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QUIZ MANAGEMENT SYSTEM

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Abstract: The Purpose of Quiz Management System is to automate the existing manual system by the help of computerized equipment and full-fledged computer Software, Fulfilling their Requirements, So that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with. Quiz Management System, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping.

Basically the project describes how to manage for good performance and better services to the peoples who are taking part in the quiz. The system will show result after the examination is finished. A teacher has control in the question bank and is supposed to make schedule for the quiz. The system carries out the examination and auto-grading for multiple choice questions which is fed into the system. Administrative control of the whole system is provided.

The "Quiz Management System" is a collection of number of different types of quizzes like technical, games, sports, etc. A user can access/play all of the quiz and can attempt any of the one. There will be limited number of questions and for each correct answer user will get a credit score. According to college need we will add further features. We create quiz application because of that, All Student/user get extra knowledge and skills. Administrator has a privilege to put as much as question in any category given in application. User can register, log-in, and give the test with his/her specific id, and can see the results as well.

KEYWORDS: QUIZ, OFFLINE

I. INTRODUCTION

The main aim of **Quiz Management System** is to facilitate a user friendly environment of e-book implementation and reduces the manual effort. Although the project is not exactly about teaching or studying but it is about testing students' knowledge on particular topic with the help of some objective type questions with some options. Though some set of questions cannot completely judge anyone's knowledge but this project aims to help students to evaluate themselves so that when after studying any particular topic they can correlate their concepts and some concepts that were not clear to them or those one which they have skipped can be presented to them in the form of questions by their teacher. Thus, teacher can also know about which concepts he or she should focus on as students are more often to give wrong answers on it.

USERS OF THE SYSTEM ARE:

1. Teachers
2. Students

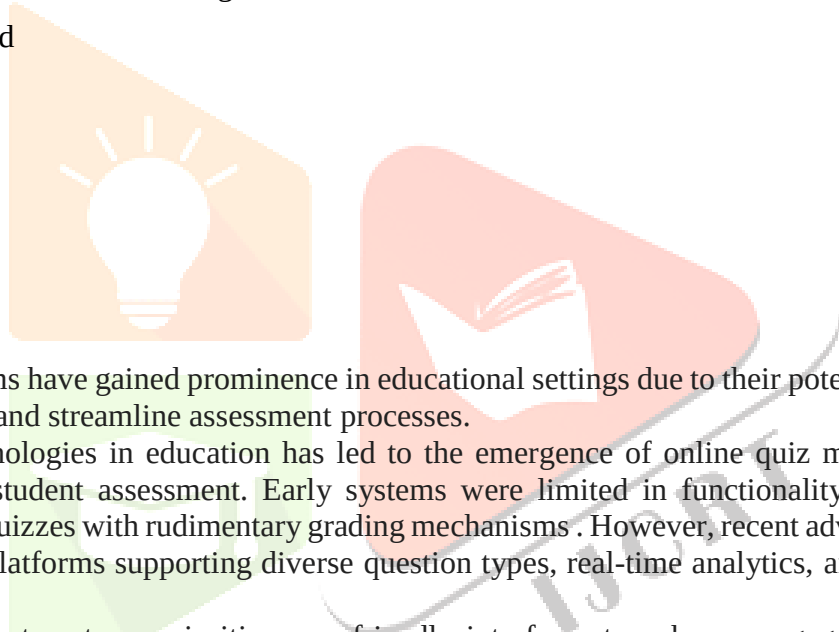
In past days quiz is conducted manually but in further resolution of the technology we are able to generate the score and pose the queries automatically.

Secure access of confidential data, better design to give effective e-book and flexible. Service based architecture will be highly desirable for future extension. Issues are to reduce the manual pressure and make the project in effective manner.

Teacher is able to make quiz questions and take a contest both. But students are only able to give a quiz. Their result is visible on the screen after the successful completion of the quiz. Both are able to ask any query from the administrator and give any suggestion to improve the site

The present project elucidates the following features:.

Registration of Teachers and
Students
Making of Quiz
Taking of Quiz
Queries from User.
Contact From administrator



II. LITERATURE REVIEW

Online quiz management systems have gained prominence in educational settings due to their potential to enhance student engagement and streamline assessment processes.

The integration of digital technologies in education has led to the emergence of online quiz management systems as essential tools for student assessment. Early systems were limited in functionality, primarily offering basic multiple-choice quizzes with rudimentary grading mechanisms. However, recent advancements have resulted in sophisticated platforms supporting diverse question types, real-time analytics, and adaptive learning features.

Modern online quiz management systems prioritize user-friendly interfaces to enhance engagement and usability. They offer a wide range of question formats, including multiple-choice, true/false, short answer, and enabling comprehensive assessments of student knowledge. Automated grading and feedback mechanisms provide instant assessment results, facilitating prompt student feedback and reinforcing learning.

To maintain assessment integrity, these systems employ security measures such as secure logins, question randomization, and time limits. Additionally, advanced analytics and reporting tools enable educators to monitor student progress, identify learning trends, and tailor instructional strategies accordingly.

Overall, modern online quiz management systems play a crucial role in modern education by providing efficient, scalable, and interactive assessment solutions that enhance the learning experience for students.

In 2010 Royyana M. Ijtihadie [1], To address the limitations of online access in e-learning environments, this paper explores various initiatives to support offline access for Moodle-based activities. Existing efforts like Moodle for Mobile and Offline Moodle provide offline functionalities, though they often rely on specific technologies or devices. Unlike previous work that targets niche implementations or specific devices, this study leverages HTML5 features such as web storage and offline web applications to create a universally accessible solution. The proposed system we create online web application so any one access it with the help of internet connection.

In 2013 Hany F. ElYamany [2], The literature review presented in the paper covers various experiments and studies conducted globally on the integration of mobile devices in education, spanning from Japan to Turkey and the USA. It outlines the challenges and opportunities associated with employing mobile devices for learning purposes, highlighting the need for adapting educational policies and strategies to accommodate this technology. Additionally, it discusses existing mobile-quiz applications and their implementation methods, emphasizing the importance of addressing issues such as connectivity, security, and user familiarity.

In 2020 Viska Mutiawani [3], Introduce the concept of e-learning and its significance in modern education. Highlight the role of quizzes as assessment tools in e-learning platforms. Present the proposed solution of developing a desktop-based offline quiz application to mitigate the challenges faced during online quizzes. Explain how this application aims to provide a reliable assessment method even without an internet connection. The proposed system is very user friendly so no need of training for

users to operate this application. we create online web application so any one access it with the help of internet connection.

III. EXISTING SYSTEM

The whole process of assigning test and evaluating their scores after the test, was done manually till date. Processing the testpaper i.e. checking and distributing respective scores used to take time when the software was not installed.

DRAWBACKS OF EXISTING SYSTEM

- The current system is very time consuming.
- It is very difficult to analyze the exam manually.
- To take exam of more candidates more invigilators are required but no need of invigilator in case of on line exam.
- Results are not precise as calculation and evaluations are done manually.
- The chances of paper leakage are more in current system as compared to proposed system. Result processing takes more time as it is done manually

IV. PROPOSED SYSTEM

The purpose of quiz management simulator is to take offline test in an efficient manner and no time wasting for checking the paper. The main objective of offline test simulator is to efficiently evaluate the candidate thoroughly through a fully automated system that not only saves lot of time but also gives fast results. For students they give papers according to their convenience and time and there is no need of using extra Thing like paper, pen etc.,

The system is very simple in design and to implement. The system requires very low system resources and the system will work in almost all configurations.

Benefits for teachers:

- A useful assessment tool
- Open doors for experiments
- Save time and effort
- Anytime, anywhere assessment
- Track learning and teaching performance

Benefits for students :

- Get instant results
- Support self-learning
- Revise knowledge
- Raise confidence
- Prepare for exams

v. SYSTEM ARCHITECTURE

- Login Module
- Register Module
- Exam Module
- Test Module

MODULE DESCRIPTION:**Login Module:**

This is the main module in the Quiz Project. In this Module, Firstly, A New User can Participate for the quiz by Entering their Login Id, Password in the login form. If they are new user then he/she will be firstly register their name, and create their new User id and password in register module.

Register Module:

This is the next module in the Quiz Project. In this Module, A New User can register themselves for participation in the quiz by entering their name, user id and by password and then he /she will be registered.

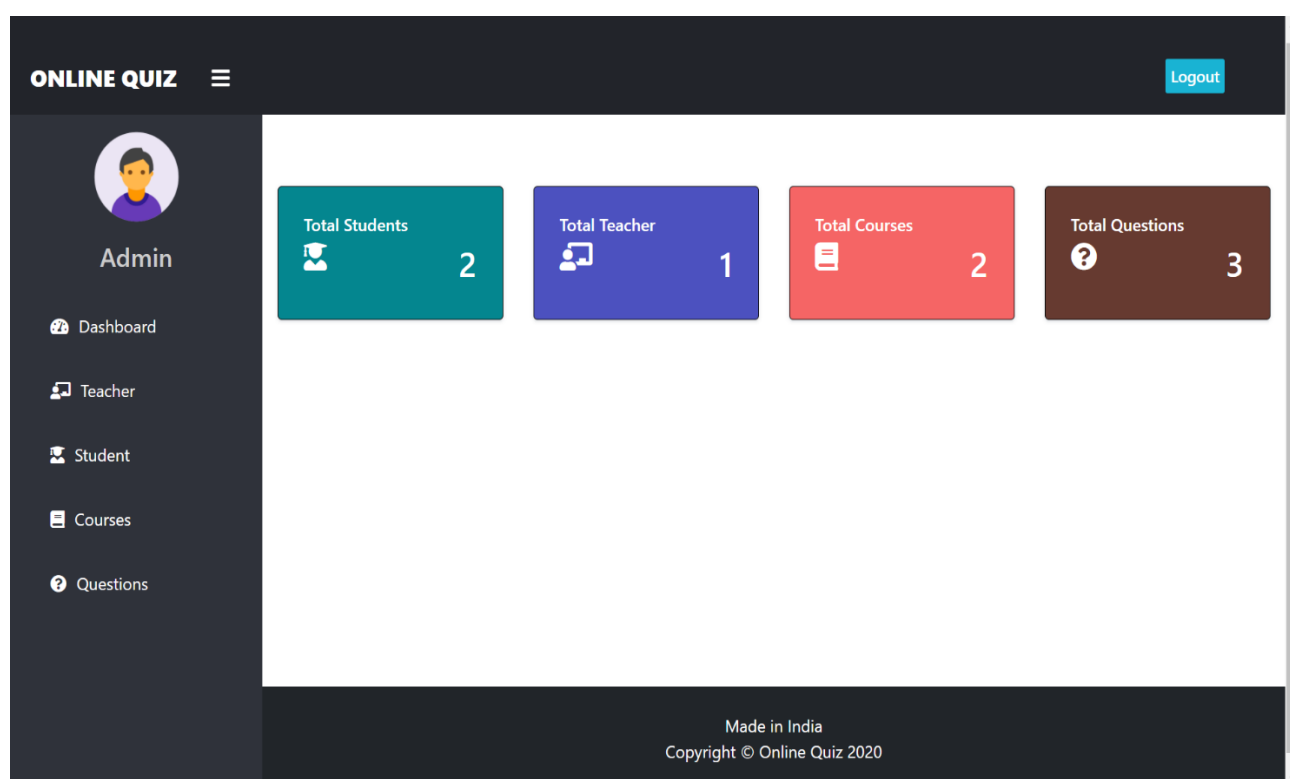
Exam Module:

The Menu Module will contains the subjects we have entered in the project (IP,GK,ENGLISH,COMPUTER BASICS) Subjects and the user will access through login form, And he/she will now access through register form. Then the user will choose a particular subject through radio button and starts a quiz

Test Module:

The Test Module will contains the Subject the user will choose then the quiz will be started. The questions will be displayed on the Test Module and the 4 Options are given user will select the appropriate the option and click on next button to the next questions .and user will not able to attempt all questions so he/she will click on get result button to display his/her score. And ByChance the user will skip that question or tick on wrong option so the user click on Previous button to move back to previous Question to modify their options.

I INPUT DESIGN:



I OUTPUT DESIGN:

ONLINE QUIZ Logout

GK

1. What is the currency of India ? [Marks 5]

☐ Rupees

☐ Dollar

☐ Taka

☐ Euro

2. How many states are there in India ? [Marks 6]

☐ 28

☐ 29

☐ 27

☐ 30

VI. CONCLUSION

In Quiz management is a web application .The key concept is to minimize the amount of paper and convertall the form ofdocuments to digital form it can observe the information required can be obtained with the easy and accuracy in the computerized system . The functionalities of Quiz Management WebApplication , including quiz scheduling, registration, quiz question management, quiz administration, result processing, and report generation, have been identified as crucial components that streamline the quiz management process. By automating these tasks, Quiz Management WebApplication improves administrative efficiency, reduces errors, and saves time and effort.

VI. FUTURE ENHANCEMENT

Scope of this project is very broad in terms of other manually taking exams.Few of them are:-

- This can be used in educational institutions as well as in corporate world.
- Can be used anywhere any time as it is a web based application(user location doesn't matter).
- No restriction that examiner has to be present when the candidate takes the test.

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