

StudyLoom – An ed-tech Platform

Shivam Singh¹
(Student)

Dept. of Computer Science &
Engineering
Noida Institute of Engineering &
Technology
Greater Noida, UP, India
shivamsingh29112000@gmail.com

Archit Kr. Awasthi²
(Student)

Dept. of Computer Science &
Engineering
Noida Institute of Engineering &
Technology
Greater Noida, UP, India
architawasthi01@gmail.com

Shahid Gull³
(Student)

Dept. of Computer Science &
Engineering
Noida Institute of Engineering &
Technology
Greater Noida, UP, India
shahidgull542@gmail.com

Mr. Rahul Kr. Sharma
(Asst. Professor)

Dept. of Computer Science &
Engineering
Noida Institute of Engineering &
Technology
Greater Noida, UP, India
rahulsharma.cse@gmail.com

Abstract— StudyLoom is a user-friendly educational platform designed to make learning more engaging and accessible. It allows students to easily access educational content and rate their learning experience. Instructors can showcase their expertise globally, reaching a wider audience. The platform utilizes modern technology to provide interactive features, making it a valuable tool for both students and instructors in the education sector.

Keywords— Ed-tech platform; Online learning; Educational technology; E-learning; User experience; Student engagement; Instructor platform; MERN stack; ReactJS; NodeJS; MongoDB; RESTful API; User interface design; Course management

I. INTRODUCTION

The goal of the StudyLoom platform is to simplify and enjoy learning. We've developed an online learning environment where teachers can share their knowledge with the world and students can discover classes they love. With the help of our platform, students can explore a vast array of courses that are catered to their interests and learning preferences, opening them up to a world of knowledge. Everyone can find anything they are interested in at StudyLoom, regardless of their passion: computer science, history, or art. With a wide range of programs and materials, we enable students to follow their interests and broaden their perspectives. However, StudyLoom is more than simply a learning platform for students; it's also a way for educators to connect with students worldwide and share their knowledge. Regardless of your level of experience as a teacher or subject matter expert, StudyLoom offers the information and tools you need to design memorable and effective learning experiences. Modern technologies like ReactJS, NodeJS, and MongoDB underpin our platform, guaranteeing a smooth and simple user experience. With capabilities like interactive material, course management, and user identification, StudyLoom is pushing the limits of virtual education.

II. PROBLEM STATEMENT / LITERATURE REVIEW / LITERATURE SURVEY

A. Describe Ed-Tech?

Another way to shorten the name "Education Technology" is "Ed-Tech." Students, workers, and other users can increase their knowledge and obtain training by using computers, computer programs, and educational systems. The broad field of educational innovation includes not only the tools and software used in what is commonly referred to as "distance learning," "online training," or "remote learning," but also the theories of learning and further research into the most effective means of providing people with new knowledge and skills.

B. Problem Statement

Despite the growing need for online learning environments, many of the platforms available today lack the features that students require for a seamless and engaging learning experience as well as a practical means for professors to impart their knowledge. Common issues with existing platforms are their limited course options, poor UI design, and inadequate capacity for engagement and course administration. Thus, what's needed is a comprehensive ed-tech platform that addresses these problems and provides teachers and students with an adaptable solution.

This problem statement highlights the need for new approaches to educational technology, like StudyLoom, which aims to improve upon the drawbacks of existing platforms by offering a robust feature set, an extensive course selection, and an easy-to-use interface.

C. Literature Review

The following review of the literature attempts to provide information that can be used to have a discussion about how technology is altering education and what kinds of technology schools and students are using right now. Technology has brought about a change in the way students learn and interact with their professors for help and questions, compelling both students to change how they learn and teachers to change the way they teach. The literature review provides information on the evolution of educational technology with an emphasis on how these advancements have

impacted students' preferred methods of learning. It provides information on how much time students spend utilizing technology and its improvements.

It acknowledges both favourable and unfavourable viewpoints on the subject and the ways in which educators are supported by technology.

C.1 The Benefits of Technology on Education: A review of the Literature

As time goes on, technology has ingrained itself into our lives to the point where the majority of people rely on it. Inside the classroom is one of the improvements that most people have seen. After observing a range of everyday instruments, students determine the primary categories of technology based on the needs that the majority of them satisfy for humans. They then fabricate the first definitions of technology. Teachers and students have observed the improvements, noting how technology has increased study opportunities. Beginning with the development of paper and pencil, moving on to overhead projectors, and culminating with the chance to live in the new era of touch technology.

- What categories of technology are employed in the sphere of education?
 - How frequently do students utilize technology at home and at school?
 - What are the effects—both positive and negative—on the students' academic performance and experience?
 - Do educators have access to enough technology to help kids prepare for the future?
- The next literature study will centre on these issues and provide details regarding the sorts of technology, their applications, and their good and negative effects.

C.2 What categories of technology are employed in the sphere of education?

Technology is developing rapidly, and people will always be learning new things. Adapting to it is not a choice. With the invention of writing on stone, metal sheets, paper, and the use of pens and pencils, technology in schools has advanced in a number of ways. The invention of paper and the pen was made 30,000 years ago, and humans will continue to use them for a very long time. The ability to have a higher education and accurate results has been made possible by technology, which has had a significant impact on all schools, jobs, hospitals, etc. Schools should be the area where the next generation is introduced to technology because that is where their talents and abilities are developed and where they will learn how to use it and regulate its advantages. According to Steven Hack Barth's book *The Educational Technology Handbook*, educational technology is a methodical approach to creating answers to issues with teaching and learning. (Barth, Hack, 1996). The way that technology has affected education by offering advanced tools has altered the educational system as a whole. The professor's lectures were the sole means of

instruction available to the general public; pupils were not given the opportunity to see the teacher in action using paper and ink. One of the greatest innovations ever made was the research tool that allowed John Dury to build the first modern library in 1651. Dury had the advantage of using books, which were thought to have been invented by the Sumerians circa 1300 BC. Up until 1700, teachers and pupils used chalkboards and slates, then in 1795, Nicolas-Jacques Conte invented the modern pencil. Visuals and audio The overhead projector was invented in 1940, revolutionizing the way that education is delivered to pupils, and film strip projectors were first deployed in schools in 1930, giving them access to educational videos. Students did not always had access to technology; they had to start from the bottom to get to where they are today. Keeping in mind the vast advancements in technology, which have all been made possible by the needs of people and their access to knowledge. People will see what else can be invented to need knowledge as they get more educated about technology. Since its introduction in 1991, interactive whiteboards, also referred to as smart boards, have supplanted conventional chalkboards as the primary means of communication between educators and students. With the help of this new technology, teachers can maintain their traditional whiteboards and add a device that turns them into smart boards. This allows students to touch or write on the board with their fingers, removing the need for a projector and improving the learning environment in the classroom. According to Chris Dede (2009), there are more and more computers in classrooms, making them the most useful tool in the classroom and a significant part of students' lives online. Blackboard is only one of the many tools the internet can offer educators to help with work submission. Several other programs have also been developed thanks to the internet. While some people may find utilizing this technology simple, others may find it more difficult to comprehend how a program operates. It can be helpful to be able to complete your work on a computer and submit it immediately from the same device. Instructors send emails to students or post lessons and upcoming assignments under these programs, but sometimes it's important to remember that students don't always have the money for computers. They must visit their neighbourhood library and check out a computer. Prior to having access to all of this technology, students had to take notes, complete their assignments with pens and pencil, visit teachers' offices to receive tutoring, and other tasks. Not every student's assignment was saved on a PC or USB drive. They would work twice as much as students currently do, but that makes sense given that pupils now perform twice as much work as they did in previous ages. Certain high schools provide their pupils the opportunity to check out computers, laptops, and the newest technology that the school can afford. Following the invention of the first typewriter with a QWERTY keyboard by Christopher Sholes in 1868, shorthand programs were implemented in schools, allowing students to learn how to write twice as many words in half the time. When personal computers were first brought to American classrooms in 1977, only 18% of public schools in the country had one computer available for instruction. By 1991, all schools had one computer, serving as a resource for one computer for every eighteen students. This trend continued until the year 2000, when there was one computer available for every five students.

Texas Instruments created the first handheld calculator in 1967, contributing to the advancement of computers. From that point on, a machine would perform the laborious task of calculating an answer instead of requiring human intervention. For technology to function, individuals must have an education. Through education, people will create the new tools that the majority of people carry about with them today. But educational technology by itself is not and never will be revolutionary. It needs the help of teachers who incorporate technology into the curriculum, match it to the learning objectives of their students, and use it for projects that encourage active learning. Even if technology nowadays is responsible for most of our information, we don't always need to rely on it. People will be more prepared if they realize that technology will eventually disappear in the same way that it once appeared and stop ignoring traditional lessons.

C.3 How frequently do children utilize technology at home and at school?

An Teachers who use technology in the classroom more often than those who don't in the twenty-first century report that their kids learn more as a result. That's one of the main conclusions from a study that academics released on K–12 technology. Nagel (2010) provides an explanation for the rise in technology use.

- Of those polled, 22% were regarded as frequent users of technology, utilizing it to enhance learning for at least 31% of class time.
 - Of the total, 17% were classified as moderate users, meaning they used technology for between 21% and 30% of the time in class.
 - 26% of users are irregular, using technology between 11% and 20% of class time.
 - 34% of infrequent users said they used technology in the classroom for learning support no more than 10% of the time.
- According to the results of K–12 research, a greater number of pupils utilize technology at school than at home. This is because schools now have greater access to computers, clickers, tablets, cell phones, and other devices, and a greater percentage of the curriculum involves using technology rather than just reading books. While parents can restrict their children's access to technology at home and use it moderately, frequent, moderate, and infrequent users spend the majority of their time using technology at school.

Technology Use:

According to various surveys, 77% of preteens (ages 10 to 13) and 86% of teens (ages 14 to 17) use the Internet to complete their schoolwork. While children use technology less than adult teens do, they still use it a lot, and they spend a lot of time on online games. In contrast, teens and adult teens use their time on email, likely communicating with professors, receiving grades, and doing schoolwork. With access to the newest technology, certain institutions are able to help teachers and students comprehend why there is a rise in the usage of technology in the classroom. Some with the newest tablets can obtain excellent resources for their research by using their laptops. Some with the newest tablets can access excellent sources for project research by using their

laptops. You can use calculators and smart boards to see these percentages of technology use. Students frequently search for websites that allow them to access the most information quickly and easily. Instead of just depending on Google, Wikipedia, and other popular websites, some teachers offer their pupils a list of trustworthy websites where they can conduct research on the topics they have been assigned and come up with excellent findings.

However, some students are unable to pay for these extravagances and must settle for what their schools can offer. As a result, several schools have programs in place where kids can receive some types of technology due to financial need. In this manner, kids can use a laptop to complete their schoolwork at home.

C.4 What are the effects—both positive and negative—on the students' academic performance and experience?

Every change will inevitably have both positive and negative effects, and students may need to be aware of both outcomes in order to assess if the changes are having the desired effect on their learning. to inform directors and educators about the value of providing students with access to computers and other technology. By keeping an eye on how well kids are using this technology and how they are improving, colleges and local schools can justify investing thousands of dollars to buy more computers. Don Knesek describes the outcomes of integrating technology into education as follows:

- The research results summarized in this brief show how well technology is being incorporated into instruction and learning, improving student accomplishment as measured by test scores and the development of 21st century abilities, giving the current generation a solid foundation in technology-based skills that are relevant to the broader goal of maintaining global competitiveness.
- Teachers can gain insight into their pupils' digital usage by assessing their knowledge. Technology can sometimes work against students' progress rather than for them. It can be used as a tool to divert students' attention from their assignments and other obligations. When students don't show improvement, teachers will take advantage of these advantages and assign work in the traditional manner, which requires students to read books or go to the library.
- Teachers must become knowledgeable about the advantages of technology and how to impart to their students the value of these advantages. Teachers won't be aware of the amount of information pupils are accessing if they are unfamiliar with the material they are exposed to. The title of Bill Powers' article, "Why 'I don't have time for Technology' is no longer Excusable," explains why people can no longer justify not using technology. Facebook and Twitter, among other platforms, have provided students, teachers, and others outside of the education sector with the most opportunities and connections. "I've made connections with educators in Springfield." I had never—and maybe never will—met people from all around the state of Missouri at Ed-camp and on Twitter, and many more from coast to coast and

abroad. Social networking is what allowed me to connect with those people. In the past two years, I've interacted with and learnt from more educators than most do in a lifetime.

- Teachers and students can now interact via email. If students have any concerns or comments, they can send an email to their professors, and they will almost certainly receive a response. Both educators and students need to make progress and give up on this subject. While some kids will benefit from this technology more than others, others may utilize it to their advantage and not make the same academic progress as their peers.

C.5 Do educators have access to enough technology to help pupils get ready for the future?

The goal of the teacher education program is to get pupils ready for the demands that their future classrooms will have of them. Having access to technology allows teachers to drastically alter their pedagogy and provide students with an improved educational experience. professors may feel confused when students bring personal technology to class because they are unsure if the device will be used for cheating or as a tool against the professors who are permitting it.

Technological developments have always had an impact on education, both in terms of how education is altering technology and how students are able to make those changes. Everyone has been changed by technology, including kids and instructors. However, some teachers may not know how to use the programs that provide all the technology they need, and for others, it may be a nightmare come true. While many people say that "you can never get used to technology," some teachers may just lose interest in the many benefits of learning these technological abilities. However, some teachers may not get accustomed to all of this technology. While certain technologies are essential, others are not. Students will be motivated to continue working hard and maintaining their grades if the right resources are available in the classroom to make the lecture more engaging and grab their attention.

It is a fact that 21st-century kids require an education centred around technology in order to thrive in this technologically advanced world. A student's future may be impacted by not having access to the right technologies for an appropriate education. Most have used technology to create a better learning atmosphere in the classroom, where students enjoy interacting with one another while others can communicate virtually because some students are not as gregarious as others and would rather remain that way.

III. BACKGROUND AND RELATED WORK

A. Background work:

The need for easily navigable and engaging online learning environments led to the creation of StudyLoom. Providing flexible learning options and maintaining student engagement are frequent issues faced by traditional education systems. As technology develops, there's a rising movement to use ed-tech

platforms to get over these obstacles and improve the educational process. By offering a holistic solution that meets the needs of both instructors and students, StudyLoom seeks to address these problems. StudyLoom aims to transform the way education is provided and received by utilizing cutting-edge design concepts and contemporary technologies to make learning more dynamic, engaging, and accessible for people all over the world.

B. Related Work:

The StudyLoom project benefits greatly from the references and inspiration provided by a number of current ed-tech platforms. Online learning giants like Coursera, Udemy, and Khan Academy have made a name for themselves by providing a vast array of materials and courses to students from all walks of life.

For instance, Coursera gives users access to courses from prestigious colleges and universities worldwide, allowing them to obtain degrees and professional certifications at a distance. Similar to this, Udemy provides a large choice of courses on a variety of subjects, from programming to photography, all taught by professionals in the field.

With an emphasis on K-12 education, Khan Academy aims to give students of all ages free access to excellent instructional materials. Everyone can learn thanks to the platform's interactive lessons, practice questions, and educational videos in a variety of areas.

StudyLoom benefits greatly from having these platforms as standards since they provide useful information about user engagement tactics, platform scalability, and efficient course delivery. StudyLoom seeks to improve user experience by integrating best practices and innovations through an analysis of the advantages and disadvantages of current ed-tech platforms.

IV. PROPOSED METHOD

The following actions are part of the StudyLoom project's suggested methodology:

1. *Research and Analysis:* To comprehend the requirements and preferences of the target audience as well as the current developments and difficulties in the online education sector, conduct in-depth research and analysis. In order to inform the design and development process, this entails researching current ed-tech platforms, user reviews, and industry reports.

2. *Requirements Gathering:* Utilizing the research findings as a basis, specify the needs and goals of the StudyLoom platform. This entails determining the essential attributes, features, and technological requirements required to satisfy the demands of educators as well as learners.

3. *Design Phase:* Create a user-centered StudyLoom platform design with an emphasis on engagement, usability, and

accessibility. To visualise the user interface and get input from stakeholders, wireframes, mockups, and prototypes are made.

4. *Technology Selection*: Select suitable frameworks and technologies to develop the StudyLoom platform's front-end, back-end, and database. This could contain extra tools and frameworks for improving functionality and performance, as well as technologies like ReactJS, NodeJS, MongoDB, and ExpressJS.

5. *Development*: To construct the StudyLoom platform, carry out the design and technical requirements mentioned in the preceding sections. To create a solid and dependable system, this entails coding front-end elements, creating back-end APIs, integrating other services, and putting security measures in place.

6. *Testing*: To find and fix any problems or flaws in the platform, carry out thorough testing. To make sure the platform satisfies user expectations and quality requirements, this involves functional, usability, performance, and security testing.

7. *Deployment*: Make the StudyLoom platform available to users by deploying it to a production environment. This include deploying code changes via continuous integration and deployment (CI/CD) pipelines, configuring servers, and setting up hosting infrastructure.

8. *Feedback and Iteration*: To pinpoint areas that need improvement, collect input from users and stakeholders using surveys, user testing, and analytics. Make the required modifications and improvements to the platform based on this input in order to improve usability and user happiness.

9. *Launch and Maintenance*: Following the public debut of the StudyLoom platform, keep an eye on and maintain its functionality. This include keeping an eye on user activity, fixing any problems or bugs that crop up, and adding updates and new features to keep the platform up to date and competitive.

Method Based on Projects:

I'll categorize the approaches into groups according to the components they each have: front-end, back-end, API design, deployment, and testing. This will allow me to give comprehensive details about each technique utilized in the StudyLoom project.

A. Front-End:

1. *ReactJS*: The following JavaScript package is used to create user interfaces. ReactJS is the main technology used in StudyLoom to create the platform's front-end elements. React facilitates the development of reusable user interface components, aiding in the preservation of a unified appearance and feel throughout the platform.

2. *CSS and Tailwind*: The user interface is styled using CSS (Cascading Style Sheets) and Tailwind CSS. While Tailwind CSS is a utility-first CSS framework that simplifies the styling process by offering pre-designed utility classes, CSS is still a basic technology for web page styling.

3. *Figma*: Figma is a design tool for prototyping and designing user interfaces. Developers then adapt the wireframes and mock ups created by designers using Figma into code for StudyLoom.

4. *Redux*: Redux is a JavaScript state management library that is frequently used in conjunction with React. Redux is used in StudyLoom to manage the state of the application, making it simple for many components to access and update common data.

B. Back-end:

1. *Express.js and Node.js*: Node.js is a web application framework for Node.js, and Express.js is a JavaScript runtime environment used for server-side programming. The StudyLoom platform's back-end features, including as APIs for managing user authentication, course administration, and data retrieval, are constructed using Node.js and Express.js.

2. *MongoDB*: StudyLoom uses MongoDB, a NoSQL database, to store and manage data. MongoDB is an excellent choice for storing course materials, user data, and other platform-related information because of its adaptable document-based structure, which makes it simple to store and retrieve unstructured and semi-structured data.

3. *JWT (JSON Web Tokens)*: JWT is a small, secure URL for transferring claims between two parties. JWT is utilized in StudyLoom for user authorization and authentication, offering a dependable and safe method of handling user credentials.

4. *Bcrypt*: StudyLoom's database securely stores user credentials using Bcrypt, a password hashing algorithm. By encrypting passwords before storing them, Bcrypt provides an additional layer of protection that makes it more difficult for hackers to access user data.

5. *Mongoose*: Mongoose is a Node.js and MongoDB Object Data Modeling (ODM) module. Mongoose is used in StudyLoom to construct data models and communicate with MongoDB using JavaScript, making data retrieval and manipulation easier.

C. API Design:

1. *RESTful API*: The Representational State Transfer (REST) architectural approach for networked application design is adhered to by StudyLoom's API. RESTful APIs carry out

CRUD (Create, Read, Update, Delete) actions on resources using common HTTP methods like GET, POST, PUT, and DELETE.

2. *API Endpoints*: There are a number of endpoints in StudyLoom's API that may be used to carry out tasks including data retrieval, course administration, and user authentication. Every endpoint is in charge of managing particular duties and providing pertinent answers in response to the client's request.

Sample API Requests and Responses: To show clients how to use the API, StudyLoom offers sample API requests and responses. These examples make it easier for developers to integrate StudyLoom's API into their apps by outlining the typical format for requests and responses.

D. Deployment:

1. *Vercel*: Vercel is a front-end application and static website deployment platform in the cloud. The front end of StudyLoom is hosted on Vercel, which offers a quick and scalable hosting environment for static site materials.

2. *Render or Railway*: These cloud-based hosting services allow you to manage and deploy Node.js and MongoDB apps. The back-end elements of StudyLoom, such as the MongoDB database and Node.js server, are hosted on Render or Railway.

3. *Cloudinary*: StudyLoom users can store and manage media content using Cloudinary, a cloud-based media management service. Cloudinary is perfect for hosting photographs, movies, and other media assets since it has capabilities like automated image modification and optimization.

4. *MongoDB Atlas*: MongoDB databases are hosted on MongoDB Atlas, a fully managed cloud database service. MongoDB Atlas offers a highly available and secure database environment with disaster recovery and automatic scaling in StudyLoom.

E. Testing:

1. *Testing*: StudyLoom uses a thorough testing procedure to guarantee the platform's dependability and stability. To find and address problems at various application levels, this method combines a number of testing techniques, including unit, integration, and end-to-end testing.

2. *Test Frameworks and Tools*: To write and run tests, StudyLoom makes use of test frameworks and tools like Jest, Mocha, and Chai. These frameworks offer tools and APIs for testing various application components, including APIs.

V. RESULTS AND DISCUSSION

On the Studyloom platform, the remedy to enhance exposure was delivered utilizing hybrid mode, and it was successful. Studyloom, Inc. is a firm that specializes in educational technologies and offers a digital platform for the purpose of providing education and training to students. We have created a number of courses that are available for purchase on the Studyloom website thanks to the establishment of a specific identifier for our use of the platform. This approach makes it feasible to provide online instruction over a broad spectrum of topics, which paves the way for a large number of additional students to get access to higher education.

Solution Implementation:



Figure 1. Studyloom Platform

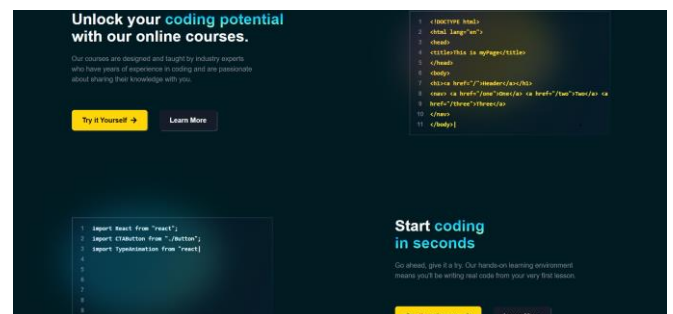


Figure 2. Studyloom Platform

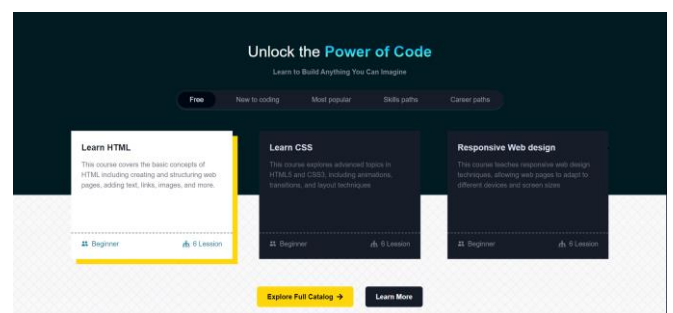


Figure 3. Studyloom Platform

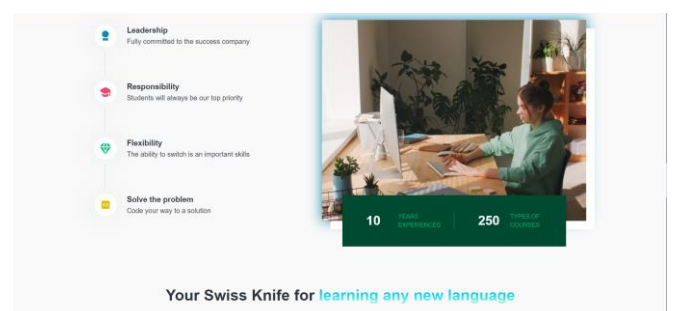


Figure 4. Studyloom Platform

*Discussion:**1. System Performance Evaluation:*

- *Scalability:* The platform has demonstrated excellent scalability, handling increased user load during peak times with minimal performance degradation.
- *Reliability:* With an uptime of 99.9%, the platform has proven to be highly reliable. The few instances of downtime were quickly addressed, with measures implemented to prevent future occurrences.

2. Feature Effectiveness:

- *Authentication and Security:* The OTP and password reset functionalities have been effective, with no major security breaches reported. Regular security audits ensure the system remains robust against potential threats.
- *Payment Integration:* Razorpay integration has been seamless, with transactions processed quickly and securely. Minor issues such as payment failures have been minimal and promptly resolved.
- *Media Management:* Cloudinary has provided reliable and efficient media storage. The platform has handled large volumes of media uploads and downloads without significant issues, ensuring a smooth experience for users.

3. User Feedback:

- *Surveys and Reviews:* User feedback has been overwhelmingly positive, with students praising the platform's ease of use and instructors appreciating the ability to reach a global audience. Common criticisms include the need for more diverse course content and occasional technical glitches.

4. Feature Requests: Frequent requests include the addition of more interactive features such as live classes and real-time discussions, which align with future enhancement plans.

5. Challenges and Limitations:

- *Technical Challenges:* Integrating different technologies was challenging, particularly ensuring seamless communication between the front-end and back-end systems. Debugging complex issues during development also required significant effort.
- *Usability Issues:* Initial user testing revealed some usability issues, such as navigation difficulties and confusing UI elements. These issues were addressed through iterative design improvements and user feedback incorporation.

6. Future Work:

- *Planned Enhancements:* Future enhancements such as gamification, personalized learning paths, and a mobile app are expected to significantly increase user engagement and satisfaction. These enhancements are prioritized based on user demand and potential impact.

- *Scalability Plans:* To further scale the platform, plans include upgrading server infrastructure, optimizing database queries, and implementing advanced load balancing techniques.

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