

Learning through Green Board: An Assessment

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Abstract: Green Board Learning is a platform that is designed specially to create, distribute and manage the delivery of distributing of educational content. GBL is a cloud-based platform. GBL platform is made for engineers where students can watch recorded lectures and read study material with some details like name, semester, academic years etc. Both students and teachers can register here. Registered teachers share pre-recorded videos and other educational like notes etc. Students can watch video lectures and read other student materials. Currently the unavailability of proper internet in every place, therefore, this system is not useful for users who do not have the availability of internet and smartphone. In this way, this project is worked and available for students.

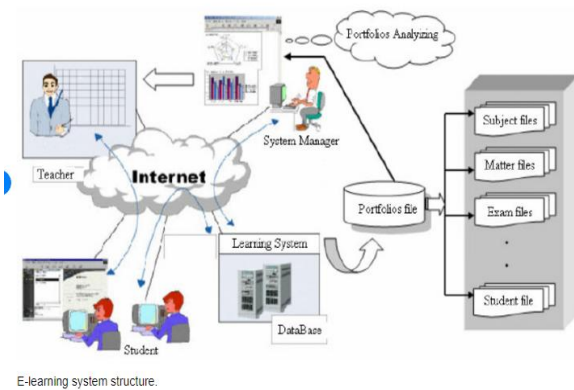
1. INTRODUCTION

Green Board Learning platform is made for engineers where students can watch lectures and read study material. Nowadays too many digital educational platforms are available for online learning, who are providing all study content. But there is no digital educational platform that is specially designed for engineering students. A Green Board Learning platform that is designed specifically to create, and manage the delivery of educational content. On the GBL platform, both students and teachers can register here. Registered teachers share pre-recorded videos and other educational content. Students can watch video lectures and read other study materials.

all within the respective classes, where the student can submit work to be graded by a teacher. Assignment and due dates are noted, where each assignment and grade. With the advent of technology and with the perceptual increase in the strength of the students and the number of departments in the educational institutions, it is laborious to exchange the study materials between the students and the faculties.

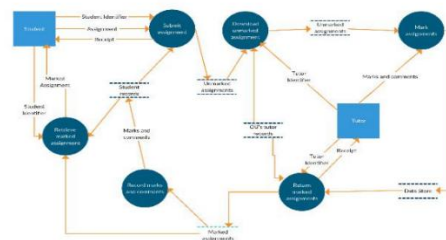
3. OBJECTIVES

The main object of E-Learning is to help the students get over the traditional methods of learning and make them accustomed to the internet where the notes for their respective subjects are easily available. The implementation of this project helps both the students and the teachers. The teachers can upload their notes by searching for the name of the file under their respective departments. This project not only helps to facilitate easier access to notes for the students but also helps cut down on expenditure for the universities as well. Students and universities like to spend a considerable amount of money on printing costs which can be prevented.



2. PROBLEM DEFINITION

This platform is specially designed for engineering students, where students can register with some details like name, semester, academic year, etc. Teachers can create, distribute and mark assignments



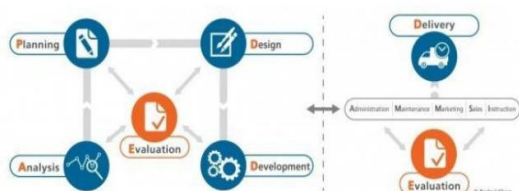


Figure 2. E-Learning Content Preparation and Implementation Phases

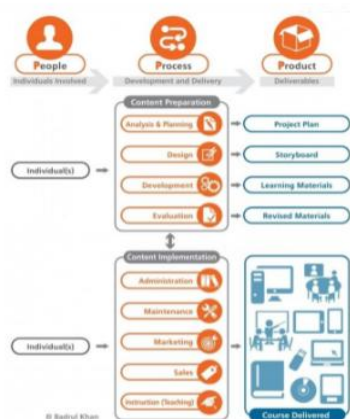


Figure 3. E-Learning People-Process-Product Continuum

4. LITERATURE SURVEY

The literature review on online distance learning is thematically divided into four sections. Distance learning: a form of education in which the main elements include physical separation of teachers and students during instruction and the use of various instruction and use of various technologies to facilitate students –teacher and student-student communication.

[1] Online Learning: Education that takes place over the internet.

[2] This can be subdivided into asynchronous online courses that do not take place in real-time and synchronous online courses in which teachers interact online simultaneously.

[3] Blended Learning: A hybrid model of interaction that combines face-to-face in-person meetings with online interaction.

[4] As blended learning is a hybrid model, either face-to-face or online may be dominant. so, for example, blended learning can occur when online instructional tools are used to support face-to-face instruction is interspersed with online learning as part of a longer course.

[5] Self Regulate Learning: The modulation of affective, cognitive and behavioral processes throughout a learning experience in order to reach a desired level of achievement.

[6] Self-regulated learning skill have been described as abilities such as planning, managing and controlling and learning process.

[7] Processes that occur during self-regulated learning include goal setting, meta-cognition, and self-assessment.

5. TOOLS

The tools which we have been using for our projects are HTML, CSS, MYSQL, and java script, Here MYSQL is a Database. To add, access, and process data stored in a computer database, you need a database management system such as an MYSQL server. With querying and connectivity capabilities, as well as the ability to have excellent data structure and integration with many different platforms. It can handle large databases reliably and quickly in high-demanding production environments.

6. LIMITATIONS

(I) Any E-learning system requires basic equipment and a minimum level of computer knowledge to operate with the system.

(II) Some topics like sports cannot be explained through E-learning.

(III) Lower bandwidth means slower performance for sound, video, and intensive graphics, causing long waits for download.

(IV) Loss of human contact so the E-learning system will replace a friendly face.

7. FUTURE SCOPE

With future updates and upgrades, it is likely to develop and become more convenient for learners.

New methods introduced by instructors will make online courses more interesting and engaging for learners. Apart from students, organizations are adapting to E-learning courses to train their employees. In the future, the teacher can do live video lectures, now this system is costly, but we will develop a system in the future.

8. CONCLUSION

E-learning is not just a change of technology. It is part of a redefinition of how we as a species transmit knowledge, skills, and values to younger generations of workers and students. This book makes a few predictions about how E-learning and the function it serves will continue to develop. Learners will have access to millions or billions of knowledge modules. Some will be web pages with simple text and graphics. Others may field, that E-learning has become the default to conducting the training has become the default way to conduct training or provide education. There are four secrets to tech that need to learn in the way they most naturally learn. The second secret is to define clear learning objectives. The third secret builds on the first two. It is to focus on the right objectives. The final secret is in the power of testing.

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