A Review on E-learning for students-based knowledge system

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Abstract: In modern era education play a vital role with the help of E-learning, it is a new form of emerging technology through internet which helps students to grow their knowledge according to selected field. It's mostly used for the students who are facing the problems in the schools, colleges, universities etc., with and without proper education. It also reduces stress of the students by carrying touch screen tablets. Where it gives interest to the students towards education by providing audio, video, text and images. It provides knowledge and simplifies doubts of the students 24*7. It also provides more employment chances for the intelligence which delivers the foremost knowledge with free from travelling. It also provides own wallet and UPI transaction for the users. E-learning provides better experience to students for scoring and gaining bucketful of knowledge to achieve success in their career.

Keywords: **E-learning, UPI transaction, Virtual learning, implementation.**

I. INTRODUCTION

E-learning perhaps defined as a use of electronics for gaining knowledge such as touch screen tablets, smart phones, pc's and etc. information and communication technology has opened a new sky for the experiments on teaching and learning methods to make education more interesting, flexible, broader and successfully enhance their efficiency in learning which creates more interesting for students. Taking a step back from technology students used to miss classes due to long distance of travel for the universities but now E–learning provides those classes [1]. With this they cannot miss knowledge and score good results in their academics. E-learning provides assignments for each and every subject and it also conduct online tests to the students for their betterment in knowledge. By using E-learning students can interact and communicate with each other and clarify their doubts online.

II. LITERATURE SURVEY

In the existing system more man power is required and it is time consuming process. More bandwidth is also required. E-learning has been widely used in schools, universities and in some other institutions. More over most of them are not flexible and not appropriate to support real world teaching traditional methods. We have many websites with the limited course material for the learners, the limitations of these websites are they do not contain a perfect platform for all the courses of higher education i.e. (primary to post graduation). Instructors may not be available on demand [2]. Lecture videos cannot be saved and viewed offline. No proper information about the qualification, reviews and rating of the lecturers. Cannot affordable by poor.

The proposed system embraces in numerous arrangements such as Wireless wide area network (WWAN) for data connectivity and also acquires knowledge by observing live lecture video's or timepiece by saving them in offline. Each and every student has assignments and online exams related to their courses [3]. We are making a web application which contains a separate wallet by which Students that score higher marks they get reward for their e-learning pay account by having some kind of concessions to their next courses and also for the study materials used for the courses. This system is used to provide different kinds of advantages like: It will help the disable people who can study from their home. And the lectures who are can teach theirin additional to it the people those who are having family commitments, so E-learning is important to them [4]. It also benefits the schools, colleges and universities which could benefit the organisations in the overall cost reduction.

Different kind of lectures with in user affordable price. More number of choices for courses. Anyone who has believed in the content can be upload the videos. Can be affordable by poor [5]. This will increase in self-employment. We will provide more case studies as homework.

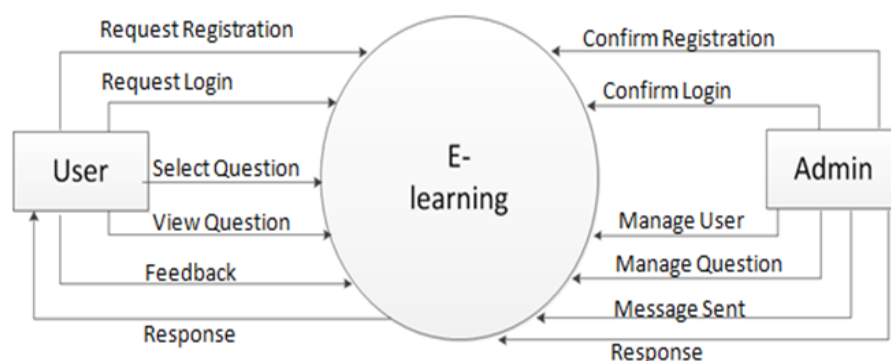## III. ARCHITECTURE OF E-LEARNING:

Figure 1: Architecture of E-Learning

In the figure 1. We have 2 main modules i.e. user and admin. user have different responsibilities which need to be done. firstly the user should get registered in the course.later, if he/she want to learn then they need to login with there registered mail id and password. The user can attempt online test, assignments. View lectures and select and view the question . and they give feed back about the lectures.they need to

be full free on asking doubts online. Admin has full rights to accept or reject the activities that may be user registration, login uploading the lectures, managing the questions or sending of assignments and results of the user [6].

Figure 2: Impact of e-learning.

According to research the above picture shows some of the impacts of e-learning

  Organisation level: In this organisation level organisations are classified in to three different types: Organisation, Process and Performer [7]. In every level, you need to define goals and measures that explain what was to be Design.

  Virtual learning environment: here educational technology providesaWebbased platform for the digitalised aspects of courses of study, usually within educational institutions [8]. They provide resources, activities and communicate within a course structure and provide for the different states of assessment.

Tutor skills and changing roles:

- Problem solving**:** being a tutor, the ability of solving problem or problem-solving skills should be more.
- organization: Being a tutor can get disturbed especially if you have a greater number of students and even more subjects that you are ng
- The tutor should be Creativity.
- Communication Skills plays a major role.

Interactive and Engaging material: the tutor should be more interactive and should solve the problems that were raised by the students [9].in the same way study material should be provided.

IV. E-Learning Process

  Administrator: Each task published by the course expert should mandatorily reviewed by the admin. Who decides the approval and rejection of the tasks? Plays a major role in creating, deleting, updating and modifying any profile of the user.

  Course expert: Creates lecture videos, test question and publish assignments for the courses. The above tasks will live in the draft area if any one of the tasks is rejected by the admin [7].

  Student: New users can be registering themselves as students. They have a right to modify their own profile. They can select a course from list of courses available they have assignments, materials, online tests, lecture videos on their selected courses.
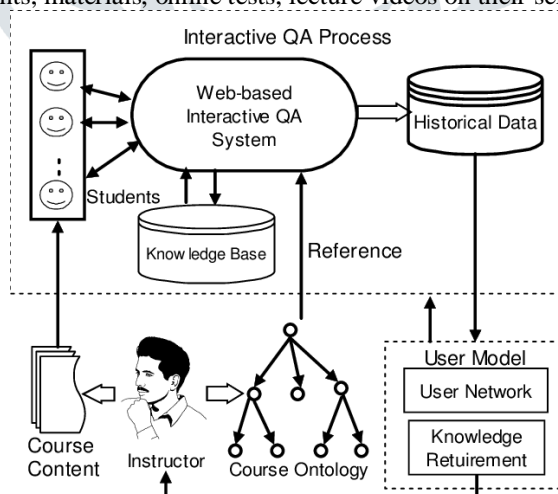

Figure 3: Interactive QA process

  Instructors and Students plays major role in e-learning. In database it stores the total course content, lecture videos and historical information about the content. And an instructor gives the related information about the course to the students. There are two approaches to realize personalized knowledge acquisition. The first approach is to mine what knowledge the student requires and to what grade. All the interactive logs, accumulated during test process, are taken into the account to compute each student's knowledge requirement. The second approach is to construct and analyse user network based on the interactive data, which is to find potential contributors list. Each student's potential contributors may satisfy their requirement timely and accurately. In order to evaluate the performance of the students, we make an evaluation with the percentage of satisfying the recommendations based on the assignments and MCQ's tests. The evaluation results states that our approaches are helpful to each student to acquire knowledge efficiently.

V. CONCLUSION:

Internet and web have become an interesting tool of learning on spare time and in travelling time. In this design we have introduced a new wallet system which helps students in further courses and based on their ranking depending on assignments and tests they get concession in their further courses e-learning is notonly the advancement of technology it is a different way of transmitting knowledge and skills. Thus, e-learning is the best way to learn through audio, video, text and images. We can change more in future like can design this project for blind people by the voice Reorganizationtechnique and this can be done using the artificial intelligence. And we can make the preview of the lectures by the 3D projection using the internet of things and make learning easy from any place. This makes e-learning more easily. And has good impact on future generation.

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