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Live College Classes & Assessment based System

Nainsi Urkude[1], Kajal Yede[2], Neha Kale[3], Sarang Katre[4], Dr(Mrs)S. P. Washimkar[5]
[1, 2, 3, 4]*Student,* [5]*Assistant Professor, Priyadarshini College of Engineering, Nagpur.*

Abstract: ***Online learning is an educational process which takes place over the Internet as a form of distance education. Distance education became ubiquitous as a result of the COVID-19 pandemic during 2020. Because of these circumstances, online teaching and learning had an indispensable role in early childhood education programs. Online teaching experiences provide teachers with opportunities to interact with children, as well as to encourage reflection on how best to promote young children's development and learning with online communication tools. During the COVID-19 pandemic, academic institutions are promptly shifting all educational activities to the e-learning format. The present work describes concurrent procedures for online teaching and assessment performed at the school and college. We also explored the impact of e-learning and assessment on the performance of students and faculty, and the challenges to their sustainability.***
Keywords: Distance education, Computer conferencing, Global education.

I. INTRODUCTION

Online learning is one of the new innovative study methods that have been introduced. Students can now learn remotely using the internet and computers. Online learning comes in many forms and has been developing with the introduction of new technologies. Most of the universities, high schools and other institutions in the world have this form of learning. There are considerable differences between the online learning and classroom learning. In online learning teachers and students don't meet physically as opposed to the classroom where teachers and students interact physically. This project is based on the problems we are facing for the online live classes and assessment. The structure of an online classroom varies. But generally online students regularly login to a learning management to a system. A virtual portal where they can view the syllabus and grade; contact professors ,classmates and support services; access course materials and monitor their progress on lessons. An Assessment tool that allows teachers to provide students with regular and immediate feedback rather than retrospective, manicured report about student progress.

II. LITRATURELITRATURE REVIEW

1) *By Maria Kallia:* The purpose of the literature review is to outline research studies in the assessment of computing courses and to highlight the studies that can be used in the assessment of school computing. The main objective is to summaries what is currently known about the effective assessment of computer science courses and to identify gaps in knowledge.
2) *By Jessica wode and Jonathan Keiser:* Using reminder e-mails from instructors and messages posted on online class discussions can significantly increase response rates. Students leave more comments on online evaluation compared to paper evaluations. Students, faculty, and staff generally view online evaluations more positively than paper evolutions.
3) *By Kristen DiCarlo and Lori Cooper:* Effective classroom assessment techniques are directly linked to course objectives and proposed outcomes. Results within formative and summative assessments have been studied in the online learning environment as educators seek to meet objectives with respect to student success in the non-traditional setting.The purpose of this literature review is to present the goals, findings, limitations, and recommendations associated with various studies regarding classroom assessments techniques and their effectiveness in the online classroom.

III. PROPOSEDD APPROACH

Certain goals regarding the efficiency of the project to be developed were also proposed, which are as follows:

1) *Planned Approach:* The working of the website is well planned and organized. The data will be stored properly in data stores, which will help in the retrieval of information as well as its storage.
2) *Accuracy:* The level of accuracy in the proposed system will be higher. All operations would be done correctly and it ensures that whatever information is retrieved or stored is accurate.
3) *Reliability:* The reliability of the proposed system will be high due to the above stated reasons. The reason for the increased reliability of the system is that now there would be proper storage of information.
4) *No Redundancy:* In the proposed system ultmost care would be taken so that no information is repeated anywhere, in storage or otherwise. This would assure the economic use of storage space and consistency in the data stored.

5) *Immediate Retrieval Of Information:* The main objective of the proposed system is to provide quick and efficient retrieval of information regarding users.
6) *Easy to Operate:* The system should be user-friendly and should be such that it can be developed within a short period of time and fit in the limited budget of the organization.

Block diagram

IV. IMPLEMENTATION

A. Technologies Used

Various front-end and back-end technologies are available in this era of digitalization. The technologies used in this project are discussed briefly as follows:

1) Embedded C
2) HTML and CSS
3) Django and python
4) SQLite3

B. Software Design

1) To developed Website, we used HTML and CSS.
2) For cloud we used PostgreSQL.PostgreSQL is used as the primary data store or data warehouse,for many Web, mobile, Geospatial and analytics application.
3) Python and Django are used to make website effective. Django is a high level python web framework that enables rapid development of secure and maintainable websites.

V. ADVANTAGES

A. Efficiency.
B. Accessibility Of Time And Place
C. Affordability.
D. Improved Student Attendance.
E. Suits A Variety Of Learning Styles.
F. It's convenient.
G. It's flexible.
H. It's cost effective.
I. It's immediate.
J. It's unrestricted.
K. Immediate updates.

VI. LIMITATIONS

A. Inability To Focus On Screens.It requires self-discipline.
B. Technology Issues.
C. Sense Of Isolation.
D. Too much time spent in front of a computer screen may be harmful.
E. Possible lack of control.

VII. FUTURE ENHANCEMENT

1) The concept of traditional education has changed radically within the last couple of years. Being physically present in a classroom isn't the only learning option anymore not with the rise of the internet and new technologies, at least. Nowadays, you have access to a quality education whenever and wherever you want, as long as you have access to a computer. We are now entering a new era of the revolution of online education.

a) It's flexible.
b) It offers a wide selection of programs.
c) It's accessible.
d) It allows for a customized learning experience

2) This prophecy couldn't seem more accurate now seeing that e-learning is one of the fastest growing sectors in the world. E-learning is already huge and is looking to completely revolution the educational sector. a future without classroom learning is certainly imaginable thanks to the advent of the various e-learning technologies present today. It has definitely already changed the way we approach knowledge and skill acquisition

3) An estimated 7 million students take at least one online course, and by 2019, approximately half of all college classes are estimated to be e-learning based.

4) Over 42% of Fortune 500 companies use some form educational technology in training their employees during formal hours, and this number is only going to increase.

5) Companies who adopt e-learning tools for their training generate about 26% more revenue per employee as opposed to those who don't. Also, since e-learning has proved to be more effective in terms of retention (not only cost), IBM says that companies that utilize these tools can boost productivity by up to 50%.

6) Presently it is e-learning and test preparation which are leading the market, but in future years to come- gamification and application of technologies like Virtual Reality and machine learning is going to make an impact in the pedagogy

7) Machine Learning;:A detailed feedback given to each student with level of accuracy, grasping power, time spent on different concepts, historical performance.

8) Revenue from the sale of eLearning reached $5.2 billion in 2011 and is expected to more than double to $11.5 billion by 2016.

VIII. CONCLUSION

Online Education has brought a positive impact in the lives of students and working professionals. It has given an opportunity to take up additional courses along with their studies or job as per their convenience. Online education has also helped the faculty in the institutions to ask students to study some part of syllabus online which do not require much of classroom instructions. So the online study helps the faculty to save time in which they can interact with the students more.

The quality of education has improved by online courses and even it has become easy for students to refer the content as per their leisure. In the era of digitalization the scope of online education increase even more and will be beneficial for students, professionals and also institutions. After analyzing the results obtained, the project developed can be considered satisfiable. It can be concluded that the website will be very helpful to students in their educational life as it provides all educational resources required in a college or school life.

As the project works as an Educational cum E-Commerce Website. To conclude, the project is developed using the proper Software Engineering process. the flow chart was created so that each process can be done Sequentially.

The study revealed that, online learning has many benefits as compared to the conventional learning in the classroom environment. Though online learning has several challenges such as lack of feedback from students and lack of the proper technology to effectively conduct online learning, these limitations can be overcome by upgrading the E-Leaning systems and the use of online discussion forums and new web based software's. Online learning is beneficial to the students, tutors and the institution offering these courses.

Therefore, recommend that online learning be implemented on all learning institutions and research on how to improve this learning process should be carried out.

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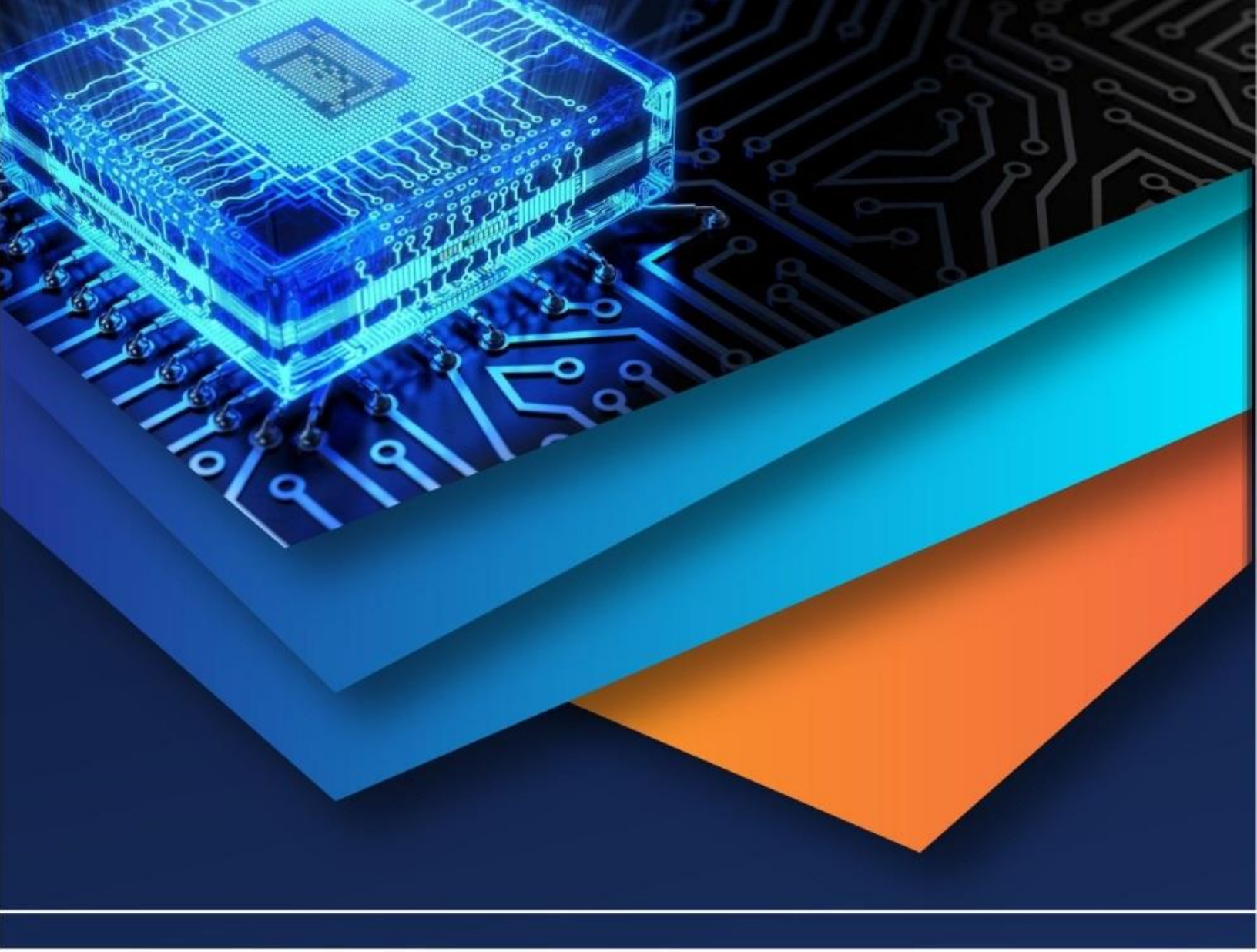

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