

HocTap- The Customized Learning

SANJAY. R

SNS College of Engineering, Coimbatore, India-641 107

Prof.E.P.Prakash¹ Assistant Professor,

Department of Computer Science and Engineering, SNS College of Engineering, Coimbatore, India

ABSTRACT: Hoc Tap is a learning application opens a new way preparation in exam point of view for "Quick" or "Deep" learning. Students can learn through smartphones by installing this application. With teacher's guidance each subject materials will be designed in a customized way, where one can prepare for exam to get good marks despite pass mark, As well as boost the student's motivation, engagement and learning. This project shows the results from investigating the effect of using Hoc Tap application on how the student's perception of concentration, engagement, enjoyment, perceived learning, motivation, and satisfaction. The results show that students learned something from doing preparation via Hoc Tap. But, there are significant differences in the concentration, engagement, enjoyment, motivation, and satisfaction.

Keywords- Android, customized learning, Active learning, engagement, and smartphones.

1. INTRODUCTION

New technologies and concepts have become very useful and important in our daily life, and they were made easier and more manageable with their low cost and it enable in reaching people very easier. Thus, higher system reliability is obtained which is an important objective. Therefore, the growing android versions and application have created the need for in large-scale. Today, there are a lot of classroom tools or websites that teachers can create or share quizzes and polls during the class. Some examples of such tools are socrative, polldaddy, poll everywhere, kahoot, verso, classmaker, google forms, quizizz, etc. Many universities have adopted these tools for education. Wang, A. I.(2015) used kahoot in classroom teaching. The results showed that the students that did the kahoot (game- based quiz) learned 22% more than students that did paper quizzes and the students that used kahoot were 25% more motivated by the quiz compared to the paper quiz. The NC State University surveyed about students perceptions of Google forms to student learning and engagement. The results found that 70% of students answering the survey agreed or strongly agreed that Google forms helped them learn course materials. 74 % of students agreed or strongly agreed that Google forms as a classroom response system increased their engagement in the classroom.

II. PROPOSED SYSTEM DESIGN

The proposed system is expected to have an customized key answers for students to prepare and perform well in the exam point of view. Likewise, It can be customized according to each and every subject. As smartphones are influencing the world they can be easily reached to the students as well. The main objective is to make students be prepared for exam in deep learning and quick learning. One who starts his/her preparation early can go with Deep learning, Last hour preparation can be with quick learning which be like key answers with examples and simple ones that anyone can understand it.



Fig 1. The ruling gadgets.



Quizizz

Quizizz is a very similar to Kahoot, the teacher chooses a quiz to begin. A game code is provided. Players point their browsers to join.quizizz.com and input the game code, along with their names. Quizizz is a few key differences from kahoot. Kahoot is designed to show multiple choice questions on a large screen, and students respond by clicking buttons on their devices that correspond to the answers they want to choose. But quizizz takes a different approach. No projector is necessary because players see questions and answer options on their own screens.

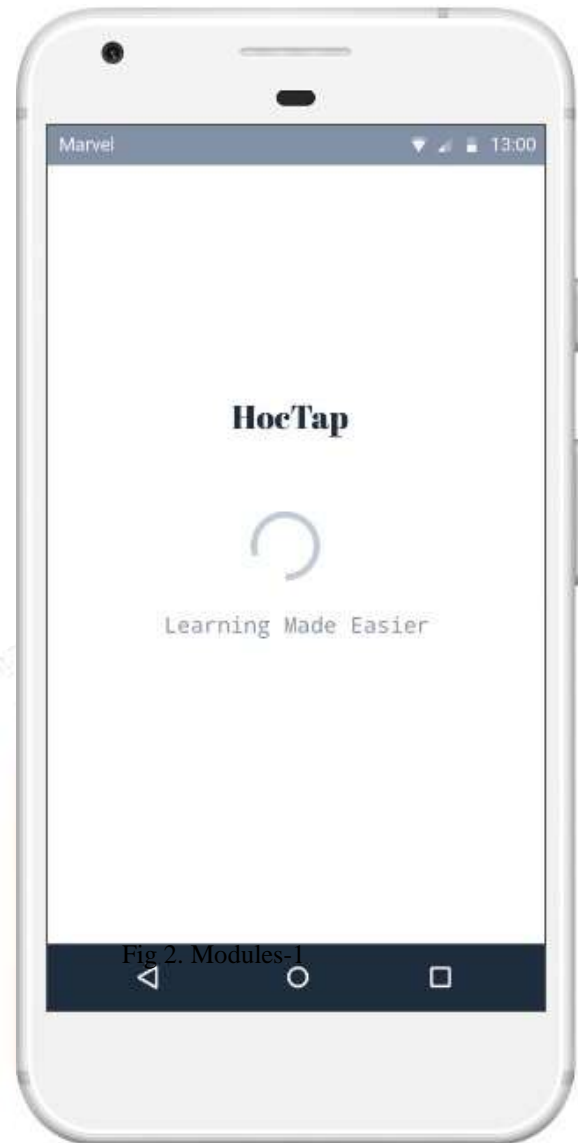


Fig 2. Modules-1



Fig 2. Modules-2

Kahoot

Kahoot is a game-based student response system being a result of the Lecture Quiz research project initiated in 2006 at the Norwegian University of Science and Technology (NTNU). Kahoot provides a tool for creating quizzes including adding pictures and YouTube videos to the questions. It also makes it possible to publish and share your own quizzes, and edit quizzes made by others. When playing Kahoot in the classroom, the teacher has to launch kahoot in a web browser on the laptop which must be connected to a large screen. It is important that all the students are able to clearly see what is being displayed from the teacher's laptop. On the launch screen the students are asked to open the URL *kahoot.it* in a web-browser on their own devices. The students are not required to have an account to play.



Fig 2. Modules-3

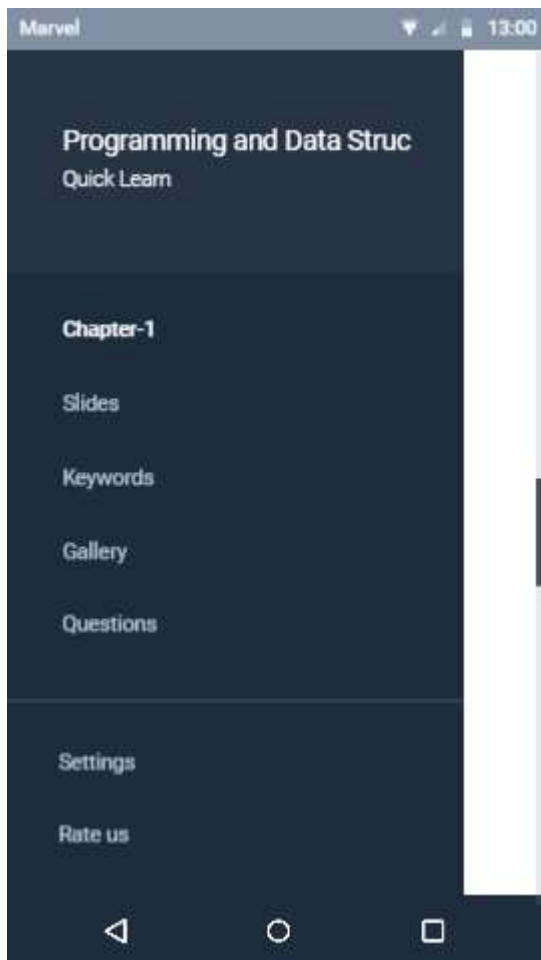


Fig 2. Modules-4

Many changes have occurred in the 21st century requiring people's adaptation to new ways of doing things, which affected the lives of many people. The education system must develop and respond to the changes that happen. This is so different to the past when teaching and learning methods focused on content or knowledge than learning experience. Students are not just passive learning anymore, but they have to what so called "learning by doing" and pursuit knowledge by themselves.

LITERATURE SURVEY

The existing systems have their own kind of concepts. In my proposed application the thing is to achieve in exams though the preparations are on last minute. The pattern are designed in such a way that anyone can understand irrespective of the preparation timing.

Pattern-

*Data abstraction- Showcasing only the required things to the outside world while hiding the details:

Continuing our example, Human Being's can talk, walk, hear, eat, but the details are hidden from the outside world. We can take our skin as the Abstraction factor in our case, hiding the inside mechanism.

*Data Encapsulation- Binding of the properties to functions is called Encapsulation:

This concept is a little tricky to explain with our example, Our Legs are binded to help us walk. Our hands, help us hold things.

*Inheritance-Inheritance is a way to reuse once written code again and again:

The class which is inherited is called the Derived class & the class which inherits is called the Base class. They are also called parent and child class.

*Polymorphism- It means ability to exhibit more than one form:

Polymorphism is a concept, which allows us to redefine the way something works, by either changing how it is done or by changing the parts using which it is done. Both the ways have different terms for them.

If we walk using our hands, and not legs, here we will change the parts used to perform something. Hence this is called Overloading.

And if there is a defined way of walking, but I wish to walk differently, but using my legs, like everyone else. Then I can walk like I want, this will be called as Overriding.

*Message passing- Communication between Classes.



IDENTIFICATION OF BASE PAPER

Author:

Yanawut Chaiyo, Ranchana Nokham,

Department of Computer Engineering Faculty of Engineering,

Chiang Rai College, Thailand.

REFERENCES

J. Bellanca, R. Brendt, 21 st Century skills: Rethinking how students learn, Bloomington:Solution Tree Press, 2010.

K. Masters, "Edgar Dale's Pyramid of Learning in medical education: A literature review", *Medical teacher*, vol. 35, no. 11, pp. e1584-e1593, 2013.

H. Baid, N. Lambert, "Enjoyable learning: the role of humour games and fun activities in nursing and midwifery education", *Nurse Education Today*, vol. 30, pp. 548e552, 2010.

A. Deal, "A Teaching with Technology White Paper Classroom Response Systems", *Teaching with Technology*, 2007, [online] Available: <http://www.cmu.edu/teaching/>.

W. H. Kruskal, W. A. Wallis, "Use of ranks in one-criterion variance analysis", *Journal of the American statistical Association*, vol. 47, no. 260, pp. 583-621, 1952.

