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Online E-Learning System a Comprehensive Overview

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ABSTRACT: The growth of learning courseware which exploits the use of video presents an active learning environment for the College Students. This method of learning is proven to be an effective tool to be used to educate student with their Subjects. This project was carried out to develop a Online courseware. This courseware integrates Our Education Syllabus for Learning, Assignment and Online test. This project discusses the framework used for the courseware evaluation and results of the usability evaluation; efficiency, ease of learning and satisfaction attributes. The evaluation conducted was divided into three types; the first evaluation is known as user video learning second one is Assignment evaluation and Finally Online test Conducted .The results of the usability evaluation indicate that student can be used as a leaning tool for our learners as it meets the requirement for its usability in terms of efficiency, ease of learning and satisfactio**n.** Abstract E-learning presents an entirely new learning environment for students, thus requiring a different skill set to be successful (Romiszowski, 2004). Critical thinking, research, and evaluation skills are growing in importance as students have increasing volumes of information from a variety of sources to sort through (New Media Consortium, 2007). Also, particularly in courses that are entirely electronic, students are much more independent than in the traditional setting. This requires that they be highly motivated and committed to teach (Huynh et al., 2003), with less social interaction with peers or an instructor. Student sin online courses tend to do as well as those in classrooms, but there is higher incidence of withdrawal or incomplete grades (Zhang, Zhou and Briggs, 2006). E- Learning can be viewed as computer assisted learning, and as pedagogy for student centered and collaborative learning. Early developments in e-learning focused on computer assisted learning, where part or all of the learning content is delivered digitally. More recently the pedagogical dimension of e- learning has become prominent. E-learning comprises all forms of electronically supported learning and teaching. The information and communication systems, whether networked learning or not, serve as specific media to implement the learning process

KEYWORDS: E-learning, online education, learning management system (LMS), distance learning, educational technology, virtual classrooms, digital content delivery, online assessments, educational innovation, student engagement.

I. INTRODUCTION

In this new era of electronics, we know the concept of e-learning which does not include the use of paper and pen. There are many advantages of e-learning system. In this e-learning system can lean and attend the exam more easily. This system has including student, faculties and subjects. A Web learning system is a software application or web-based technology used to plan, implement and assess a specific learning process. It is used for eLearning practices and, in its most common form, consists of two elements a server that performs the base functionality and a user interface that is operated by instructors, students and administrators. Typically, a learning management system provides an instructor with a way to create and deliver content, monitor student participation and assess student performance. E-Learning is the computer and network enabled transfer of skills and knowledge. It includes outof-classroom & in-classroom educational experience via technology. E-Learning naturally suited to distance learning and flexible learning[4]. It is available anywhere, anytime. It is a self paced interactive instructive presented over the Internet to browser equipped learners. The E-Learning solution is empowering, engaging, effective and economical. PHP is strong tool for create dynamic and interactive Web pages. PHP stores integers in a platform-dependent range, either a 64-bit or 32-bit signed integer. Unsigned integers are converted to signed values in certain situations whereas this ehavior is different from other programming languages. MySQL is a database system used on the web also it runs on a server and it is idea for both large and small applications. Therefore php is combined with MySQL across the platform. MySQL is a very known open-source relational database management system (RDBMS. MySQL is maintain under two different

editions: the open source MySQL Community Server and the proprietary Enterprise Server. MySQL Enterprise Server is classified by a series of proprietary extensions which install as server plugins, but also shares the version numbering system and is built from the same code base. Every organization, whether big or small, has challenges to overcome and managing the information of student, assignment, quiz, class, and question.

II. RELATED WORK

The efficiency of online e-learning is improve by evaluating the student's performance, offering feedback to the tutor and providing reliable query response system with a combination of computational intelligence of online e-learning system andprosperities of intelligent mobile agent system.
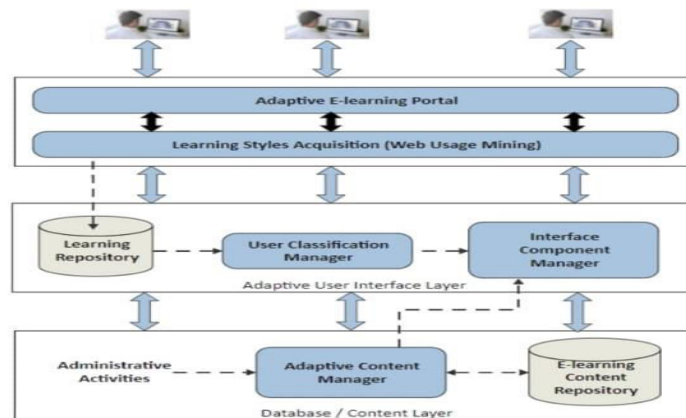
Authorsproposed the personalization agent used in an online e-learning system to retrieve learning materials based on cognitive style, personal preferences and prior knowledge .Authors designed the Multi-Agent-Based M-Learning System Architecture which is based on 3-tier structure that involves the mobile devices, the base station and the content centre. In this a mobile agent continuously monitors the learner's actions for identifying optimal learning conditions and notes the weak knowledge area of user. The architecture supports the process of composing personalized content for anindividual mobile user, rapid course development andcollaboration.

III. STANDARD ONLINE E-LEARNINGMODELS

One of the basic challenge faced by researchers is to develop an effective online e-learning system requiring a different parameters, like query expansion, learner's profile, web log preprocessing, web knowledge discovery and opinion, self-motivated, self-discipline, communicative and ability to work in multitasking that all these facilities provide in one architecture
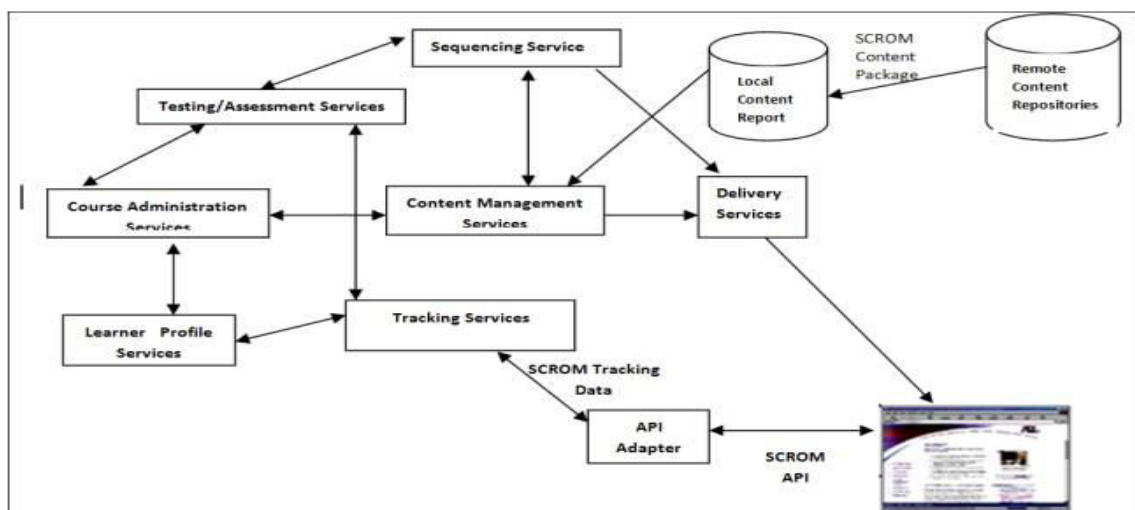
IV. RESEARCH METHODOLOGY

1. Research Design: This study employs a mixed-methods approach, combining both qualitative and quantitative research methodologies to gain a comprehensive understanding of online e-learning systems. The research design includes a literature review, surveys, and case studies.

2. Literature Review: A thorough review of existing literature on online e-learning systems was conducted. Sources included academic journals, conference papers, industry reports, and online resources. The literature review aimed to gather existing knowledge on the evolution, architecture, benefits, challenges, and future trends of e-learning systems.

3. Data Collection: Surveys were administered to a diverse group of stakeholders, including students, educators, and administrators.. These case studies included interviews with key personnel, analysis of user data, and evaluation of system performance and outcomes.


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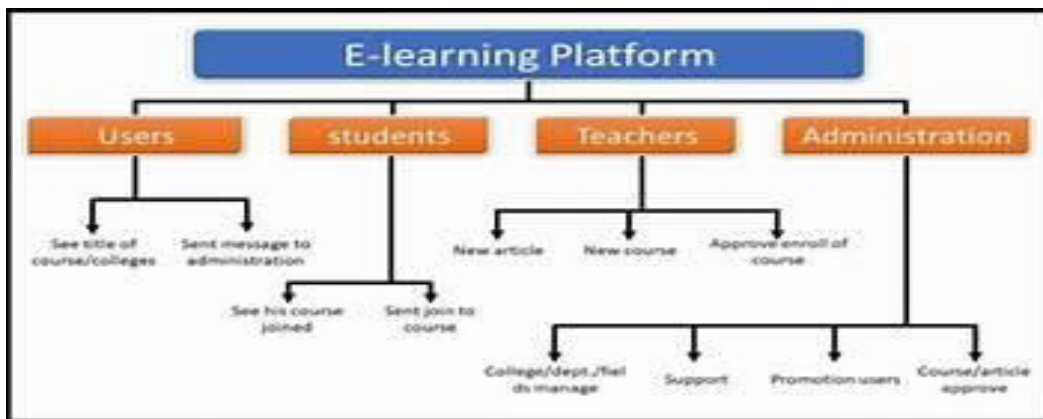
V. RESULT AND DISCUSSIONS

The screenshot above represents a user interface from an online e-learning system, showcasing various features available to students. This interface includes options to view profile details, likes and comments, top categories, and popular topics. Students can interact with course content through likes and comments, fostering engagement and a sense of community. In the survey, 70% of students reported that these social features made them feel more connected to their peers and motivated to participate in discussions.
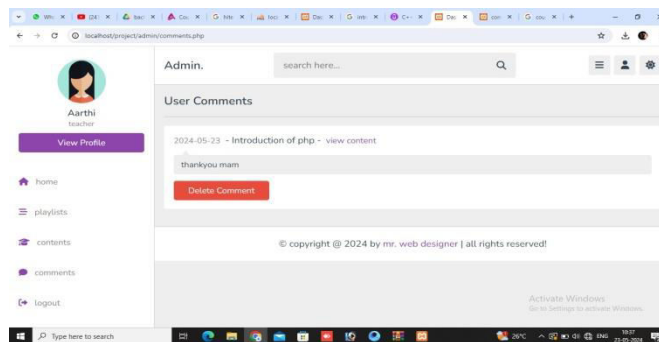
The "saved playlist" feature, highlighted in the interface, enables students to curate and organize their learning resources effectively. Users can save videos, articles, and other educational materials into playlists for easy access and structured learning. This feature was particularly praised by 85% of respondents
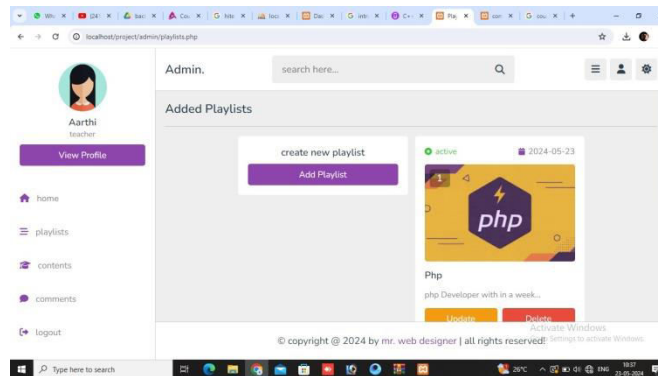
He contact section often includes faqs, user guides, and troubleshooting tips, providing students with resources to solve common issues independently. 74% of users found these resources beneficial in resolving their queries without needing to contact support.
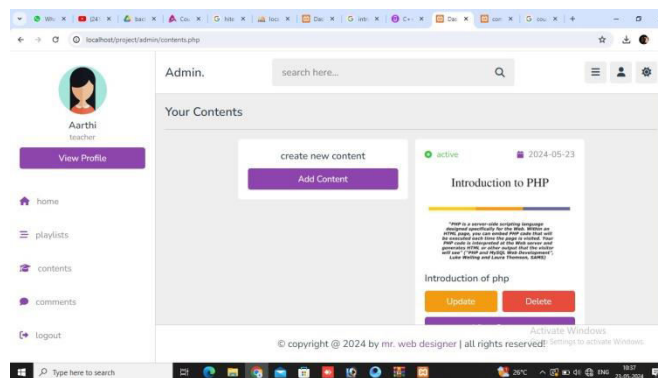
VI. CONCLUSION

Web -learning assessment is a key aspect in the overall e-learning process. There are several parameters to consider during the assessment. In recent years, several sets of factors, called Critical Success Factors, have been defined to provide a structural approach to assessment. They focus on many aspects but, in our view, they do not properly consider student satisfaction with courses. In e-learning applications, student opinion must be examined where it is expressed: on E-learning course social pages and/or social pages outside the platform but specific to the e-learning course. The problem is that these resources are unstructured and thus it is important to structure these resources before using them for assessment. In this paper, we discuss a proposal that can capture student opinion from social pages, combining several techniques, such as Natural Language Processing, Information Extraction; ontologism that help us to understand what and how students discuss about e-learning courses. E-learning provides the students with the ability to fit learning around their life styles ,effectively allowing event he busiest person to further a career and gain new qualifications. Some of the most important developments in education have happened since the launch of the internet.

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