Cloud Computing Based Learning Web Application through Amazon Web Services

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ABSTRACT:

E-learning, the word itself tells us the meaning. In today's world it is easy to talk and do many things. Technology helps us in every way. Almost learning and interacting with others and sharing information in a similar way is called E-Learning. In the 21st century, E-Learning has become such a necessity that almost everyone is willing to try to gain knowledge in these fields.

E-learning platform is software designed for students in schools, colleges and institutions to access learning materials. The website also provides a framework for training foreign students to improve their skills, This project aims to build a campus / organization course website. This allows registered users of the system to join a course available on the site and access the material provided for the course. People can register themselves as students of the course or Faculty of Studies.

INTRODUCTION :

E-learning platform is software designed for students in schools, colleges and institutions to access learning materials. This project aims to create a campus / organization course portfolio. This allows registered users of the system to join a study available on the site and access mate rials published in the course. People can enroll themselves as students of the course or Faculty of Studies. Helps to access information for a particular subject. Information is provided by the teacher on a particular subject. The purpose of software development is to make computer a traditional way of taking a class.

To build a clear sketch of this project, here is a brief introduction to the features and scope of the Edu-Course Management System. Each of the above categories has a specific function to perform. The administrator's role is to oversee administrative tasks such as verifying and approving Teacher accounts, curriculum review and code courses etc. Thus, the Regulator class can be considered as part of the bones on which the other category relies.

Survey Motivation and Methods

Recent research indicates that university students enrolled in e-learning courses outnumbered those in traditional courses. An example of this can be found at Carnegie Mellon University (CMU) in the United States where student test results showed improvement due to e-learning strategies. It is therefore important to create an education system that can quickly adapt to its technical, social, cultural and political context. Incorporating technology into the learning process does not guarantee motivated students. In fact, online instruction has resulted in teacher-student relationships not being personalized. Teachers need to transform the classroom into an online community. The question is what exactly is needed by teachers to motivate students in an online environment. It is important for teachers to understand the motives of their students. Although students take online courses with the intention of completing them successfully, they often fail for a number of reasons. The success or failure of online instruction is probably related to student motivation.

Survey Outcomes

The main objective of this study was to measure how well the interactive features of e-learning increase the motivation of graduates in the learning process. The importance of this study is that it raises consciousness among academic staff about the importance of using interactive features of e-learning as an important asset in educating adult learners. In this study five research ideas were examined to determine which theories should be accepted and which ones should be rejected.

- Students will show preference for online activities as opposed to conventional reading.
- Students will differentiate between e-learning viewing methods based on the graduate year.
- Learners will demonstrate differences in e-learning perspectives based on student competence.

- Test results will have an impact on online preferences rather than the standard
- The teacher contributes to the students' willingness to use the web-based activity

Conclusion

E-learning is a latest reformer in the education sector mainly considering the recent pandemic there was a huge surge in the use of E-learning application. Everyone right from a student to a working professional accessed E-learning application. Most of the E-learning platforms are cost effective or free easy to understand and users also does not face any issues as such. Many corporates and schools, colleges showed their interest towards E-learning applications either for their training sessions or encouraging their students to take up various courses available in the platform. The secret to build a effective E-learning application is content which is easily understandable and also additional resources present in the application. This Project E-learning application has a real time model which can be implemented by colleges or corporates so that their employees or students can have a smart way of learning virtually.

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