexual functionsuch as gambling. [1]

B. Literature Review 2

Paper Name: Gamification rewards system
Authors Name: MIPRO
Year of Publication: 2019
Content of the paper: In the last couple of years, gamification has been increasingly used in education in order to motivate and encourage student engagement and interaction in class lectures, but also E- learning.

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The paper presents analysis of extrinsic and intrinsic student motivation from Both groups and provides correlation analysis of gamification results with students' final grade and survey elements regarding student motivation Perception and the importance of receiving a re- ward after the game. [2]

C. Literature Review 3

Paper Name: Android rewards system

Authors Name: Proc. of 2017 4th Int. Conf. on Information Tech., Computer, and Electrical Engineering(ICITACEE), Oct 18-19, 2017, Semarang, Indonesia Year of Publication: 2017

Content of the paper: Reward in a learning process is needed to increase motivation to learn its existence. That is easy to implement and very enjoyable for the students The purpose of this research is to produce an android based reward system application that can be used to store and display the acquisition of rewards students and know the feasibility applications. [3]

D. Literature Review 4

Paper name: Credit Card Reward System

Content of the paper:

Thus, it is very important to study customer preferences for credit card reward programs in this ever-changing new economy. The purpose of this research paper is to determine important factors for credit card reward program and to explore credit card usage behavior. Variables are adopted from a study conducted by O'Brien and Jones (1995). Five factors' Cash value, Redemption Choice, Aspirational Value, Relevance and Convenience have been identified. This study based in India has relevance because of changing consumers' preferences and usage behavior in the new economy.

III. PROBLEM STATEMENT

To stay competitive in the studies and increase marks in academics, we need to have efficient and effective strategies in different areas of operation. Productivity and success of the students depends a lot on the determination and motivation. A comprehensive reward system is an effective management tool for motivating students particularly low performers, but also increasing marks particularly of high achievers.

However, due to differences in personalities and personal preferences, some students are more motivated by extrinsic rewards while others prefer intrinsic rewards. Academic development of students should be also taken into consideration. Moreover, adequate rewards create a feeling in students that they are valuable, and their efforts are recognized and appreciated by the colleges.

The foremost implication of this study is that traditional approaches to maximize productivity are effective in learning environment. Thus, it is important for colleges to constantly retain and improve students' motivation which requires an efficient reward system for all workforce, as student motivation and student performance varies and may decline with passage of time. Therefore, this study is focused on the rewards system and its impact on student academics.

This project works on three main areas. First, the purpose of the project is to look upon the students to submit their assignments on time. As it was mentioned, the impact of a reward system on student performance is strong which in turn, influences the whole class performance, therefore reward systems can be used as tools to maximize productivity of students and gain competitive advantage in the classroom.

Secondly, this project aims to increase the awareness of students towards the practical's that they perform. Particularly on their individual knowledge will increase so as to becoming good in real life situations. Reward system is likely to motivate students to developpersonally, grow professionally and help in good career. Finally, the aim of the project is to make the job easy for the professors to boot their students and gradually also get their term work done smoothly. Reward system will increase the number of students responding to the work given and also increase their efficiency.

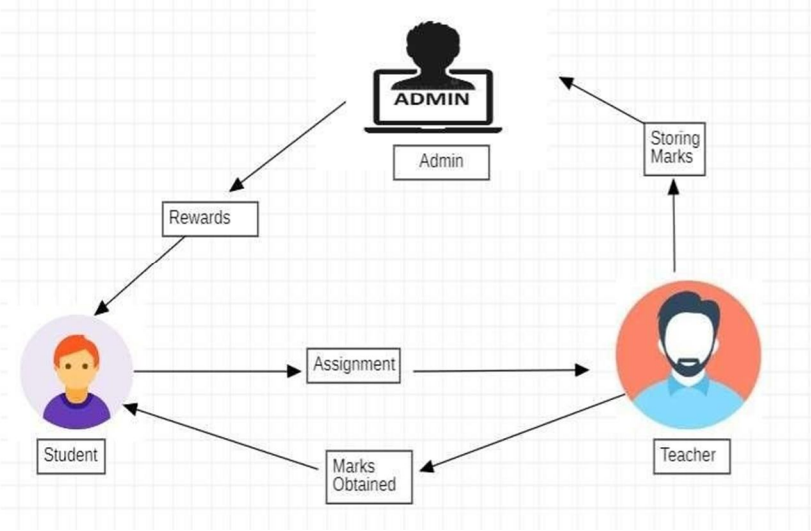
IV. EXISTING SYSTEM

Currently there are Reward Systems available for different purposes. Mainly they are designed for the companies or banks. These systems are used in companies to enhance the productivity of the employees and indirectly of the company. A bank reward system thus refers to a financial services loyalty program designed to provide modern banks the competitive edge in customer retention. Some of the best performing bank rewards programs offer higher interest on savings account, discount on loan, lower ATM usage fee etc., as rewards to attract customers. But there is no such reward system particularly for students. Also, thereis no system that uses google classroom API for reward system.

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V. PROPOSED SYSTEM

In reward system for a google classroom projects we are making connection between google classroom and API. AnAPI is a software which can be used by other software, to communicate with other software or even hardware. It acts as of bridge between different software and devices. When we are making connections, we can fetch all the information which we want to be used in our software for e.g., Marks, submission date, etc. And we are storing all the information in my SQL database. All the information which we are stored in MySQL database we have to fetch for that we are making connection between MySQL and eclipse IDE or java. We are using XAMPP for making server connectivity to my SQL. We are writing all the source code by using Java programming language in eclipse IDE.



Representation of Proposed System

VI. IMPLEMENTATION

If student submitted assignment, it will store in the database. Then teacher will check the assignment and student gets a point such point that will be store in the database. Now admins job is assigned reward card to the student if student is in appropriate criteria. Reward details again store in database and student reach a mail regardinga reward card, now he/she have to redeem the card and use it for education and more.

Also, student can solve the quiz from quiz mania which will be updated once in weak. Student solve quiz will be store in database and teacher gets a notification about it now teacher will check it and gives marks, such marks will be again store in database.

Admin has multiple roles in a system. Admin have to keeptracking on student login and logout activity. He has to be check that if any hacker will be there, he has to be catch by IP address of the student. Also, admin have to keep track on new generated accounts. Admin have to updates all the news feeds. He also has to be managed allthe rewards section

VII. CONCLUSION

So, we Conclude that a good reward system aims to motivate student to work harder. The current trend towards performance-related reward systems is designed to lead to greater rewards and motivation for those who contribute the most. In order to stimulate learning and to motivate good behavior, lots of teachers use rewards for students. Rewards system is introduced to boost the performance of student in terms of academic. This indeed will help the teachers as well as student. The application will contain point system for student who all are attending lectures period, submitting assignments on time. Motivation behind creating such app is that students will be *provoked* by the sweet rewards other than marks, they will have something for which if he/she completes assignment they will get some rewards. Rewards will be provided according to marks obtained. Students will show interest and raise their participation in the everyday classroom tasks, responsibilities and learning. The Feedback about learning and behavior should be frequent and early. The benefits of this reward system applications among others as follows: useful applications, easy to use, easy to learn, and Applications can save time.

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VIII. FUTURE SCOPE

In future the idea is to make it is a platform independent. In future for login screen, we are going to use the QR code and we make it more user friendly. The software update link is directly sent to the respected mail. I future the idea is to make it is a platform independent. In future for login screen, we are going to use the QR code and we make it more user friendly. The software update link is directly sent to the respected mail. We provide more security system no it not able hack the system. Instead of storing data in database we can also store in cloud. So, we can easily access the data we provide backup also. These applications provide more rewards so can student shows interested in this. Teacher can store the files in Google drive. Teacher can send mail to all the student at the time. Including in the functionality is the ability to add more than one teacher as well as for classes in advance well.

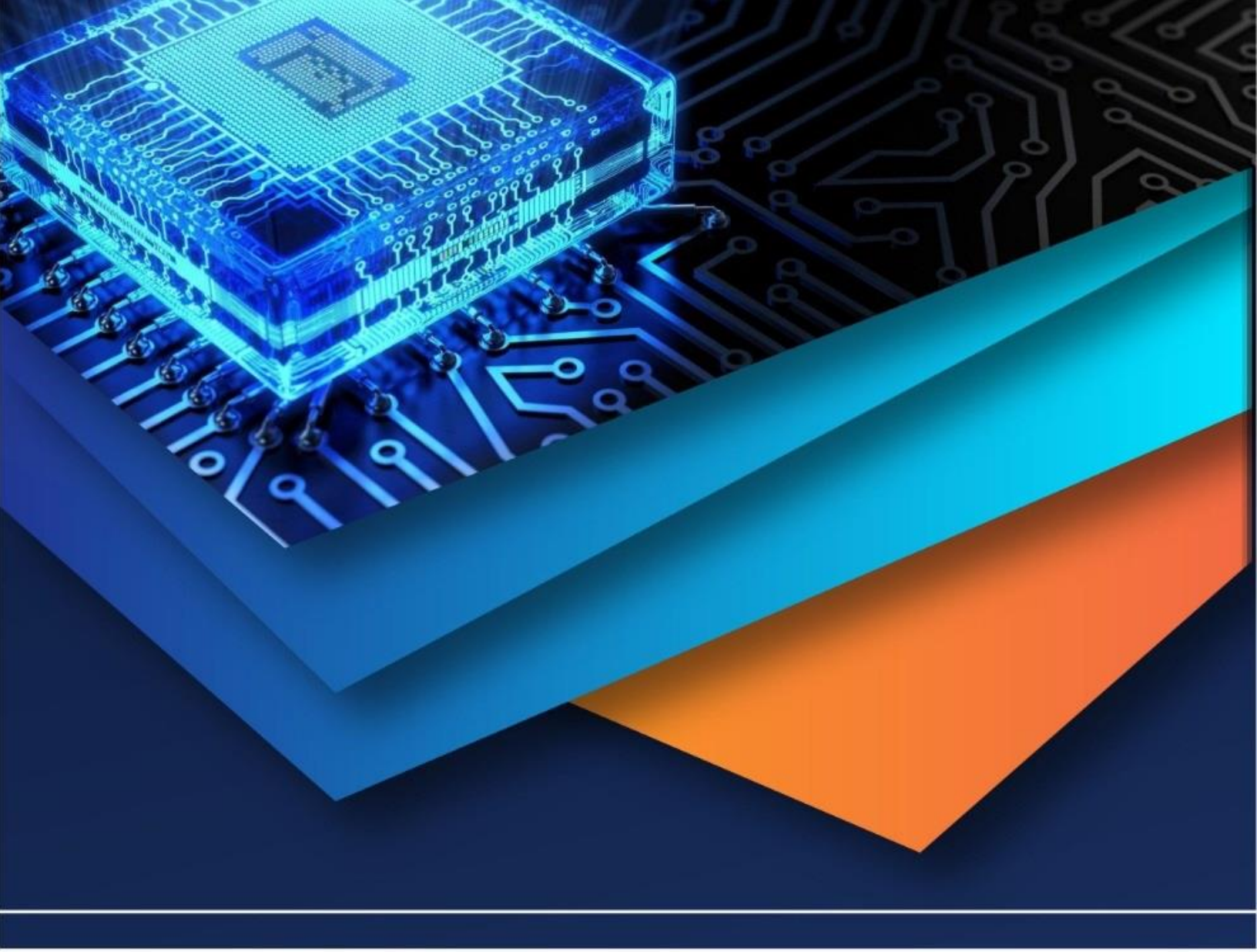
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