

# Conexion Utilizing Social Networks for Digitization

Preesa A<sup>1</sup> Athira P<sup>2</sup> Athira V<sup>3</sup>

<sup>1,2,3</sup>B. Tech Student

<sup>1,2,3</sup>Department of Computer Science & Engineering

<sup>1,2,3</sup>Nehru College of Engineering and Research Centre, Trissur, India

*Abstract*— Social networking sites have immense power in today's world. The world is also evolving into a more digitized space. Combining both the forces, organizations or institutions can effectively enhance their productivity. In this paper we focus on the scenario of a college. The entities in the college are students, teachers, alumni and office staff. They can utilize the social network to increase their skills and productivity. It can also be utilized to create a sense of community among the interacting entities.

**Key words:** Social Networks, Digitization

## I. INTRODUCTION

The growth of social networking sites in the past few years have been exponential. In a short span of time, it has managed to capture the attention of not only the younger generation but people from every age group. The social networking sites have immense influence as can be seen from various incidents across the globe. It has changed the way people now communicate with each other. It has also enabled users to share data and services with others. The past few years have also been a period when digitization became the buzzword. Everything or every system in the real world is being digitized to increase the efficiency of the system. Merging the two concepts, we have tried to design a system for a college. The entities are students, staff and alumni. Every entity has an independent existence and needs different level of privileges or rights. This is limited or controlled by admin. The implementation details are described in the next section.

## II. IMPLEMENTATION

The scenario of a college is represented here. The interacting entities are students of the institution, teachers and alumni of the college, office staff and admin. As in a college, students can form their own study groups based on their interests, irrespective of their branch. This would help in enhancing collaboration and creativity among the students. Each entity and their roles are described below.

### A. Student Entity:

Students are the main elements of a college. The objective here is to enhance learning capability and skills like decision making. Students are one of the main elements of a college. The objective here is to enhance the learning capability, skills like decision making or thinking and interpersonal communication skills. Students are provided with a profile of their own, where they can edit or update their status. All the personal information will be displayed in the profile page. Users can also post a profile picture similar to the current existing social networking sites. They interact with their peers as they would in a social networking site- using the concept of "friends". They can communicate using chat or messaging. The latest updates on their friends can also be viewed by the students. The major difference from a normal social networking site and ours is in the use of "forums". The

forum is a place where students can post their doubts and discuss on the subjects of their interest. It is also a place where students can interact with their seniors, alumni and teachers. Students are also given access to learning resources like videos, online textbooks etc. They can also enjoy games like chess that increase their critical thinking and decision making abilities. Resources like pictures can be shared within a group that the user trusts, that is their "friends". The assignments can be done and submitted online, which increases the understanding of technology among the students.

### B. Faculty Entity:

Faculty or the teaching staff has the privilege of monitoring students in the system, in addition to all the privileges enjoyed by a student. They can post the assignments for students, learning resources and also interact with the students through forums. Thus the students can keep in touch with the staff even after college hours, which would induce a continuous learning culture.

### C. Alumni Entity:

Alumni are an entity in the system. They have their own group and have the provision of interacting with the students and other members of the college using forums. They are informed about the activities in the college through the site. They can aid students in gaining knowledge and also help in gaining job opportunities.

### D. Admin Entity:

Admin is the party who accepts the registration of the entities like students, alumni etc. Only after admin's confirmation can the entity access their profiles for the first time. Admin can block unnecessary content or unauthorized external entities. This would help in securing the system against intruders, attackers or spammers.

Thus all the regular activities done in a college can also be performed using this application. The added advantage is that even those students, who are socially awkward, can become involved in the activities of the campus. This would gradually help the student improve their interpersonal skills, increase their technical knowledge and creativity and help them understand the value of team work. Further, propagation of memos and other latest news about the college can be done quickly and efficiently.

## III. CONCLUSION

Conexion implies connection in Spanish. This is an application designed specifically in the context of a college. Conexion is an amalgamation of Social networks and digitization of the activities in a college. It acts as a platform a platform that enables the sharing of resources between friends via digitally encoded social relationships. The entities involved are students, teachers, alumni and an admin, each with their own specific privileges and rights.

The students using this application, students can interact with their peers, seniors and faculty to gain more knowledge. An implicit level of trust between users is used for the purpose. This mode of interaction among users helps induce a sense of community among the interacting entities, making information dissemination faster.

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