E-Learning based on Learning Management System

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Abstract— E-Learning is transfer of skills and knowledge by the computer and network enabled. It includes out of & in classroom educational experiences with the help of technology. Early E-Learning systems are based on computer based learning& training often which attempted to replicate autocratic teaching styles where the role of the e-Learning systems was to transfer knowledge, as opposed to this systems developed later which were based on computer supportive collaborative learning which encouraged the shared development of knowledge. Nowadays, it is an increasing trend to create virtual learning environment. The courses offered by the learning environment are interactive .Travelling makes the learning process expensive & disruptive. E-Learning environment is revolutionizing the learning world without any boundary. The resources are available always, and any computer having Internet facility can use the system. E-Learning having range over a number of subjects & has many features.

Key words: Component; E-Learning, Existing System, Web Tools, Services of Personalized, Metadata

I. INTRODUCTION

E-LEARNING systems are becoming increasingly popular in educational due to the development of web-based information and new communication technologies. The rapid growth of e-learning systems has been changed due to the traditional learning which presents a new situation to students, i.e. learners which greatly supports and enhances learning practices online. It's difficult to learners to find their activities according to their criteria due to numerous kind of activity. Due to these type problems, an e-learning recommended as to develop personalized e-learning systems. The motivation of this study is to develop a recommendation approach to support learners in the selection of the most appropriate learning activities in personalized e-learning environment. E-learning systems has two types according to their application environments: one is a formal setting in which e-learning system includes learning offers from educational institutions (e.g. universities, schools) within a curriculum or syllabus framework and another one is, an informal setting which described in the literature as a learning phase of so called lifelong learners who are not participating in any formal learning and are responsible for their own learning pace and path

II. ARCHITECTURE OF SYSTEM

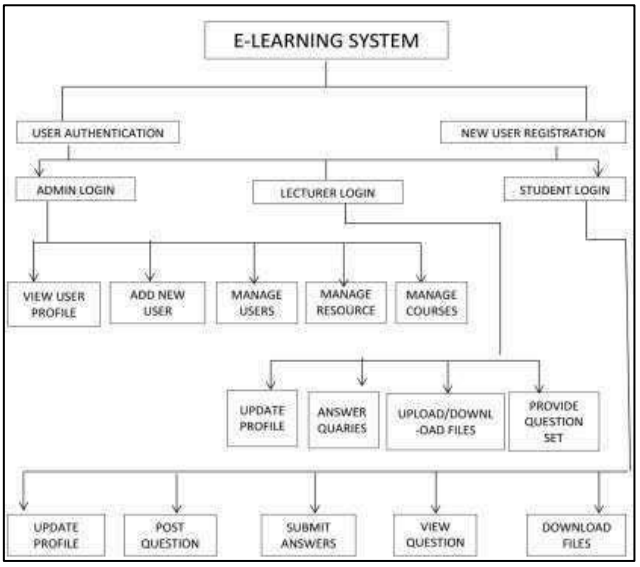

Fig. 1: Architecture of System

III. PROPOSED SYSTEM

After invention of Internet and WWW, the world has become a global village. Earlier it was very difficult to spread knowledge globally. But today it is very easy to share and learn by using the Internet. Internet has helped education system a lot by introducing concept called e-learning based Learning Management System (LMS). Many institutes started using these systems for serving different department needs. A traditional e-learning based learning management system (LMS) generally, an LMS contains different components or modules. A course management module provides facilities of adding new courses, managing or updating existing courses, assigning teachers to courses and other course related details. Student management module contains student enrollment, student registration for regular and elective courses

Some additional points it include:

1) Admin Login

The admin will have the rights to

a) View user profile
b) Add new user
c) Manage user
d) Manage resources
e) Manage courses

2) User login

User can login on apps to see the video and upload the video.

3) Schedule can be done.
4) Number of viewer can see.

Number of viewer can see the video, give online test, notes.

5) Distance learning

A system of education in which people study at home with the help of e-learning apps. In which they can see video, download notes, online test.

6) Multiple courses available on same place

We can get knowledge from only one platform.

7) Mobile responsive

We can use this software on mobile also.

8) Can connect to any device.

IV. LITERATURE SURVEY

E-learning is one of the most used technologies in this modern time. E-learning is basically a learning platform that applies the utilization of electronic media and information and communication technologies (ICT). E-learning can be implied as other alternative terms such as online education, computer-based training, technology-enhanced learning and others. The implementation of e-learning has been carried out in multiple education departments and learning institutional levels. The usage has also broaden within some corporate and professional companies, in informing their staffs and customers on any related development occurs within their business world. The importance of e-learning has led to the need in assessing the mental and physical preparation of the users before using the e-learning environment. Therefore, e-learning readiness is required in making sure the users are capable of using the e-learning environment technology in the best way possible. Technically speaking, e-learning readiness is the capability of prospect e-learning users in using a new learning environment as well as the usage of alternative technology.

V. 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 student

VI. FUTURE SCOPE

E learning has rapidly evolved from a thing of the future to a practical approach towards the education system. It will be an extremely useful for classroom teaching tool and self-study platform. With the rise of virtual reality technology and augment reality solutions, experimental subjects, skill-based learning and military training will come to depend more heavy on e-learning solutions. Various education technology providers are towards the mobile learning solutions which is the advanced stage of education technology in future.

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