ISSN 2350-1022

International Journal of Recent Research in Mathematics Computer Science and Information Technology
Vol. 3, Issue 2, pp: (35-37), Month: October 2016 – March 2017, Available at: www.paperpublications.org

Real Time Student Based E-Learning System with SMS Alerts

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Abstract: **Like most of the initiatives, knowledge is the keys to success. E-learning provides access to learning when the source of information and learners are separated by time, distance and both. E-learning fulfils the thirst for information & also offers online content. E-learning provides access to learning when the source of information and learners are separated by time, distance and both. This project provides functionalities such as, if the student is absent, then he or she will be getting all the updates regarding all the lectures held on the respective day itself, by visiting the site, students will have updates for assignments, regular lecture the learner at anywhere, anytime. E-learning involves all form of electronic E-learning .E-learning fulfils the thirst of knowledge and offer online content that can be delivered to the learner at anywhere, anytime.**

Keywords: **E-Learning, Online Education, Distance Learning, Learning for Student, Electronic Learning.**

I. INTRODUCTION

E-Learning improves the learning experience by interactive technologies. It has the potential to transform the way we teach and learns across the board. It can raise standards, and widen participation in lifelong learning. E-learning is electronic E-learning. This project has been developing for many years, but in this proposed paper, designed system is adding many features like SMS Alerts, Eligibility criteria, and linking it with Facebook and Google+, which can be seen by the students of the college as well as to outsiders i.e., to the ones that are not registered to our website.

II. LITERATURE REVIEW

The development of an e-Learning strategy started by setting up goals. Without an actual understanding of the goal of the eLearning strategy, it will be difficult, if not impossible, to be successful. E-learning is a computer-based educational system that makes you able to learn anywhere and at any time you want. These days e-learning is most used application software through the internet, in the past it was delivered using computer- based methods like CD-ROM. Technology has been updated so much that the geographical gap is bridged with the use of tools that make us feel as if we are inside the classroom. E-learning provides the ability to share the material in all kinds of formats such as videos, slideshows, word documents, and PDFs. Communicating with professors via chat and message and conducting live online classes. An option available to users called as Forums. By the early 90's several schools had been set up that delivered courses online only, making the use of the internet and bringing education and knowledge to the people who couldn't previously attend the college due to atmospheric or time constraints. Technological advancements also helped educational establishments to reduce the costs of distance learning, a saving that would also be passed to the students helping bring education to a wider audience. In the 2000′s, companies started using e-learning to provide training to their employees.

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A. Proposed Design:

Our Project is a software application which avoids more manual hours that need to spend in record keeping hence increases the performance. Though the students are registered online they can search for the subject they wish. This application keeps the data in a centralized way which is available to users simultaneously. In our project, we are providing the facility of live chatting where students can directly interact with teachers and ask about the doubts of their respective subject. Every teacher will be getting 100MB space to upload the information that they want to share with the students .The teachers can also provide attachments which can contain audios, videos and PDF files. Here the students having attendance criteria of 75% will only be allowed to register on our website .We are also providing the facility of SMS alerts where the students will be getting all the necessary notifications of any particular uploaded events.

B. Working of Data Flow Diagram:

This is the work flow diagram of our project. In this project, there are 3 modules, Admin, Student and Teacher. In admin module, two registration forms will be generated; one is for student and second is for the teacher. They fill their personal data like name email id address, college name etc. All data are stored in the server/ database. And admin will generate a password for the student as well as the teacher. This password plays an important role in our project. The Second module is the student module. In this module Student use their email id and password, using this password they will login and if the Student wants this to upload photos, videos etc can upload as well as can tag to their friends .The Third module is the teacher module. By using this modules teacher can upload assignments, PDF's, audios and videos related to their Subject, which is useful for the student.

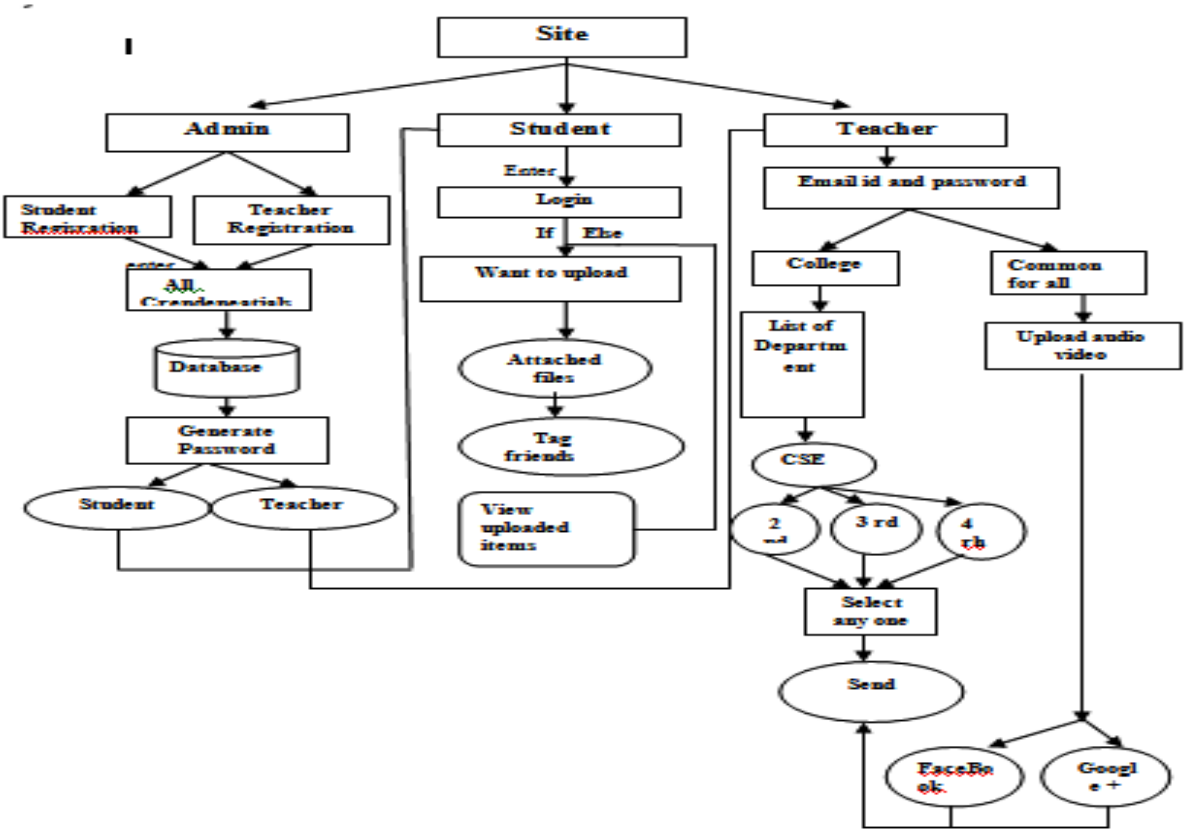

Fig: Real Time Student Based E-Learning System with SMS Alerts

Steps:

1. First new student and teacher will register in admin module. They have to fill all the information and submit to the admin. This information will be stored in the database.
2. The Admin will generate email id and password for the student as well as the teacher and use it while login.

3. The Student has to use his/her email id and password for uploading their files and Tag to their friends.
4. In the teacher module teacher have two options first is, list of the department and second one is common for all i.e., If the teacher is Common for all departments tjen data will viewed by all student.
5. If teacher chooses the list of department can send information to the respective department student.
6. Else if the teacher chooses common for all can send information publically through Facebook and Google+.

III. CONCLUSION

This project was designed in such a way so that the future modifications and updating can be done easily. The following conclusions can be given from the development of the project. The efficiency can be improved by automation of the entire system it provides a friendly graphical user interface which proves to be better when compared to the existing system. Appropriate access is been given to the authorized users depending on their permissions. It overcomes the problem of delay in communications. Updating of the information becomes very easy.

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