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E-Learning by Using Gamification and Job Assist

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ABSTRACT: Gamification causes a powerful psychological Impact on Human behaviour, as we know that now a day all of us are relying upon Technical object in abundant amount so here this paper Introduces E-learning with using Gamification which encourages and motivates the user to study the programming languages and technical skills when get frustrated while learning and Sometimes it gets difficult to search the job so it also helps for securing the higher Job profile.

KEYWORDS: E-learning, Gamification element, Job portal.

I. INTRODUCTION

Programming languages plays a vital role in IT educations but it seems like many of us have less interest in learning because sometimes we find it boring and lack of motivation while learning, so we are introducing gamification in E-learning.

Gamification is the process of converting Non-gaming element into gaming which is quite Interesting while learning. Gamification also commonly employs game design elements to Improve user engagement, Organisational productivity, flow learning, Crowdsourcing, Employee recruitment and Evaluation, ease of use, Usefulness of system and more. Gamification can also Improve an Individual's ability to include digital content and understand a certain area.

A learning system based on formalised teaching with the help of electronic resources is known as E-learning, while teaching can be based in or out of the classrooms, the use of computers and the Internet forms are the major component of E-learning. Books are gradually getting replaced by electronic educational materials so that Knowledge can be also shared via the Internet, which is accessible 24/7, anywhere, anytime.

Sometimes the Job finding process became difficult for the Individual so the paper Introduces proper way for Job recruitment which helps the Individual for securing higher Job profile.

II. LITERATURE SURVEY

According to research in this area contents of e-learning are in gamification which is beneficial for learning goals along with gamification elements. Gamification providing extrinsic motivation through awards and used to make learning more engaging [1].

Improve participation learning with gamification and discussion of gamified courses and how gamification can be used to improve user's engagement [2].

Gamification in e-learning introduced gamified elements into e-learning for that gamified design elements in e-learning system are effective [3].

Using gamification in technical higher education for drawing from various game studies, theory of fun for entertainment, and education methodology to get actual idea about the study and also have designed a toolbox for courses to make it more interesting and user interactive [4].

The research has introduced DoosMooc which is created for the service of an online learning environment with characterized by the creation of new ideas or things in social interactions. DoosMooc is a member of classic

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generation teacher-centred learning management system such as Moodle [5]. Moodle is the Modular Object Oriented Dynamic Learning Environment.

Here, they had given a gamification in e-learning as in this system also but the unique concept added in this is to Job assist which makes the system relevant for the user who is supposed to gain knowledge of technical skills, programming languages and one can search and apply for the Job also which were added by the employer of company.

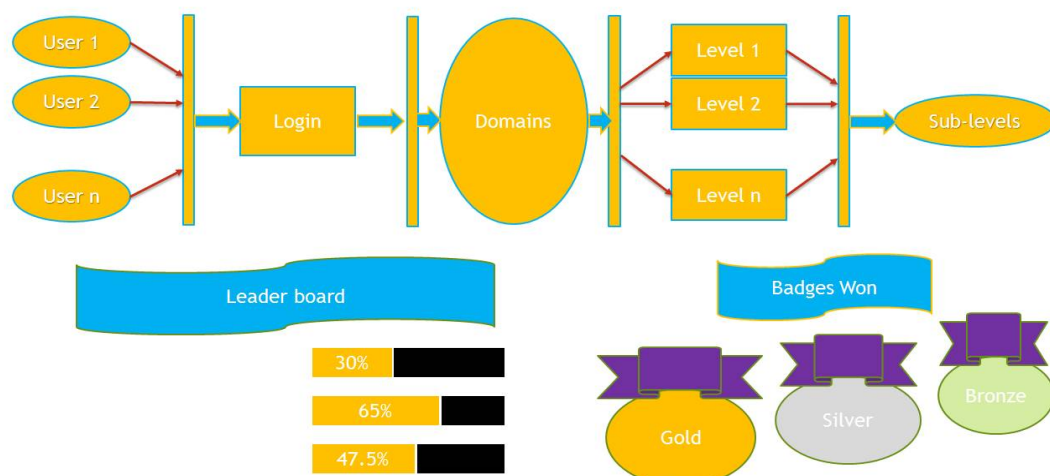
III.PROPOSED METHODOLOGY AND DISCUSSION

This paper will engage students while learning Programming language with using Gamification. Domains are given, from which user have to select among them, then one can play Quiz. This the unique and extra concept which we were adding in this system, now days many of us are having lack of technical skills which causes the bad impact on our Job and also some of us also doesn't know the good platform for searching the Jobs. This system provides the same platform for the learning technical skills and assisting jobs.

System is giving special access to the employer of the company which will add the company details including the company name, address, official email id, available job profile, current openings and current positions of the job, the employer can see the leader board to check the progress of the user, on the basis of that the eligible candidates will get an email from the employer mentioning that you are eligible for this post then user can apply for the same.

For Job assist method, user first have to upload their resume on it which includes the basic info of the user that is name, email-id, mobile no, date of birth, technical skills, interested area and academic record. Uploading resume is not a mandatory process that means user can upload the resume by their choice to apply for the job and if they don't want to upload their resume then they can only learn and play the games.

Proposed System:-



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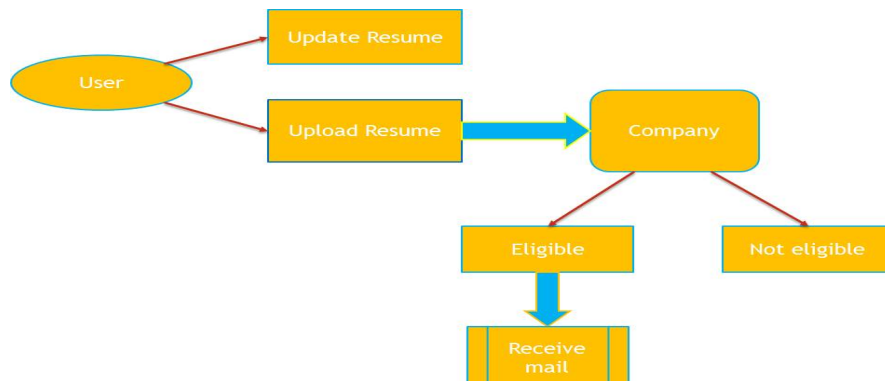


Fig 1: - Proposed System

Proposed Algorithm: - Octalysis



Fig 2: - Octalysis Algorithm

IV. EXPERIMENTAL RESULTS

The result section of the system shows that the actual performance of the system in certain circumstances. The result can be calculated by the comparing the existing system as well as the configuration of the system required for the system execution. The result is also the actual difference between the results of the existing system which can be comes with the errors and bugs. The result of new system is mainly the problems that overcome in new developed system and the result must be as fast as possible as compared.

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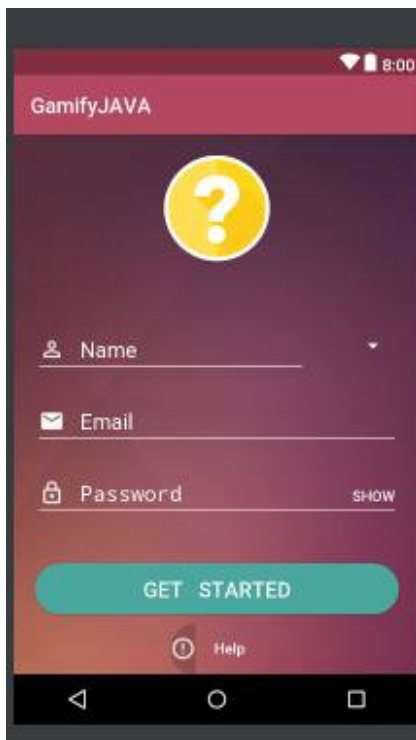


Fig 3: - Information

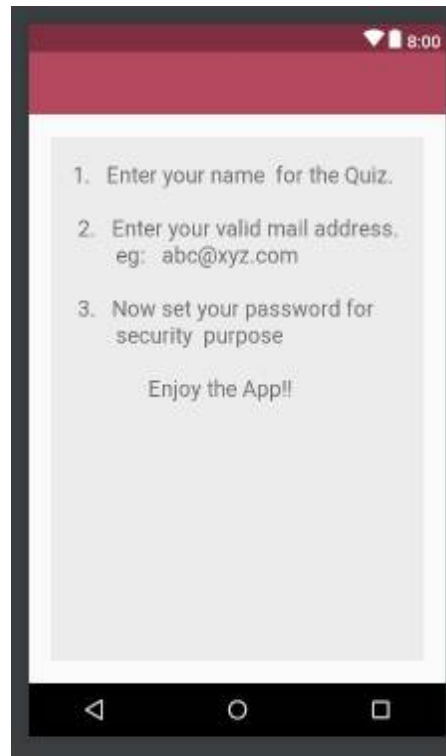


Fig 4: - Login

In Fig 3 shows the information to sign up for the quiz. It indicates to enter participant name for the quiz and to enter valid email address and correct password for security purpose.

In Fig 4 once participant sign up and created account then for log in, participant have to enter participant name, email id and password to get started for the further process.

In Fig 5 when participant log in into their accounts then it shows the “Welcome!” message. Participant have to enter correct password here one more time for security reason if participant forgot his/her password then the problem is solved by clicking on forgot password? else participant entered correct password and continue the further process.

In Fig 6 once we selected domain then domain shows the levels. Participant chooses the level according to his/her knowledge and also competed sub levels which are included in each level.

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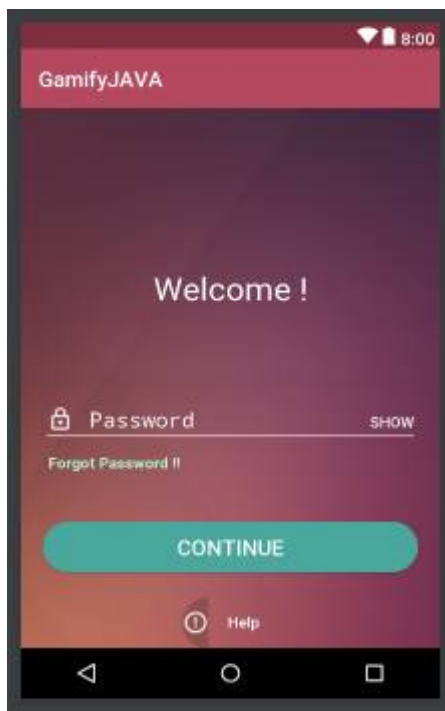


Fig 5: - Welcome

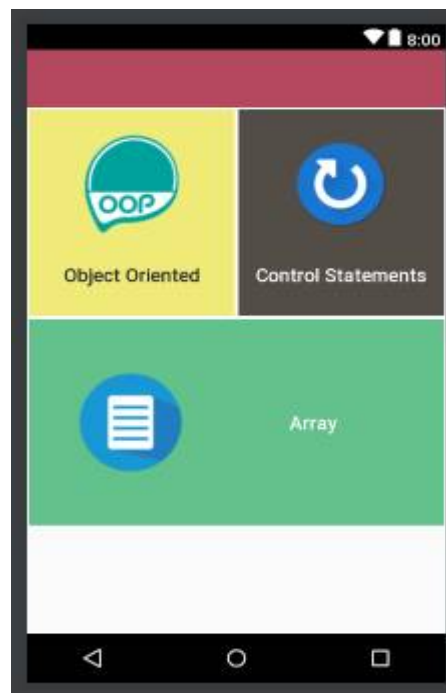


Fig 6: - Levels

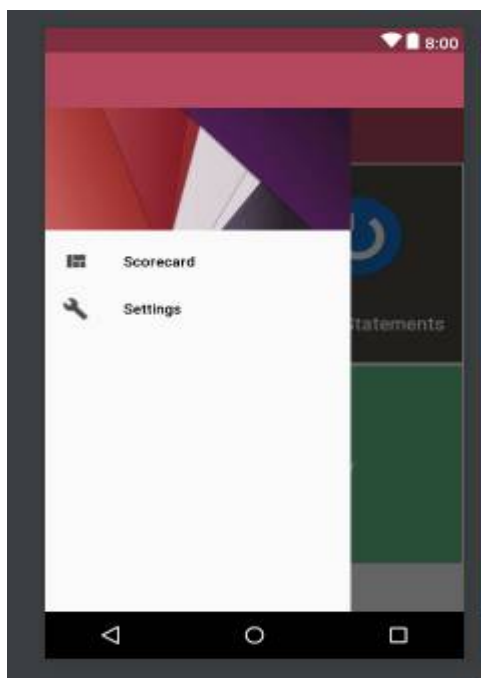


Fig 7: - Navigation

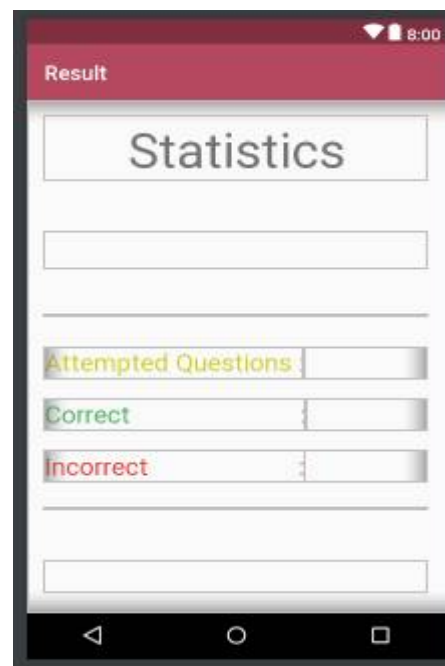


Fig 8: - Scoreboard



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In Fig 7 navigation bar shows scorecard and some additional settings for the quiz.

Fig 8 gives idea about how scorecard given the statistics of attempted, correct and incorrect question. In short it gives the result of the quiz played by participant.

V.CONCLUSIONS

Gamification cause the positive effect on human psychology so students enrolled in the gamified version of e-learning achieved greater learning success. Students will be engaged in learning activity through gamification and It also secured student's future by Providing Jobs.

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