

Global Social Media For e-Learning and Communication Using PHP as Server Language

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Abstract- This e-learning system project in php is developed to process the learning system through internet. This system provides the books & videos through downloading procedure. The members can download from the server. The members should register to login to the system. The registered members should enter the username and password to login to the project. The members can view the list of videos & books a posted by the administrator and download the books from the server. The administrator will login using the admin id and password. If the admin id and password are correct enter by member, it will open the admin form. The responsibility of administrator is to browse the book and add to the system. Then book will be automatically uploaded to the server. The students can ask doubts to the staff members. The staff members will send answers to the doubts asked by the students. The student can view the answers by the staff members. The students can clear their doubts through this form.

Keywords- e-learning, social media, web tools, communication, database.

I. INTRODUCTION

E-Learning is the computer and network enabled transfer of skills and knowledge. It includes out-of-classroom & in-classroom educational experience via technology. E-Learning naturally suited to distance learning and flexible learning. It is available anywhere, anytime. It is a self-paced interactive instructive presented over the Internet to browser equipped learners. The ELearning solution is empowering, engaging, effective and economical. PHP is strong tool for create dynamic and interactive Web pages. PHP is the widely-used, free, and efficient for rich applications/website development. This is open source technology, runs on Apache web server which in turn runs seamlessly on Windows, Linux, Solaris, and various other UNIX platforms. PHP development services offers unique, dynamic and highly functional web applications for across the world. Mobile is all they know and as youth is the main audience for learning. Teachers should deal with this fact. Social media is the latest thing that is being used in the interactive way for education purpose.

Students should be taught to use this tool in a better way in the educational way to interact with teachers that just being used for messaging or texting rather they should learn to use media for good.

II. BACKGROUND

Early e-learning systems, based on computer based learning (CBL) & training often attempted to replicate autocratic teaching styles whereby the role of the e-Learning systems was to transfer knowledge, as opposed to the systems developed later which were based on computer supportive collaborative learning which encouraged the shared development. Nowadays, it is an increasing trend to create virtual learning environment. E-Learning is defined as all forms of electronic supported learning and teaching service, which are procedural in character and the main aim to effect the construction of knowledge with reference to individual experience with study all material, practice and knowledge of the learner. Information and communication systems, whether networked or not, serve as specific media to implement the learning process. Our proposed system will give educational books and videos on one place. Proposed system is a kind of teaching and learning that one can be acquire by the assist of internet technology. Information about e-learning is moving upward from boring graphs into the world of more exciting visuals.

III. RELATED WORK

There are numerous e-learning software's available in the market. It leads to confusion of choosing right system for particular institute. [1] A web based LMS proposed by Nadire[4] is known as Easy Way to Evaluate LMSs (EW-LMS). This is mainly a decision support system (DSS), which can help all the users to choose the best LMS system depending on their needs and type of usage. It also provides DSS using smart and flexible algorithm, which saves time and efforts of users. The system is developed by using proprietary tools. Generally, most of LMSs system are based on open source technologies. A web based LMS system is developed by Hamsiah Mohd Dahalan and Raja Maznah Raja Hussain.

[2] This system is developed using open source software Moodle. Some LMSs are designed for providing virtual environment [3] to users for serving various purposes. An LMS system based on multi instance learning is proposed by Amelia Zafra et al. Sometimes students need motivation for actively concentrate on learning activities. Due to lack of motivation, they can face many problems in their studies and they might not be able to perform well during evaluation. By considering this factor, Mario Muñoz-Organero et al. [4] proposed an LMS as motivation predictor to understand student behavior and interaction patterns. By using this system, a teacher can identify motivational level of students based on their emotions identified by the system. So using these data a teacher can improve teaching methodology. The authors communicated with 180 students of six different universities in three consecutive years. Sometimes it becomes inevitable to share the learning repositories among different institutes using LMS system. The Architecture for Learning Objects Sharing among Learning Institutions—LOP2P is proposed by Rafael de Santiago and Andre´ L.A. Raabe [5] to achieve this objective. The architecture contains two components: plug-in as working LMS system and Mediation layer for communication among LOP2P networks and LMS. It decides what should be available to share different learning objects among different institutes. To learn basic course of computer architecture María A. Trenas et al.

The system is flexible for selected pilot courses in engineering education system. The authors introduced a PHP scripting based tool called SysQuake remote for generating experiments and resolve results. Using SysQuake students can analyze their experimental data stored in either eJournal or loaded from the local disk, identify a nonparametric frequency response, and match the coefficients of a continuous-time transfer function. Similar approach is reported in [6].

IV. OBJECTIVES

1. Minimized manual work: All the registration time the record of the students are enter into database and the arrangement is done manually, thus our one of objective is to minimized manual work.
2. More convenient: It is motivate to do self-study. Whenever you can plug in to this website, it is available on the users demand. You can access it anytime, anywhere.
3. Improve flexibility: This website is not going restrict you to only desktop. You can operate on any operating

system. On any browser and on any device like mobile, tablet, laptop, etc.

4. Enhanced Security: We are going to taking awareness of that only the authorized user can access our website.

V. PROJECT IDEA

E-learning is essentially the computer and network enabled transfer of skills and knowledge in the innovative way.

E-learning applications and processes include Web-based learning, computer-based learning, virtual classrooms and digital collaboration and also can include social media. This E-learning website and library also includes the impact of social networking.

The architecture of website is shown in figure 1 and actual software implementation is shown in figure 2.

1. Online registration: Traditionally the job of registration was done manually by passing the registration form to the students. But this was too time consuming and also erroneous. So the major need was for the automation for registration by online registration by student themselves.
2. Videos & books: At this moment, if you want a video or tutorial we have to visit a website ex: youtube.com and if you want any PDF or e-book you have to visit another website. In our project we overcome this drawback. We combine these two things in one website.
3. Solution on queries: when we saw a tutorial and if we have any query we commented on that video with our question but we don't get proper solution. Then we have to search that content providers blog to get solution, but in our website you can get proper solution on your query on this website only.
4. Create your panel: In this website after registering to this you will get your own panel for uploading your data of to communicate with other user.
5. Instant Notification: The only method for notification until now is by notice board which is not reliable. To
6. countermeasure this problem the notification can be send to you own panel.
7. Evaluation: Typically all website portals include online tests, quizzes and online aptitude test. In this website it implements all this new evaluations of e-learning with the social networking.

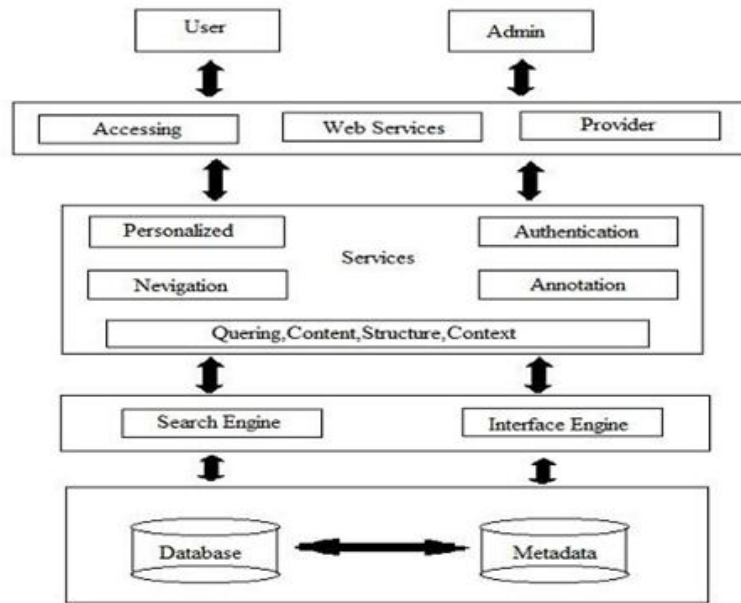


Fig 1 : Block Diagram

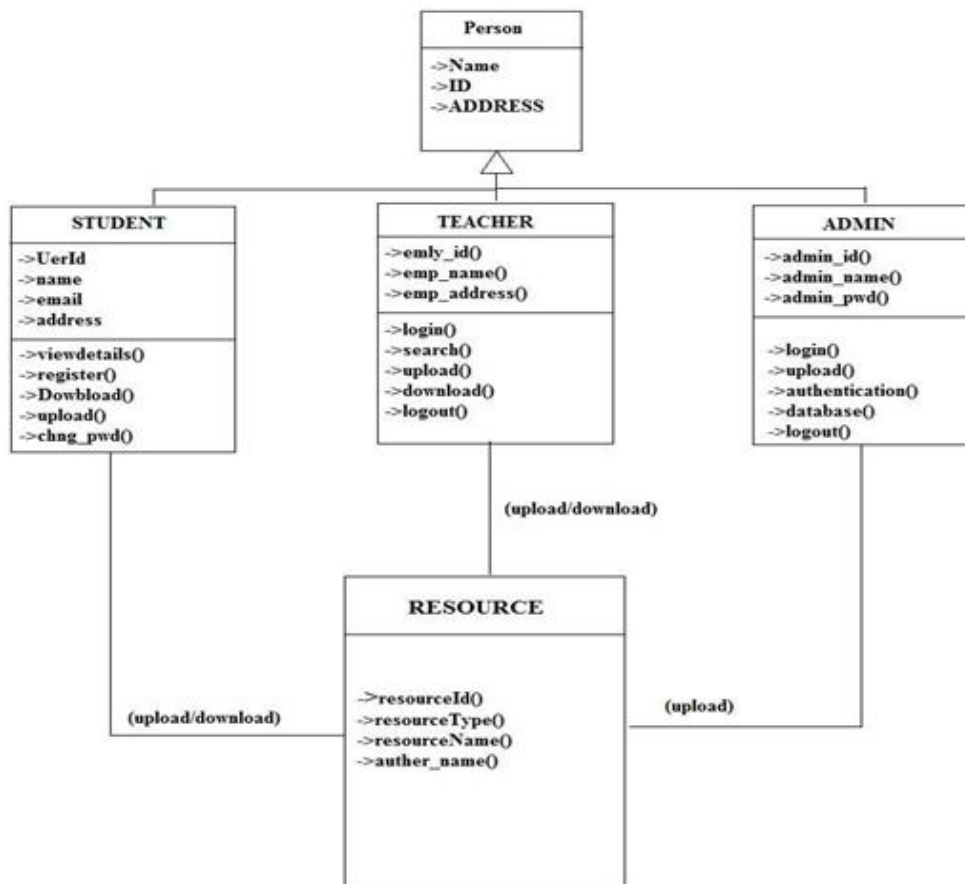


Fig 2 : Class Diagram

VI. CONCLUSION

We have proposed new system of educational books and videos. Our proposed system will give educational books and videos on one place. Proposed system is a kind of teaching and learning that one can be acquire by the assist of internet technology. Information about e-learning is moving upward from boring graphs into the world of more exciting visuals.

VII. FUTURE WORK

In future we would like to extend the scope of our proposed system. We will make our system more user friendly and responsive in future. Also we will make the mobile application of the same system.

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