# KSCST 46TH SERIES: YEAR 2022-2023 STUDENT PROJECT PROPOSAL

## SYNOPSIS/WRITE UP

## SUBMITTED TO

## KARNATAKA STATE COUNCIL FOR SCIENCE AND TECHNOLOGY GOVT. OF KARNATAKA

**PROJECT PROPOSAL REFERENCE NO : 46S_MCA_019**

**PROJECT PROPOSAL TITLE** : E-LEARNING PORTAL

**NAME OF THE COLLEGE** : NEW HORIZON COLLEGE OF ENGINEERING

**DEPARTMENT** : MASTER OF COMPUTER APPLICATIONS

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**KEYWORDS** : E-LEARNING PORTAL, VIRTUAL LEARNING, SOCIAL LEARNING.

# INTRODUCTION

Now in technical world the development of software is competitive and difficult. Most of the factors that raise the complexity and difficulties in software development are the digital cycle, disruptive innovations, concurrent engineering etc. All these complexities are involved at the time of development. The changes in technology day by day are also the part of it. Our platform provides an innovative approach to learning, making education accessible to everyone, regardless of location or schedule. This product is going to be employed by the student as well as the person wants to learn. This system is modifiable and protrusile in e-learning portal. With our user-friendly interface and interactive features user can easily do various tasks. There are no of challenges that are faced during the time of building the application. To accesses all the functionality of educational system is very difficult. There are some cases faced by students.

To solve these issues the e-learning portal has a great role. Here the student can login by the username and the password in the system. The main purpose of making this application is to solve all problems related to data in any educational system. This document tells about the whole process of the project along with its functionalities related to it. The admin should give the correct username and correct password to successful login to access all the functionalities of the application, otherwise the admin can not access to the application to use it. The technologies used in this application is some modern technologies like python, django, html, css, and for data-base sql is used. This must resolve all the problem related to our day to day life in the educational system. Before login , the user should register first with the details, then user can login by the username and password. After login  it will take to the home page where user can perform multiple functionalities related to education like searching books, dictionary, making notes, homework section and so on. We unnecessary waste the usage of electricity then it will reflect in future generations.

## OBJECTIVES

The reason behind the creation of the project that it will help all the student to access to all the functionalities in one platform where user can create note, create to do list, search any books, search any videos, can use dictionary, and many more related to education. There are no of reasons for the creation of the application is to digitalize the system and make the system more effective and save the time as well as data for ever with safety. To offer a user-friendly interface that allows learners to navigate and access courses easily. To provide flexible learning options that allow learners to study at their own with note making, to do list making and on their own time etc. our commitment to these objectives, we are transforming education and unlocking the full potential of learners around the world. There are some functionalities that is added to the application which are searching books, dictionary, Wikipedia, to do list, homework and many more functionalities. The main purpose of designing the application for the educational purpose where student can get all the access to the contents related to the educational system.

## METHODOLOGY

Our methodology for our e-learning portal is designed to provide students with a comprehensive and engaging learning experience that is both effective and efficient. Requirements gathering, analysis and design, development, testing, deployment, and maintenance in the methodology. Our methods are focused on providing learners with a flexible and personalized learning experience. we have designed our e-learning portal to be intuitive and easy to use for learners of all student. The requirements provide information with programming languages used, operating system, Front-end Technologies, Back-End Technologies and IDE used for the development of the application. The used methodology for this project contains some steps. It contains some modules for the creation of the project. First student or user register as a new user and by using the registered username and password student can login successfully to the system. After successful login user go to the home page where there are various options that are related to the educational content. These are like creating to do list, creating notes, search anything in Wikipedia, search any book, search any educational video, set the home work and mark for the home work weather it is completed or not. Like these other functionalities are there to be used by the student in an efficient way without any problem. This solves the problem of a student like doing different actions in different platform. This E-learning platform solve the problem of finding different site for different thing related to study. Any student can save the time by using this multi functionality platform. So students can save the time and get all in one platform.
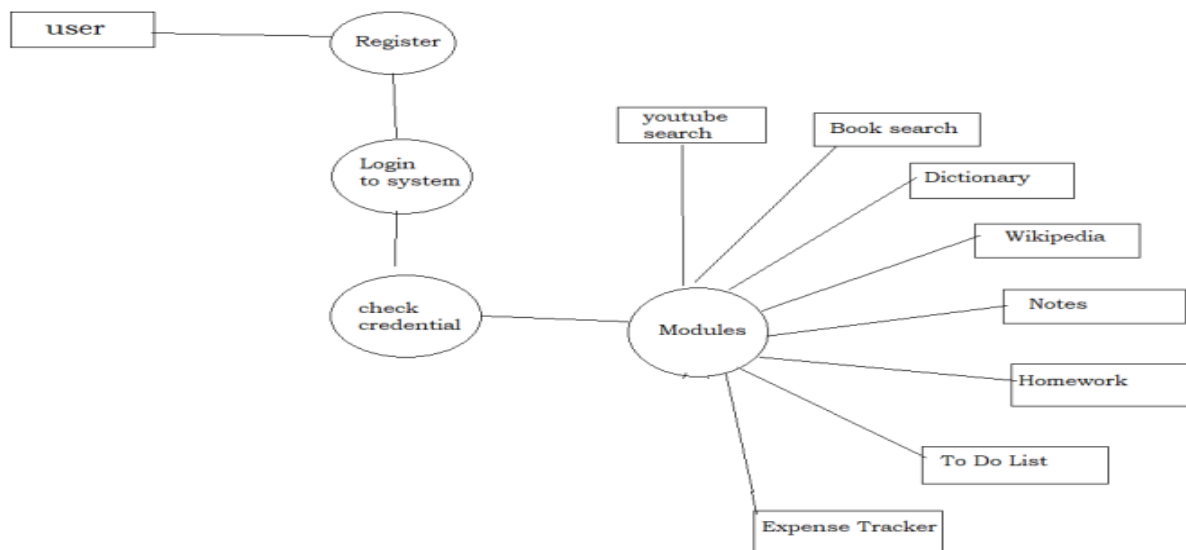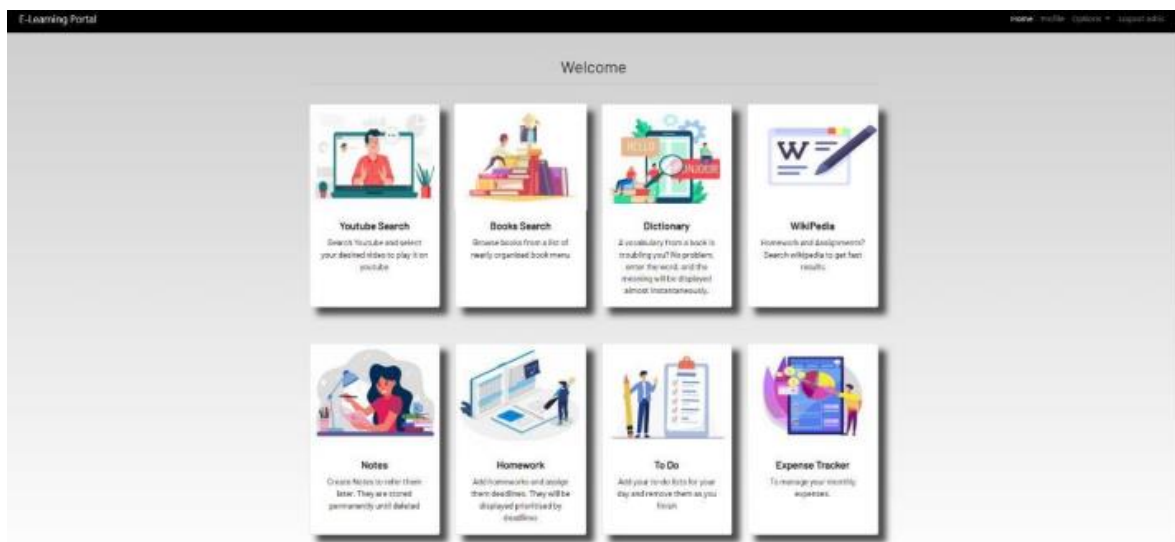
Fig.1 DFD Diagram



Fig.2 Home Page

**Result and Conclusion**

The main purpose of using various functionalities for the better user of the student in one platform. Here the application provides various operation like searching video, searching any word meaning using dictionary, making to do list, making notes, making homework and many more. Using the login credentials student can access to these functionalities and perform various task in an efficient way like one of the given functionality is note making, where student can make notes of any topic where student can give the title and description about the title of the subject. Also student can delete the note any time by clicking the delete icon in the image. If talk about other functionalities like 'search video in youtube' here student can enter whatever wants to search and it will display in the page and by clicking on the video it will redirect to that particular video. Other functionality like 'search book', here user can search any book in the search field and browse on their interest, which gives more flexibility to search any book in an easiest way with efficient say. In 'dictionary' module user/ student can search in the search field of any word, which will return the word's meaning with proper definition, so that student/ user can understand easily meaning of any word. In the 'Wikipedia' module, the user/ student search, whatever wants to search in the Wikipedia and after clicking the search button, it will return the result of the given searched keyword and user/ student can read all the details about the searched key word on the same page with all details, It gives the experience like, searching google and then search in the Wikipedia. Another module is 'home work', where student can create homework where fields like subject, title, description, due date and the check box for marking either due is finished not, then click on the create button to save the home work, and student/ user can see all details about the set home work with given fields. This 'E- learning portal' provides all in one solution to student/ user in one platform.
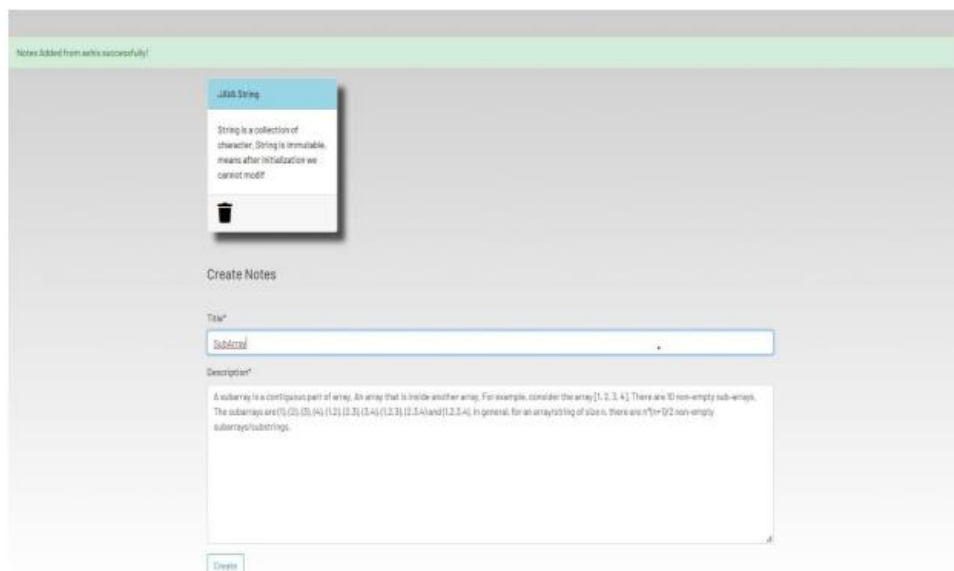


Fig 3. Note Page

**INNOVATION**

The E-Learning project aims that it will help all the student to access to all the functionalities in one platform where user can create note, create to do list, search any books, search any videos, can use dictionary, and many more related to education. There are number of reasons for the creation of the application is to digitalize the system and make the system more effective. This E-learning portal redefines traditional education by embracing innovation and transforming the way individuals acquire knowledge and skills.

**SCOPE FOR THE FUTURE WORK**

The future scope of e-learning portal projects is promising. The future of e-learning portals lies in their ability to offer personalized learning experiences. As mobile devices become increasingly prevalent, the future of e-learning portals will see a significant shift towards mobile learning in the future, these portals will provide a wide range of courses, certifications, and micro-credentials to help individuals upskill and reskill in response to evolving industry demands. Develop a mobile application for the e-learning portal, allowing users to access educational content and participate in courses conveniently from their mobile devices, ensuring flexibility and on-the-go learning. Implement advanced algorithms and machine learning techniques to provide personalized learning experiences tailored to individual learners' needs, preferences, and learning styles. Implement comprehensive analytics tools to track learner progress, identify areas of improvement, and provide actionable insights for instructors to enhance course content and delivery. Develop adaptive assessment systems that dynamically adjust the difficulty level and content based on learners' performance, providing more accurate and personalized feedback on their progress. Integrate the e-learning portal with popular LMS platforms to facilitate seamless data exchange, course enrollment, and progress tracking for learners and institutions. Expand the e-learning portal's language capabilities to cater to a diverse global audience, allowing learners to access content and interact in their preferred language. Establish mechanisms to collect user feedback and suggestions for ongoing improvement of the e-learning portal, prioritizing enhancements based on user needs and preferences. Overall, e-learning portals will continue to innovate, making education accessible, engaging, and effective for learners worldwide.