



INTERNATIONAL JOURNAL OF CREATIVE RESEARCH THOUGHTS (IJCRT)

An International Open Access, Peer-reviewed, Refereed Journal

MeetAll Meeting Application

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Abstract – MeetAll is a video calling web app which basically provides a direct real-time connection with remote devices after connecting with the server. It uses a peer-to-peer audio and video calling application function. In order to initiate the connection, users have to go through the signalling server to identify and locate the remote peers. After the session is established, two-way direct connection can be activated without going through the signalling server. MeetAll is assumed to be used by two persons at one session. Users can use their own workstation or any other devices as long as it contains an HTML5-enabled browser and the browsers supported by Web Real-Time Communications(WebRTC).

Two procedures are required before two persons can start communicating with each other:

- Firstly, the caller has to set up the call session and a unique token for the call session will be generated which is a specific URL.
- Secondly, the caller just has to share the URL to his friend and paste the URL link into the browser and the call session will be established.

1. INTRODUCTION

Right now communication plays an important role in our lives. As we know it because of covid for the past two years all public life has shifted to the internet, thanks to this online video calling app like Zoom, Discord, Skype have increased its usage at school, at work and in contact with family and close people. As the use of these apps increased, we realised that the services they provide were not always efficient. The main idea behind this project was to have a simple website that institutions, organisations and close friends can use speech without worrying about another web chat app that does not work. Various

experts also say that "Millions of institutions now rely on these application requests due to the corresponding lock coronavirus ". In addition to these institutions, all primary and secondary schools Schools also use online media to create a teaching and learning process. The same is true of universities throughout India. The Department of Education and Culture requires all tertiary institutions to apply online educational programs during the COVID-19 epidemic. Because of the corona epidemic it is predicted that it will last a long time. Online learning will continue to be done in all schools, even at least until the end of 2020. According to the pastor of Abdul Kalam Technical University, the online learning he did was going well although there were a few obstacles at first because he had to adapt in system and communication. Obstacles can be overcome because the majority of students are becoming more familiar with the digital world. There may be many who are smarter than their technical instructors. Many universities in India closed face-to-face talks and instead included online reading, to be expected coronavirus (Covid-19). The problem arises, especially in small college cities. The big problem is that the internet network is weak, but they can overcome these obstacles. For campuses in big cities, such as Delhi and Mumbai, the technology and barriers of the internet network are relatively good for universities in small towns. Zoom has been a great example for others rivals. Although featured in security issues, Zoom cannot be denied is practical and easy to use, at least in India. Competitors then review their features so they can be the same or closer to Zoom. Facebook Launches Messenger Room, a teleconferencing video that can seat up to 50 people with features similar to Zoom. Then, Google is reviewing its video conference program, Meet and now has a function similar to

Zoom, gallery view. However, a College in Greater Noida decides not to use Zoom Meeting but uses MeetAll because of its internal security system. Although some teachers and students feel more comfortable feel free to use Zoom, the university policy still rejects it and recommends using MeetAll, especially online forums for UnderGraduate programs. The paper aims to present the findings of an investigation into MeetAll acceptance as an e-learning system tool among university students.

The aim of this project was to create a simple web chat app using Web Real-Time Communications (WebRTC), Embedded Javascript (EJS) and Node.js. This project will discuss what kind of software I used during the period to create this web application, the technology used, and how I did it all software and technology for this project, as well as the final results of how the web application functions, and conclusion. In order to determine the complexity of the project, the project will be updated simultaneously with application development. Indexes for authorised users will be created and updated, as well as a menu, a client / server configuration, and workspaces with images will be created and tested with consumer advantage in mind. When the chat schedule is near to eliminate, further testing can be done to confirm that there is a minor buggy as well as more targeted users. se application requests due to the corresponding lock coronavirus ". In addition to these institutions, all primary and secondary schools Schools also use online

2. LITERATURE REVIEW

Lee [8] surveyed the previous aspects of online tuition admission among students at nine universities in Taiwan via TAM. In a number of theories, simple practical use influences usability and purpose, and what is thought to be useful influences moral purpose. Lee [8] found that if students thought that using learning technology was accessible, they would think that technology was useful. Therefore, easy-to-use usage is an important aspect of visual usability. Then this simplicity will also influence the purpose of use, so flexibility is also an important factor in the purpose of behaviour. Because students consider technology to be useful, and it is an important motivator to develop the purpose of using it. Martínez-Torres et al. [15] explore aspects that affect the purpose of using e-learning among European students through TAM. Martínez-Torres et al. [15] found that if students

thought that using learning technology was not easy, they would think that technology was useful. And this is easy and will affect the purpose of use. Then, when students realise that technology is useful, it is an important factor that will make them think about using it. Yuen and Ma [16] examined aspects of the e-learning system among teachers in Hong Kong. Yuen and Ma [16] found that pressures and influences from others, or perhaps the support of others (basic principles), have a profound effect on how they think technology is ineffective and ineffective. Yuen and Ma [16] also found that when students see that using technology is easier, then using technology is beneficial for them. The idea of simplicity is also an encouragement to use it. If they think that technology is important for their learning success, and it is an important aspect of the ethical purpose of using it. Cheng [9] examined the quality factors affecting the acceptance of e-learning among employees in eight high-tech companies in Taiwan using TAM. Cheng [9] found that when employees saw that using the system was easy, they felt that the system was useful and therefore wanted to use it. Since they see that the system is easy to use, they like to use it. Cheng [17] also investigated factors affecting the e-learning program among university students in Taiwan through TAM. Cheng [17] found that when students see that using the program is easier and when students see that the program is useful, they are more interested in using the program. Students who find it easy to use it think the program is useful. Students who feel comfortable and helpful with online learning using it will see that online reading is beneficial, so they will be interested in using it. Therefore, Cheng [17] suggested that online learning designers make platforms a medium for good interaction between students and faculty. Designers need to upgrade their infrastructure simultaneously to ensure that the platforms are easy to access and do not slow down as their use increases. Cheng [17] examined aspects of the goal of continuing to use the e-learning system among nurses in five hospitals in Taiwan with an expanding-confirmation (ECM) model, and some findings seem helpful influencing the purpose of continuity. According to Cheng [17], when nurses see that the online system has more information and is constantly evolving, it makes nurses realise its benefits through e-learning. They find satisfaction in accessing an online learning program and will continue to use it. Abbas [11] examined TAM among students in Egypt and the UK as a comparative study between behaviour in developing and developed

countries. Abbas [11] found that a student who views the use of the program is easy to understand that the program is useful. Because the reader finds the system accessible and useful, they like to use the system. According to Abbas [11], the use of platforms must be supported by high-speed internet. Therefore, users have easy access to the subject material and communication with their instructors. Therefore, freedom is an important factor that creates a sense of belonging and encourages the use of platforms. Tarhini, Hone, Liu, and Tarhini [18] examined aspects of the adoption of e-learning tools among Lebanese students using TAM. Tarhini et al. [18] found that when students felt that the program was simple, useful, students were interested in using the program. Purpose leads to real use. Then, Tarhini et al. [18] Suggested e-learning providers should ensure a platform that is easy to use or simple and useful because both are important aspects of the purpose of using them. Tarhini et al. [18] also suggested that stadium designers develop continuous courses with instructors to reassure students that stadiums are simple and helpful in the learning process. Ali et al. [12] assessed the adoption of an e-learning system between undergraduate and senior students in Pakistan using TAM. They assessed the impact of health quality work, visual use, visual aids, online information, and independent practices on ethical purpose, impact of simplification, computer efficiency, and ethical purpose in actual use. Ali et al. [12] found that when students felt that the program was simple and useful, they were interested in using the program. Rui-Hsin and Lin [13] examined the adoption of a child in Taiwan police education and training using TAM. A few of the ideas of Rui-Hsin and Lin [13] are that visual application is easy to have effects that seem useful. If the police find that using this program is easy and helpful, then there is the interest to use it. Rui-Hsin and Lin [13] found that ideas were important. Rafiee and Abbasian-Naghneh [17] examined aspects of the e-learning system among graduate students. Rafiee and Abbasian-Naghneh [17] found that students did not feel the system was easy; they considered this program to be helpful. This simplicity is a factor that guides the purpose of using it. Then, the concept of usability is a factor in reviving the purpose of using it. Lee [8] tested TAM but did not include a change of attitude in TAM. Similarly, Martínez-Torres et al. [15] did not include mood swings in TAM. Yuen and Ma [16] tested TAM but did not include mood swings in TAM. Also, Cheng [9] tested TAM, but did not

include mood swings in TAM. Then, Cheng [17] tested TAM but did not include mood swings in TAM. Abbas [11] also tested TAM but did not include mood swings in TAM. Similarly, Tarhini et al. [18] examined TAM and did not include mood swings in TAM. Also, Ali et al. [12] tested TAM, but did not include mood swings in TAM. Then, Rui-Hsin and Lin [13] tested TAM but did not include mood swings in TAM. Also Rafiee and Abbasian-Naghneh [17] E. Purwanto and H. Tannady, 2020 Technology Reports of Kansai University 2832 tested TAM but did not include mood swings in TAM. But in reality, the TAM of Davis et al. [14] suggested that ease of use has a significant effect on usefulness. Then, the simple use of visual and practical application influences attitudes and attitudes influences the purpose of behaviour. Boateng et al. explore aspects of adoption among students at the University of Ghana. Several of the findings of Boateng et al. students easily find in them a program that uses reflection as a useful program. The idea of comfort in management and use leads to a positive attitude towards the system. Then useful ideas and attitudes are factors that lead to interest in use. But Boateng et al. did not find that easily recognizable would influence their intent to receive it. Lee, Hsieh, and Chen are examining the acceptance of e-learning programs in organisations among Taiwanese company employees using TAM. Lee et al. find that if an employee finds it easier in the system you are using, they will view it as a useful program, and a positive attitude will be created. Useful visibility contributes to the desire to use it but does not create a positive attitude towards the system. But Lee et al. get a good attitude to encourage them to use it. Based on the previous studies above, the following ideas are developed: H1: Imaginative usefulness is influenced by perceived practicality rather than positive and important. H2: Attitudes toward using an e-learning system are influenced by the ease of thought being considered to have a positive and significant effect. H3: Attitude toward using an e-learning system is influenced by usability which is seen to have a positive and significant effect. H4: the moral purpose of adopting a learning program is influenced by a positive and important attitude.

3. METHODOLOGY

MeetAll is based on Waterfall Methodology which means that Waterfall Model is a common way to develop Software. In fact, it has been one of the most popular web development projects for decades due to its system-driven approach.

The waterfall has no flexibility which means each stage must be fully completed before moving on to the next phase. If any changes are required and any errors are found during the project, Waterfall will require a full restart. As a result, projects managed under the Waterfall approach may require much more time. On the other hand, it is very good at making sure that all deliveries meet expectations and allow you to measure progress easily as you see the full scope of the project in advance. The Waterfall method is widely used in web development projects with a clear and predictable scope, with a time frame for project completion and a few repetitions or reviews.

Sequence of Events -

- **Analysis:** Collecting and recording information for further development. All decisions in the next section are based on the data we have collected in that section. In line with this we have also reviewed users' ideas for developing and customising the project.
- **System design:** At this stage the development team meets all the relevant requirements for the project and based on the design logic of the system and language development, services, data layers, resource allocation, etc.
- **Code and usage:** For our system analysis and design — we will use the code in this section and will use all system concepts and service integration to give your Application a face.
- **Test and troubleshooting issues:** In this section we navigate across the entire project system surface, scanning codes, and user acceptance. This section includes identifying and crushing bugs to make the project more dynamic and faster.
- **Delivery and maintenance:** Once the inspection is complete, we can start the project and deliver the finished product to a live server. Also, keep track of performance changes to keep the system up to date and in good working order.

3. DISCUSSION

Research proves that visual use is easy to influence and the visual effect is very useful. These findings support Cheng [9], Cheng [17], Abbas [11], Rui-Hsin, Lin [13] and Rafiee and Abbasian-Naghme [19] when users find it difficult to claim new ones, it will increase the perception of benefits or benefits. It means that MeetAll users can easily find and use the platform and feel the benefits of using the system. The high usage durability indicates that the system is easy to use. Ease of use improves online interaction. According to Dapas, Sitorus, Purwanto, Ihalauw [17], ease of use is crucial for its usefulness, especially in digital applications. So when users have experience in using MeetAll, they find ease and usability. Therefore, easy-to-use usage influences perceived usability. Research proves that the thought of easy use influences the attitude of using MeetAll extensively. Before the university used MeetAll as an online course, there was a retention from students. But after using it and seeing that using the platforms is easy, there is a new perspective and a good view of the platform. It shows that the ease that MeetAll gives its users creates a positive attitude about this forum. These findings support Boateng et al. finding that when users see the hard work in establishing the app, it will create a positive attitude about it. Also, Lee et al. found that ease of use or effort in innovation are important aspects of a positive attitude towards a product. Research proves that visual use influences the attitude of using MeetAll significantly. These findings support Boateng et al. [20], who gained an idea of the benefits of creating a positive attitude towards the curriculum. As MeetAll offers a structure that shows up to 6 participants all participants can appear on screen at once. These features are very useful and enhance the practical value of the platform and create a great atmosphere for the use of the platform. Research also proves that the attitude of use has a profound effect on the purpose of using MeetAll. These findings support Boateng et al. , who found the attitude influencing the purpose of the behaviour significantly. Lee et al. found that perceived benefits have a significant impact on the purpose of significant behaviour. The safe and reliable forum attitude seems to encourage the use of MeetAll. Lee [8], Martínez-Torres et al. [15], Yuen and Ma [16], Cheng [9], Abbas [11], Ali et al. [12], Rui-Hsin and Lin [13] found that simple visual acuity and visual acuity have a direct effect on

behavioural purpose. But these findings find that the relationship between thoughtful use and ease of use and behavioural objectives is not straightforward. There is an attitude that significantly mediates the relationship between thoughtful use and ease of use and behavioural goals. The organisation needs to work in its industry to gain competitive advantage and sustainability. Online conference forums compete to convince consumers that their products are the best.

Second, to conduct a comparative study by comparing users' acceptance of MeetAll with other similar forums. Third, to investigate matters affecting online meeting forums between businesses and businesses or government offices.

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