IJCRT.ORG   **ISSN : 2320-2882**

INTERNATIONAL JOURNAL OF CREATIVE RESEARCH THOUGHTS (IJCRT)

An International Open Access, Peer-reviewed, Refereed Journal

MODERN MASSIVE ONLINE FREE LEARNING PLATFORM

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Abstract: MMOFLP fulfils the thirst of knowledge and offers online content that can be delivered for the learner at anywhere, anytime and any age through a wide range of e-learning solution while compared with traditionallearning system. E-Learning can include training, the delivery of just-in-time information and guidance from experts. It also provides the rapid access to computer courses knowledge and information. Learners obtain knowledge easy through e-Learning systems. This Webpage contains various multimedia features Courses Learning media, Quiz, Brain Games and pdf to audio book converter .

Index Terms **– Online learning, Quiz, PDF to Audiobooks**

I. INTRODUCTION

MMOFLP is the learning facilitated and supported by Information Communication technologies (ICT) to enable people to learn anytime and anywhere. MMOFLP is nothing but the use of technology to connect teachers and students who are physically miles apart. MMOFLP involves the use of multi-media to enhance learning. A learning system based on formalized teaching but with the help of electronic resources is known as E-learning. While teaching can be based in or out of the classrooms, the use of computers and the Internet forms the major component of E- learning.MMOFLP can include training, the delivery of just-in time information and guidance from experts. This is achieved by infusing computer courses with Learning media , Brain Games, Quiz , Audio Book conversion.

II. LITERATUREREVIEW

E-learning is a teaching and/or learning process in which computers and communication technologies such as internet are used by educators and students to access online teaching and learning resources. E-learning is a modality of using knowledge predominantly facilitated and distributed by electronic means and depends on computers related devices and networks comprising systems and channels such as wireless and satellite.

Effectiveness of teaching student teachers using E-Learning during COVID-19: A glance at inclusive education from the Zambian perspective. Eureka: Journal of Educational Research. The use of technology as an alternative to traditional teaching during pandemics such as COVID-19 is attracting attention globally. This study sought to explore the effectiveness of teaching student teachers using E-Learning during COVID-19. Hearing students were learning together with students with hearing impairments in an inclusive environment before the closure of an institution. A mixed approach involving concurrent design was used and 193 student teachers who were purposively sampled from Kitwe College of Education in Zambia participated in the study, of which 4 of the participants were hearing impaired. The findings were that 53.9% of the participants had access to e-learning services, whereas 48.1 % had no. The study also revealed that 86% of the participants disagreed to having benefited from e-learning and cited lack of technological devices, poor network and expenses to purchase internet bundles as some ofthe barriers to e-learning.

The study concluded that despite 53.9% of the participants having access to e-learning, 86% of the participants did not benefit from the use e- learning, due to lack of access to internet and expenses to purchase internet bundles, and that students with hearing impairments were disadvantaged due to lack of text and sign language interpretation during e-learning lectures.

The study recommended the need to provide free internet bundles to students if e-learning is to be effective, educators record lessons and enable students to access, as well as need to consider students with hearing impairments during inclusive e-learning by providing sign language interpretation and texts.

III. RESEARCH METHODOLOGY
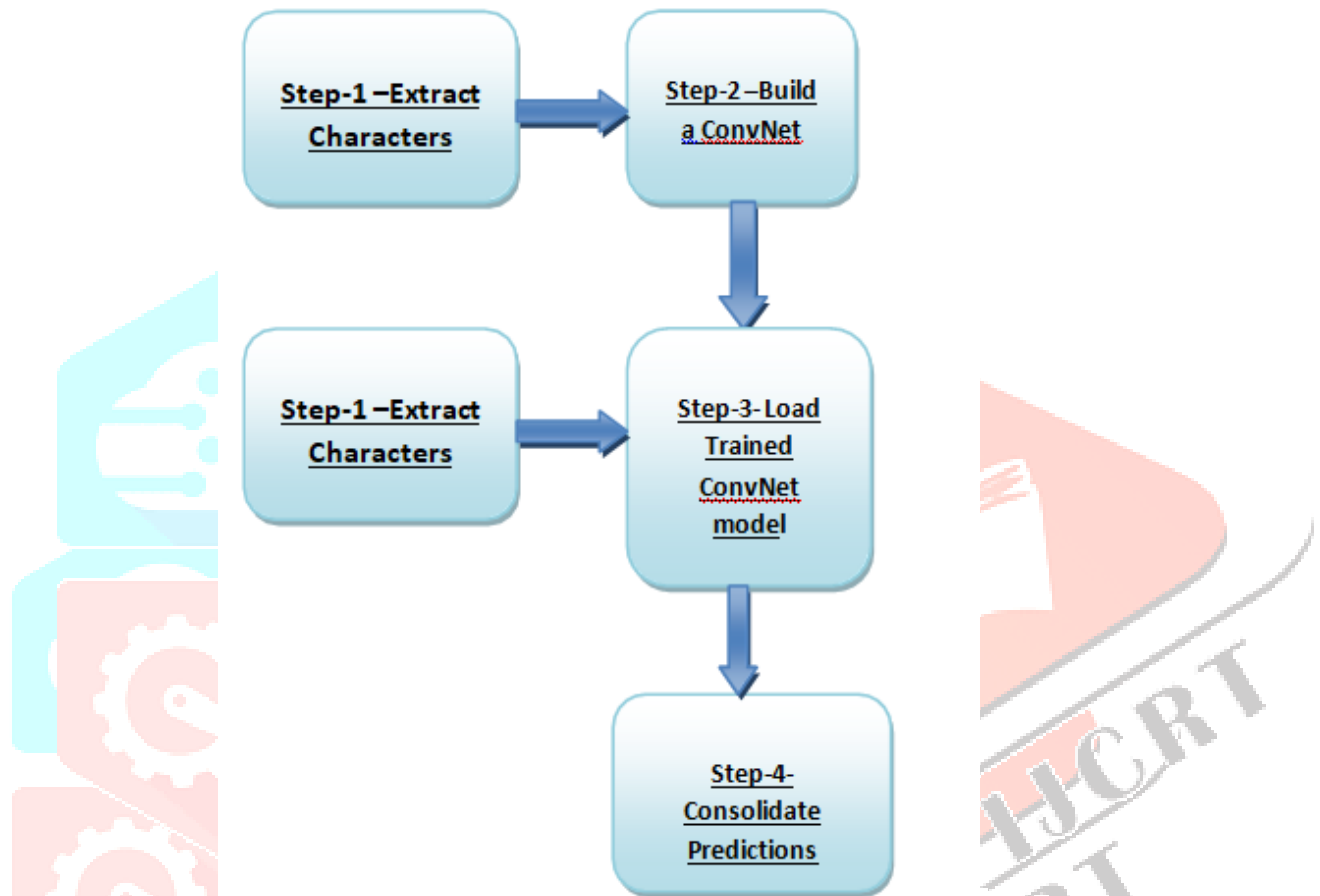
We build our PDF-to-audiobook converter in four main steps:
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Fig.1 *Four Simple Steps in Building OpticalCharacter Recognition*

Extraction of Character boundaries from Image

Contours can be explained simply as a curve joining all the continuous points (along the boundary). The contours are a useful tool for shape analysis and object detection and recognition. Here Contours explained in differentiating each individualcharacter in an image with using contour dilation technique.

Build a ConvNet Model (CharacterRecognition Model):

Convolution Network of 8 layers with 2*4 layers residual feedbacks used in remembering the Patterns of the Individual Character Images.
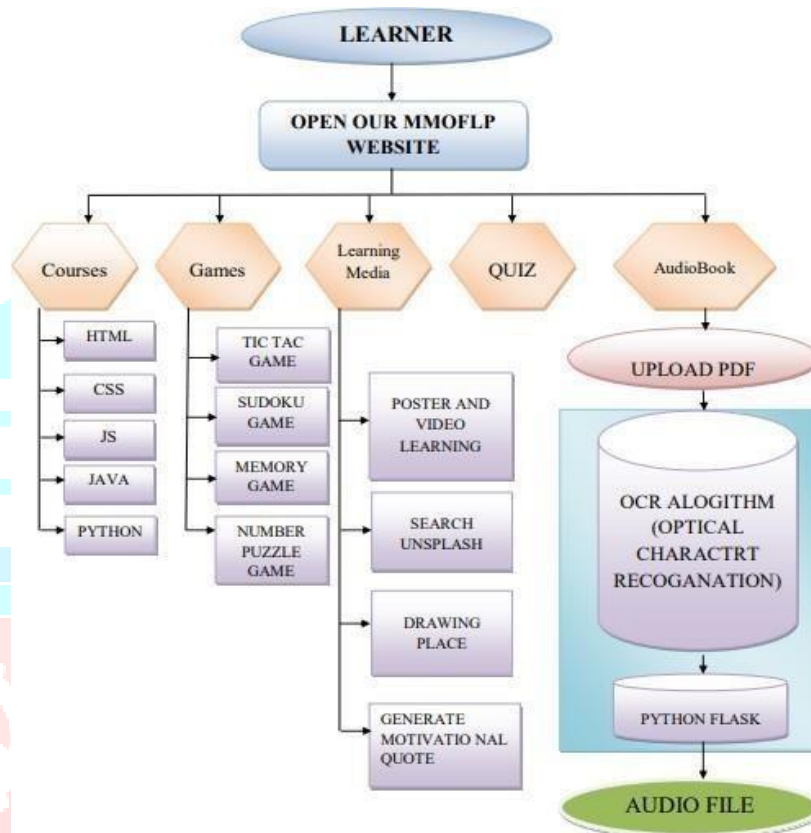
Load Trained ConvNet OCR model:

Optical Character recognition last step involves preprocessing of image into specific word related contours and letter contours, followed by prediction and consolidating according to letter and word related contours in an image
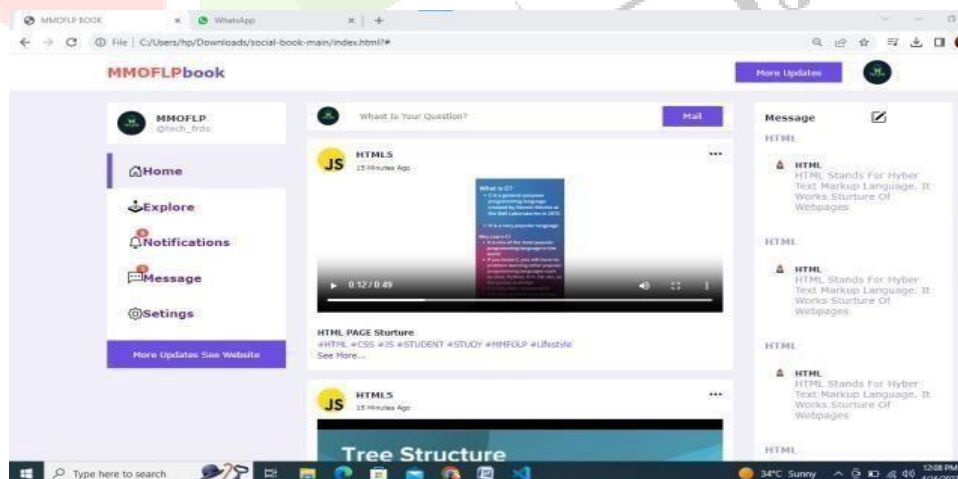
Test and Consolidate Predictions ofOCR :

Consolidate predictions involves, assigningspecific ID to each word related contour with the line associated with the word in image, Consolidating all predictions in a sorted series of specific word related contour and letters associated word.

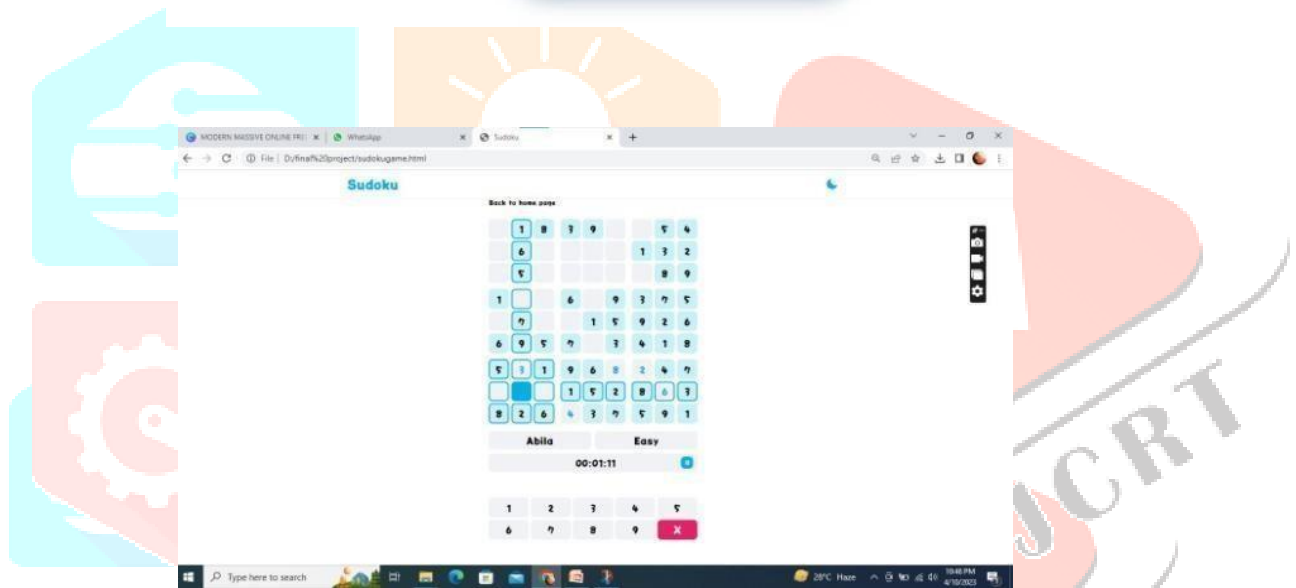## SYSTEM ARCHITECTURE

IV. MODULES DESCRIPTION

Learning Media -The main function of learning media is as a means to achieve learning goals. The more effective learningmedia used, the more effective the learning process will be. Thus, choosing the right media will greatly affect the success of the learning process.

Brain Games - "While some studies show that brain training games are not effective, the recollection and work that the brain does during these games keeps your mind fresh and alert"

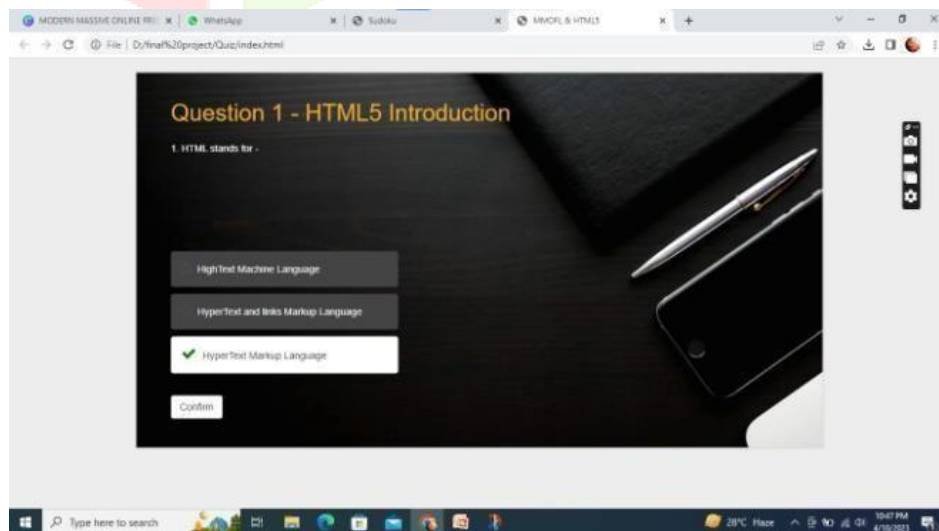Brain training games are designed to test your memory with a range of different games and challenges.

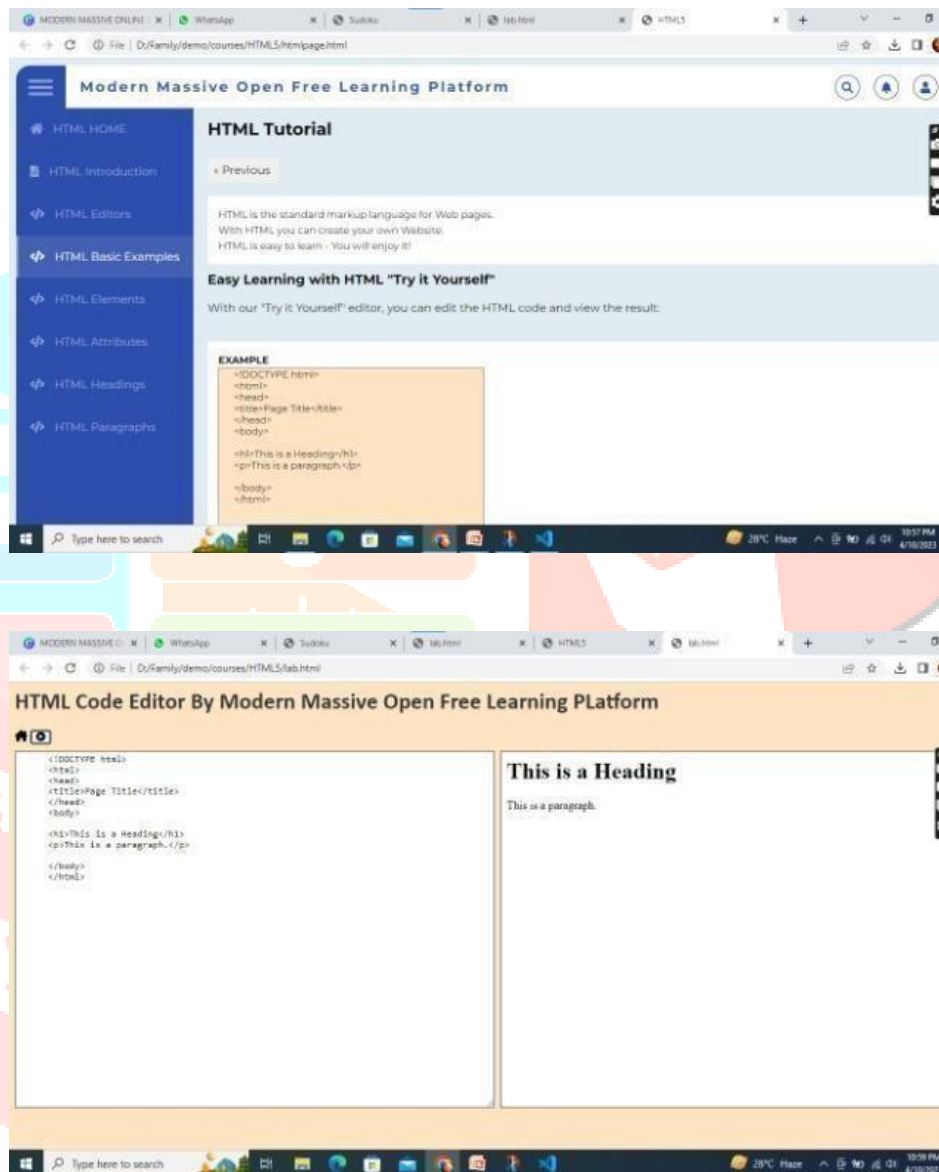Brain games offer new ways of learning for kids that are always curious

Quiz - A quiz refers to a fast and information evaluation of the knowledge of students. Teachers often give a quiz within a learning environment to assess how the learners understand a concept.

An educational quiz is a simple, yet effective way to check learners' knowledge. By putting them online, you can make the assessment process even easier.

These three themes are that quizzes can be used to motivate people, help them remember content they just covered, and to help assess what they learned.
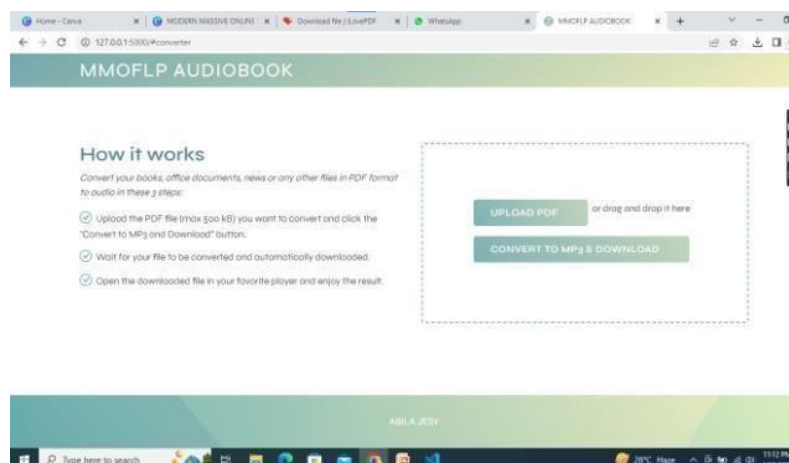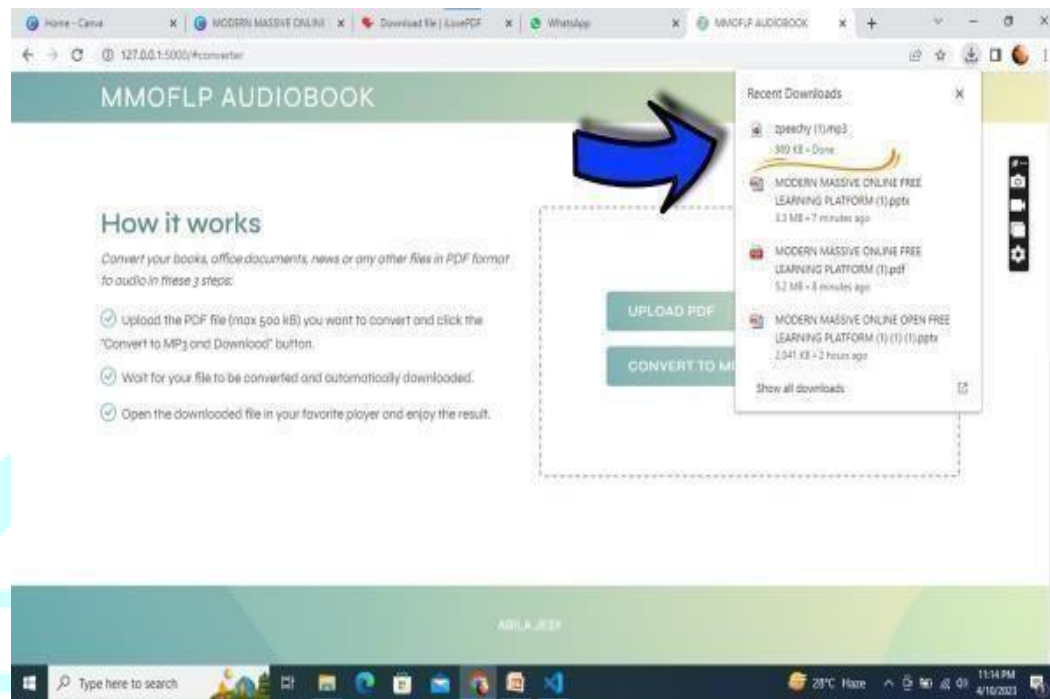
WEB BASED LEARNING - It promotes active and independent learning. Efficient way of delivering courses as the resources are available from anywhere and at anytime. Students can interact with their peers from all around the world through group discussions and private chats. Web-based training (WBT) -also known as internet-based training (IBT), eLearning, and online learning – is a form of online training that allows employees to learn anytime, anywhere.

Audio Book - The PDF to Audio Converter project provides an alternativewas to access the PDF books for blind, lazy, readers and others.

Converting a text file to audio reads text aloud to the user. It helps to support struggling students with writing-based knowledge. It helps to proofread, read accurately, understand and write notes.

V. CONCLUSION

This Project very easy to learn new things and entertainment with learning form student studies. Online education's potential advantagesinvolve increased educational access; it provides a high-quality learningopportunity, improves student outcomes and skills, and expands educational choice options. To provide the best way of learning to the individuals, learning style should be determined beforehand by considering the differences such as personality, perception, ability and intelligence.

Increased learning benefits were shownin a study of audiobook technology andits impact on reading comprehension and enjoyment. Research on literacy strategies for struggling adult readers is both essential and necessary. The audiobook intervention yielded such promising effects that it is suggested that more research in this area be conducted. This project does an excellent job reading simple PDF text files. It enables visually challenged and time-pressed persons to quickly access information. Given the widespread use of audiobooks in literacy and libraryprograms around the world, the success of this research effort is remarkable. However, if the text contains complex mathematical equations, this software will be unable to understand the equations as a human would. As a result, the project is suitable for simple text but not scientific publications, as it will struggle to understand complex equations. We want to improve our model by expanding its processingcapabilities for files with complex equations and making it more user- friendly.

VI. FUTURE ENHANCEMENT

The future of eLearning is bright, and there are many exciting developments on the horizon. From AI and VR/AR to microlearning and gamification, to social learning and collaboration, the eLearning landscape is set to become more engaging, interactive, and personalized than ever before. According to Research and Markets, by 2026, the global e-learning industry is projected to reach USD 336.98 billion. Augmented reality and virtual reality technologies will become one of the biggest innovators of online learning. Here are some of the reasons why online learning is the future of education in India.

It's more cost-effective than traditional education. Unlike in-person education methods, online education tends to be more affordable. There's also often a wide range of payment options that let you pay in installments or per class. This allows for better budget management. Online learning, in contrast to traditional classroom environments, enables students to learn at their own pace and convenience. Students can access course materials and lectures at any time, from any location in the world. This implies that students who have other responsibilities can still pursue their education.

VII. ACKNOWLEDGMENT

We would like to acknowledge our sincere thanks to the Management of our College and our family members who have supported and helped us in different stages of this project work.

VIII. REFERENCES

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