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Study Sort Application

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ABSTRACT: This project is designed to fulfil the basic needs of the school/college/university going students. As the name suggests “Study Sort Application”, this app will help the students to sort their academic life. This app will also feature, counsellor option. The counsellor will help the students to tackle their everyday problems like; Demotivated, Time management, Strategies related to study management, to help students focus on studies and avoid distractions or obstacles in their everyday life. A student can also contact with the counsellor to discuss their opinions and strategies. Focus is the most important aspect of life for a student but in this digital world we are all surrounded by technology which has reduced the attention span of students drastically. Upon that the worst enemy of students i.e., social media takes advantage of this fact and using various attention seeking tactics make the student waste more time on it. To tackle this problem, we must enforce discipline and limitations to the usage of social media apps or any apps that cause distraction and for the same we have developed an app which not only enforces discipline and focus but also gives additional features for wellbeing of the student. This app will also feature interactive study related games, which will help activate students mind and make their learning easier. These games will also enhance the power of students to think about the topics covered in the syllabus in the form of quizzes and multiple-choice questions. This app will also help the students with notes and books which are available easily. As we provide the app block feature which will block the specified app for the desired period and when the time ends, the app is blocked for consumption. Using this feature the student will be able to reduce their screen time.

KEYWORDS: Android, Study, Sort, Android Studio, Java, SQLite

I. INTRODUCTION

Focus is the most important aspect of life for a student but in this digital world we are all surrounded by technology which has reduced the attention span of students drastically. Upon that the worst enemy of students i.e., social media takes advantage of this fact and using various attention seeking tactics make the student waste more time on it. To tackle this problem, we must enforce discipline and limitations to the usage of social media apps or any apps that cause distraction and for the same.

The focus of the app is to improve the attention span and focus of the student and to do so we have added a feature where you can select the apps which you find to be distracting the student and after this those apps are selected you can limit the amount of time you can use that app throughout the day. If the timer runs out, then the app cannot be used any further which helps in cutting down on the app usage resulting in less distractions. This app will help students to stay focused and gain more marks and handle their work smartly.

Our application will also provide a councilor to guide students to gain more marks. The user interface will be easy to understand and use. The counsellor will help the students to tackle their everyday problems like; Demotivated, Time management, Strategies related to study management, to help students focus on studies and avoid distractions or obstacles in their everyday life. This app will also provide a focus mode for students to stay focused on their studies. The applications that will distract students will not be allowed for a specific time for the students via this application. This application will simplify the study timetable of the student.

II. LITERATURE SURVEY

[1] Arun Sharma et.al In this paper presents a sensible approach by telling us that even though the teens of this generation are helpless without internet the parents of these children must keep an eye on the amount of time their kids spend on the devices or the internet itself since excessive internet use is really harmful for students as well as adults.

He further emphasizes on what negative effects takes place on teens and children because of this over use of internet. Some of them being anxiety, sadness, depression, unable to keep schedules, sleep deprivation and etc.

[2] Alison Pearce Stevens et.al In This paper focuses on how spending too much time on internet is leading teens to have high blood pressure. Blood pressure is basically the extra blood pressure exerts extra outward pressure on vessel walls. Due to high blood pressure it can cause kidney disease and memory loss. At least 4 out of 10 users of internet use it for more than 2 hours per day. Nineteen percent of these heavy users had high pressure. He also suggests that if a balance is created then this problem will decline subsequently.

[3] Faiza Sarwar al In this paper gives a in depth information on the impacts of excessive internet usage. She firstly starts with how internet has widely helped most of all the people to connect with each other without much efforts. But with this sophistication there comes a price that we don't know from where the data is coming and where our data is going. She mentions that teens between 8 and 28 spend almost 44.5 hours on internet and about 23 percent of teens who play games feel they are addicted to them. Here she took the example of video games where there were multiple cases where teens without asking their parents used their debit cards to make online transaction in game while other story where blue whale games caused a lot of teens to forcefully commit suicide. She encourages the parents to take control of how and where their teens are spending their internet on. Other example of social media where teens tend to compare to each other physically and get depressed because of peer pressure even they want validation which they feel absolutely needed because of how much importance given to the social media presence in this generation.

III. PROPOSED SYSTEM

Studios Attention is the most important aspect of life for a student but in this digital world we are all surrounded by technology which has reduced the attention span of students drastically. Upon that the worst enemy of students i.e., social media takes advantage of this fact and using various attention seeking tactics make the student waste more time on it. To tackle this problem, we must enforce discipline and limitations to the usage of social media apps or any apps that cause distraction and for the same. This app will also feature interactive study related games, which will help activate students mind and make their learning easier. These games will also enhance the power of students to think about the topics covered in the syllabus in the form of quizzes and multiple-choice questions. This app will also help the students with notes and books which are available easily. Our application will also provide a councilor to guide students to gain more marks. This app will also provide a focus mode for students to stay focused on their studies. The applications that will distract students will not be allowed for a specific time for the students via this application. The user interface will be easy to understand and use.

IV. CONCLUSIONS

The conclusion of this project is to develop an app that will be a one stop destination for a student who aims to be in control of his time and resources and wishes to be more focused in life. This will help students to get focus in academic life and help students to get good marks with the concept of smart hard work. This app will help students to stay focused and gain more marks and handle their work smartly. Our application will also provide a councilor to guide students to gain more marks.

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