



Social e-Learning System

The Company

An Education Portal which helps student to associate studying with fun. As long as internet connection is handy student will be able to catch up with their learning anywhere, anytime. It makes education more accessible for everyone. Students can view the various contents like books, questions, interactive, learning objectives, Flash content. These contents are associated to the curriculum so that the student belongs to a particular curriculum will access the content, attempt assessments, rate the content, comment on the content and will be able to create content. The content is in accordance with CBSE and ICSE. It is designed for the Digitally Wired Generation in order to allow them to learn the way that is most suitable for them at their own along with friends group with similar interest. It will also democratize education by breaking the barrier of the spending capacity of parents.

Solution

Empover i-Tech Pvt. Ltd. (EIPL) developed a user interface which enables the users i.e. students, to create various content like books, questions, interactive, learning objectives, Flash content. These content will be associated to the curriculum so that the student belongs to a particular curriculum will access the content, attempt assessments, rate the content, comment on the content and will be able to create content. We have also worked on the database design, management and integration.

Features

1. User Management – Users can login using their email addresses or through their Facebook or Google plus addresses
2. Fun
 - a. Market – Users can buy various cool packs through the payment gateway
 - b. Fun activities – Users can learn playing sports, games, music instruments, arts, crafts, and also various subjects like social, science, mathematics etc., through related videos
 - c. Badges – Users can win the badges and gifts when they add friends, win quizzes, games, get good marks in subject examinations etc.,
3. Learning – Provide effective interactive learning through audio -video based curriculum mapped content. Students can learn with the contents available in abundance.
4. Social – Learning is a fun using social features like sharing, messaging and staying connected with friends.
5. Payment – Provide seamless Integration with payment gateway for secured online payments.
6. Search Management – Effective search through the available content across the grade.
7. Integrations - Third Party Integration with Content-Providers having different Platforms.

Tools and technologies used for implementation

Java, J2ee, Java Script, AJAX, CSS3, HTML 5, Tomcat, MySQL, NoSQL Database (Cassandra), Lucene, UI Frameworks, JQuery

Result

- The system allows all the users to post their assessment results or content recommendations in social networking sites
- These posting will be mandatory or optional. If mandatory the system will automatically post otherwise the user can decide to post or not
- Each student need to take a survey when registering to determine his style or website layout or theme.
- The system will provide provision to create various templates, player template.
- All the content created by the Users should be approved or rated by the moderator.
- All the users will be tracked with Geo Ip and stored in the DB
- The display of the content will be based on the Geography, Multi-language support
- Student assessment result on various curriculums will be displayed in Student Dashboard as a Graphical manner.
- The site allows the student to take down notes, share info on Facebook as well as set the reading speed during lessons, besides allowing the student to interact with their friends and create and be part of groups.

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