



# INTERNATIONAL JOURNAL OF CREATIVE RESEARCH THOUGHTS (IJCRT)

An International Open Access, Peer-reviewed, Refereed Journal

## Design and Implementation of Common E-learning Platform for Technical Course and Internship

<sup>1</sup> Prof. Shankar Gadhve, <sup>2</sup> Trupti Dahake, <sup>3</sup> Sachin Bhorkar, <sup>4</sup> Pooja Meshram, <sup>5</sup> Rasika Patil

<sup>1</sup> Assistant Professor Department of Information Technology, Nagpur Institute of Technology, Nagpur, Maharashtra, India

<sup>2</sup> UG Students, Department of Information Technology, Nagpur Institute of Technology, Nagpur, Maharashtra, India

<sup>3</sup> UG Students, Department of Information Technology, Nagpur Institute of Technology, Nagpur, Maharashtra, India

<sup>4</sup> UG Students, Department of Information Technology, Nagpur Institute of Technology, Nagpur, Maharashtra, India

<sup>5</sup> UG Students, Department of Information Technology, Nagpur Institute of Technology, Nagpur, Maharashtra, India

### Abstract:

*In this paper present by Design and Implementation of Common E-learning Platform for Technical Course and Internship. This paper basically works on E-learning and Internship. E-learning has become an effective component in most educational institutions; for this reason, there is a clear need to develop general principles and standards through a systematic model to design e-learning systems. There are many models of e-learning courses design, but they are differentiated in quality, in most of these models there is a gap between the needs of system developers, content designers, lecturers, and students. In this research, a new model was proposed to design e-learning courses in an attempt to bridge this gap. The proposed model carries out the analysis, design, and development of courses for e-learning systems and its application, then how to evaluate the performance of this system and its usability. A case study was developed by the stages of this proposed model and using Moodle platform, it illustrates the creating courses process, study plans, lessons for each semester, and the analysis, design, and creation of scientific content. Where the scientific content was designed based on the educational approach used by Iraqi universities.*

**Keywords-** E-learning; Learning Management System (LMS); Analysis Design Development Implementation and Evaluation (ADDIE);

### 1. INTRODUCTION

In this paper present by Design and Implementation of Common E-learning Platform for Technical Course and Internship. E-learning has been widely adopted in vocational training, higher education and lifelong learning<sup>0</sup>. “E-learning management system has

been developed to override the problems prevailing in the practicing manual system. E-learning has become an effective component in most educational institutions; for this reason, there is a clear need to develop general principles and standards through a systematic model to design e-learning systems. There are many models of e-learning courses design, but they are differentiated in quality, in most of these models there is a gap between the needs of system developers, content designers, lecturers, and students. In this research, a new model was proposed to design e-learning courses in an attempt to bridge this gap. The proposed model carries out the analysis, design, and development of courses for e-learning systems and its application, then how to evaluate the performance of this system and its usability. A case study was developed by the stages of this proposed model and using Moodle platform, it illustrates the creating courses process, study plans, lessons for each semester, and the analysis, design, and creation of scientific content. Where the scientific content was designed based on the educational approach used by Iraqi universities. Every organization, whether big or small, as challenges to overcome and managing the information of student, Assignment, Quiz, class, and question. Every E-learning management system has different Assignment needs, need, therefore we design exclusive employee management systems that are adapted to your managerial requirement. This is designed to assist in strategic planning. ELearning system, as described above, can lead to error, free, secure, reliable and fast management system.

## 2. LITERATURE SURVEY

This paper as per the view of many researchers including:

(a) Prof. Shankar Gadhve, Sachin Bhorkar, Trupti Dahake, Shravan Kela and Asrar Ansari represent in publication of menu script entitled “Implementation of Webpage for free and Internship” in 5 May 2020. This paper develops for free internship.

(b) G. M. Jaradat, “Internship training in co science: Exploring Student satisfaction level Eval. Program Plan. Vol. 63, pp 109-115, A 2017.

(c) Akyol, Z., & Garrison, D.R. (2011). Understanding cognitive presence in an online and blended community of inquiry: Assessing outcomes and processes for deep

(d) Nishino, K., Iribe, Y., Mizuno, S., Aoki, K., Fukumura, Y.: An analysis of learning preference and e-learning architecture. In: Intelligence Decision Technology, vol. 4, pp, 269-276. IOS Press Amsterdam (2010)

(e) Wolf, C., Weaver, I.: Towards ‘learning Style’-based e-learning in computer science education. In: Australasian Computing Education Conference (ACE 2003), vol. 20 (2003)

(f) Rong, W.J., Min, Y.S.: The effect of learning style and flow experience on the effectiveness of e-learning. In Fifth IEEE International Conference on Advanced Learning Technologies, pp. 802-805 (1996).

## 3. PROPOSED SYSTEM

In providing e-learning, it is desirable to build an environment that is suitable to the student’s learning style. In this study, using the questionnaire to measure the student’s preference for asynchronous learning and the use of ICT in learning that has been developed by authors, the relationship between the learning preference of a student that have been measured before and after the course and his or her adaptability to the course is explored. The result of multiple regression analyses, excluding the changes in learning preference that may occur during the course, shows that a student’s learning adaptability can be estimated to some extent based on his/her learning preference measured before the course start. Based on this result, we propose a system to recommend e-learning courses that are suitable to a student before the student takes the courses.

## 4. MODULES OF PROPOSED PROJECT

### 1. Registration Module

In this, first the interested students get registered by selecting their desired username and password and by providing the necessary details.

Then each user profile will be maintained which can be edited by the user when desired. Each person will register only one time. Details of each person along with their

username and password is saved permanently in the database.

Snapshot 1. Registration Page

Snapshot 2. Company Registration

### 2. Login Module

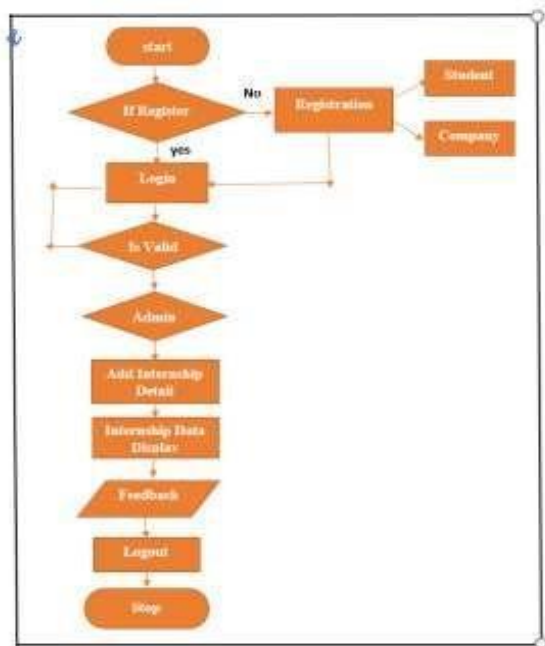
After providing the correct username and password, the user log’s in to the e-learning system’s homepage. There the user can select the available subjects to further learn about them. If user enter wrong username or password then they block their account temporary and after some security verification they will able to access their account.

Snapshot 3. Login page

### 3. Homepage

After providing the correct username and password, the user log’s in to the e-learning system’s homepage. Here at the homepage there are many choice for user to learn different languages like C, C++ and Java etc.

## 5. SYSTEM FLOWCHART



## 6. METHODOLOGY

E-learning activities can be two methodology are following:

- **Synchronous:**  
Synchronous events take place in real time. Synchronous communication between two people requires them to both be present at a given time. Example of synchronous activities are chat conversations and audio/video conferencing.
- **Asynchronous:**  
Asynchronous events are time independent. A self-placed course is an example of asynchronous e-learning because online learning takes place at any time. E-mail or discussion forums are examples of asynchronous communication tools.

## 7. OBJECTIVE

The main objective behind this project is to provide a user friendly environment to provide knowledge and give everyone a chance to learn, irrespective of where they are, provided they register themselves with the system.

Project on E-learning Management system is to manage the details of Assignment, student, Teacher, Quiz Question. It manages all the information about Assignment, Class, Question, and Assignment. The project is totally built at administrative end and thus only the administrator is guaranteed the access.

## 8. IMPLEMENTATION

As a first steps, identify your training needs that can be met with e-learning. Then assess how far these training needs are aligned to your business goals, which may be cutting costs or reaching your sales goals, to justify the investment in e-learning.

E-learning may not suit every training; you need to choose appropriate subjects. You must do this by testing the programs you have identified for e-learning; provide learners the material in traditional setting as well as online by assessing learners and comparing scores, you can assess the effectiveness of delivering these training program online vs. traditional methods.

## 9.RESULT

Education has changed dramatically, with the distinctive rise of e-learning, where by teaching is undertaken remotely and on digital platforms.

Corporate managers are constantly looking for more cost-effective ways to deliver training to their employees. E-learning is less expensive than traditional classroom instruction. In addition, many expenses-booking training facilities, travel costs for employee time away from the job-are greatly reduced.

## 10. CONCLUSION

E-learning is not just a change of technology. It is part of redefinition of how we as a species transmit knowledge, skill, and values to younger generations of workers and students. This book makes a few predictions of how eLearning and the functions it serves will continue to develop. Learners will have access to millions or billions of knowledge modules. Some will be web pages with simple text and graphics. Others may include multimedia simulation. In many fields, e-learning has become the default way to conduct training or to provide education. There are four secrets of e-learning. The first secret is to teach what learners need to learn in the way they most naturally learn.

## 11.ACKNOWLEDGMENTS

By Badrul Khan:

When I presented the framework at the Utah State University (USU) in 1997, Professor David Merrill of USU encouraged me by saying he would for designing web-based instruction.

## 12. REFERENCES

- [1] Prof. Shankar Gadhve, Sachin Bhorkar, Trupti Dahake, Shrahan Kela and Asrar Ansari represent in publication of menu script entitled "Implementation of Webpage for free and Internship" in 5 May 2020. This paper develops for free internship.
- [2] Akyol, Z., & Garrison, D.R. (2011). Understanding cognitive presence in an online and blended community of inquiry: Assessing outcomes and Processes for deep
- [3] Nishino, K., Iribe, Y., Mizuno, S., Aoki, K., Fukumura, Y.: An analysis of learning preference and e-learning architecture. In: Intelligence Decision Technology, vol. 4, pp, 269-276. IOS Press Amsterdam (2010).
- [4] Wolf, C., Weaver, I Towards 'Learning Style'-based e-learning in computer science education. In: Australasian Computing Education Conference (ACE 2003), vol. 20 (2003)
- [5] Rong, W.J., Min, Y.S.: The effect of learning style and flow experience on the effectiveness of e-learning. In Fifth IEEE International Conference on Advanced Learning Technologies, pp. 802-805 (1996).

- [6] Pall off, Reena, M., Pratt, Keith. (2007) Building online learning communities: Effective strategies for the virtual classroom San Francisco, CA: JosseyBass.
- [7] G. M. Jaradat, "Internship training in co science: Exploring Student satisfaction level Eval. Program Plan. Vol. 63, pp 109-115, A 2017.
- [8] J. M. Nunley, A. Pugh, N. Romero and R Seals, "College major internship experience employment opportunities: Estimates from resume audit", Labour Econ., vol. 38, pp. 37-45. Jan 2016.
- [9] Chanlin, L., & hung, W. 2015. Evaluation of an Online Internship Journal System for Interns. Procedia-Social and Behavioral Sciences, 191, 1024-1027.
- [10] T. P. Schambach and J. Dirks, "Student Perception of internship experiences", ICIER, pp. 13-15, 200.

