E Learning Market Place

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Abstract:- Education is a way through which we can learn or acquire knowledge, skills, and habits. It is a basic human right and a powerful tool for development and reducing poverty. E-learning has widened the horizon of the education industry. It provides a new way of learning for students to enhance their knowledge and skills. In this paper, we intended to study the current situation of e-learning in India and the impact of covid19. We will also consider the factors influencing the rise of e-learning, its barriers. In this paper, we have analyzed e-learning as an effective way to educate people. The purpose of this paper is to understand the concept of e-learning and analyze the covid19 pandemic impact on the education sector.

Key-Words:-: E-learning, education, Covid 19 Impact, Swot, Blended e-learning.

1.Introduction

E-learning refers to acquiring skills and knowledge through an electronic medium. It can be called "technology-enabled learning" It engages learners from different places in an online course. E-learning platform: The softwarethat provides the virtual infrastructure to conduct e-learning activities. There can be different elements of an e-learning program: audio and video lectures, e-books, presentations, MCQs, quizzes, etc. There are two main categories of e-learning: synchronous and asynchronous.

2.Problem Foundation

2.1 Objective
- To create a market place where teacher can create courses and students can enroll in them and learn them..
- To keep record of all courses and categories of all projects and student enrollments .

2.2 Scope

E-learning is generally divided into two categories – synchronous and asynchronous. In synchronous E-learning students and teachers virtually interactwith each other at the same time. Similar to an on-campus class, it's scheduled regularly and the students and the teacher will attend the class at the same time. Students participate in discussions, give presentations, turn in assignments and work on team projects. Classes are conducted live online via Zoom or a similar platform.

- On the other hand, asynchronous learning allows students to create their own schedule and can be carried out even when the teacher or student is offline. In this case, students complete the lessons on their own, Students can follow the curriculum and access the coursework via pre-recorded sessions or other learning materials at any time over the duration of the course.
- Education has undergone a dramatic transformation with the rise of E-learning and has brought us to the cusp of education revolution.
- This system is more secure and cheap than old methodologies. As well as this system allows more reliable and easily recognizable system to the users.
- There are some application where we can use this system:-
   - Web driven application.
   - Mobile lock system.
   - Folder locks system.
   - Desktop security system.

3. Literature Review

The literature available on e-learning hasbeen reviewed under the classification of theory of e-learning and practice of e-learning. The articles are reviewed for their contribution and their critical issues. Also,some of the deficiencies are highlighted withthe objective of developing a framework for success with e-learning.

4. Methodology

In multiple-image schemes, multiple images are presented and a user is required to select images at the positions initially selected.

Psychological studies suggest that people are much better at imprecise recall, particularly in recognition of previously experienced stimuli. This class of passwords was shown to be remembered by user for a long period after short perception

5. Result Discussions

Since e-learning, particularly interactive learning, plays an important role in staff development and learning for academia and industry, case studies will be presented to demonstrate the effectiveness for training and teaching. This section presents two major topics for discussion to demonstrate impacts and contributions offered by interactive learning. The first topic is abouthow to use interactive learning with different types of emphasis and variations for academia andindustry. The second major topic is the summary of case studies in selected universities and organizations. The third topic is the discussion about future direction in the adoption of interactive learning.

6. Conclusion

This paper illustrates a high level review and discussion of e-learning for academia and industry.Related work and literature have been presented to ensure that all types of learning activities canbe blended together. Advantages and disadvantages of e-learning have been discussed, including the discussion about interactive learning, which takes the form of self-directed e-learning andthe presence of trainers to check the learners' progress. Learning activities and varieties for interactive learning have been presented in Table 3 and Table 4. Better outcomes of learning are expected since interactive learning can ensure learners meet their expected level of competency and receive feedback from trainers to improve learning performance. Interactive learning canblend with emerging services such as MOOCs to help learners stay focused, work towards goalsat different stages, receive feedback and encouragement to stay positive.

Acknowledgment

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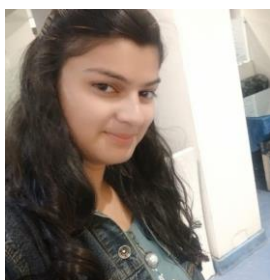
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