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E-Learning Platform for School Kids

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Abstract : E-learning is a crucial component of intelligent education. Even in the midst of a pandemic, E-learning is becoming increasingly important in the educational system. Several e-learning programs are accessible for students. Here, we decided to create an e-learning framework for children. We've found a few issues that teachers are having with their online classes. When there are numerous students in an online classroom, how does a teacher recognize a student's focus on academics and below-the-surface behaviors? Some kids are not paying attention in class, and others are napping. The teacher is unable to keep track of each and every student. Key challenge in e-learning is online exams. Because students can cheat easily during online exams. Hence there is need of exam proctoring is occurred. In here we propose an automated online exam cheating detection method using a web camera. The purpose of this project is to present an E-learning platform for math education and include games for kids as an alternative teaching method for math students. The game will be accessible via a web browser. The imagery in the game is drawn in a cartoonish style. This will help students learn math through games. Everything in this day and age is moving towards automation. However, automatic answer evaluation is only available for MCQ-based questions. As a result, the checker has a difficult time evaluating the theory solution. The current system requires more manpower and takes a long time to evaluate responses. It's also possible to mark two identical responses differently and receive two different grades. As a result, this application employs machine learning techniques to provide an automatic evaluation of subjective responses based on the keyword provided to the computer as student input, resulting in a fair distribution of marks. In addition, it will save time and manpower. We used deep learning, machine learning, image processing and natural language technologies to develop these research components.

Keywords : math, education games, e-learning platform, artificial intelligence
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