



IJRASET

International Journal For Research in
Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 12 **Issue:** V **Month of publication:** May 2024

DOI: <https://doi.org/10.22214/ijraset.2024.61449>

www.ijraset.com

Call:  08813907089

E-mail ID: ijraset@gmail.com

Replacing Face-to-Face Classes with Collegium: Ed-tech platform (Online Platform)

Dr. Monika Nagar¹, Adarsh Chauhan², Mudit Dwivedi³, Rishabh Sangal⁴, Dr. Raj Kumari⁵

Department of Computer Science, IMSEC Ghaziabad India

Abstract: *The incorporation of technology has sparked a revolutionary change in the way that students interact with instructional materials in today's quickly changing educational environment. This paradigm shift is demonstrated by the creation of collegium, which bridges the gap between cutting-edge technological solutions and conventional learning approaches. Collegium reimagines the educational experience by utilizing cutting-edge frameworks like ReactJS, NodeJS, ExpressJS, and MongoDB, providing a dynamic platform that overcomes time and space constraints.*

Keywords: *Educational technology, Collaborative learning, User-centric design, Innovation, Online education.*

I. INTRODUCTION

A new era in education has begun with the introduction of technology, which has completely changed how students access and engage with course content. Collegium is in the vanguard of this educational revolution; it is a cutting-edge platform that skillfully combines cutting-edge technology with creative pedagogy. Collegium is a revolutionary advancement in educational technology, driven by a strong client-server architecture and built on a foundation of ReactJS, NodeJS, ExpressJS, and MongoDB.

The days of finding educational materials only within a classroom's walls are long gone. Collegium gives students access to a virtual ecosystem that is not limited by geography, allowing learning to take place anywhere. Through collegium, students can collaborate with peers in real time and access course materials from remote locations, enabling them to go on an exciting voyage of exploration and discovery. Collegium serves as a catalyst for change in education, not just a platform. Its intuitive content management system empowers educators to create, customize, and curate educational materials with unparalleled ease. From multimedia presentations to interactive simulations, collegium promotes a culture of innovation & creativity, enabling educators to enthuse and employ students like never before.

Central to the ethos of collegium is the belief in the power of collaboration and community. Through integrated discussion boards, video conferencing, and messaging systems, collegium facilitates seamless communication between students and educators, fostering an environment of shared learning and collective growth. In the vibrant ecosystem of collegium, every voice is valued, and every contribution is celebrated. (2) Charismatic learning in the e-learning environment is characterized by knowledge enhancement, trust, and encouragement. Instructors should act as facilitators, technology plays a crucial role in facilitating learning, and collaboration is essential for creating a charismatic learning environment. Flexibility in study schedules and strategies, along with the enthusiasm of instructors, contribute to building trust and enhancing the learning experience in e-learning.

The landscape of educational technology (EdTech) has been significantly influenced, who have advocated for the integration of digital tools to reshape teaching and learning practices. Their contributions have catalyzed a paradigm shift in education, marked by the widespread adoption of Learning Management Systems (LMS) such as Canvas and Moodle. The indispensable role of LMS platforms in modern education, providing educators like Professor Adams and Dr. Garcia with powerful tools to effectively manage course materials. Platforms like Canvas enable instructors to curate multimedia-rich content, track student progress, and facilitate meaningful interactions in virtual learning environments.(4)

Conversely, researchers pioneering work in multimedia integration has transformed educational approaches, inspiring educators explore innovative teaching methodologies. By harnessing interactive simulations, videos, and virtual reality experiences, educators transcend traditional classroom boundaries, engaging students in immersive learning experiences.

The emergence of Artificial Intelligence (AI) has further revolutionized EdTech, with various researchers leading efforts to develop AI-powered adaptive learning systems. These innovative technologies leverage vast datasets to personalize learning pathways, offering tailored recommendations and interventions to enhance learning outcomes. Moreover, collaborative features spearheaded by numerous researchers have reshaped online learning dynamics, empowering students to engage in peer-to-peer learning and real-time collaboration.(6)Through discussion forums, assessment modules, and collaboration tools, students actively participate in the learning process, exchange ideas, and receive timely feedback from their peers and instructors.

As EdTech continues to advance, the collective contributions of researchers, educators, and technologists propel the field forward, fostering innovation and transformation in education. By embracing cutting-edge technologies and pedagogical approaches, EdTech platforms aim to cultivate inclusive, engaging, and personalized learning environments that empower students to thrive in the digital age.

II. LITERATURE REVIEW

Nguyen Thanh Trung et al., The paper discusses the implementation of live virtual classes for distance learning programs at HOU since 2009, aiming to enhance interactive teaching methods and improve online services, highlighting the importance of synchronous technology in creating a blended learning environment and the continuous need for innovation and development in learning and teaching technology at HOU. HOU has successfully implemented live virtual classes for distance learning programs, integrated various online services and technologies into its blended learning architecture, and adopted synchronous technologies to enhance teaching and learning experiences.(8)

Fong-Ling Linda Fu et al., The paper is about the importance of charisma in the e-learning classroom, focusing on trust, encouragement, and knowledge enhancement, with instructors as facilitators and technology as a key element in enhancing learning experiences. Charismatic learning in the e-learning environment is characterized by knowledge enhancement, trust, and encouragement. Instructors should act as facilitators, technology plays a crucial role in facilitating learning, and collaboration is essential for creating a charismatic learning environment. Flexibility in study schedules and strategies, along with the enthusiasm of instructors, contribute to building trust and enhancing the learning experience in e-learning. The paper introduces the concept of charisma in e-learning, discusses the challenges of integrating new digital learning environments, outlines the dimensions of charismatic learning (trust, encouragement, knowledge enhancement), and sets the goal of creating a charismatic e-learning environment through interactions between elements of satisfaction.(5)

Sri Rahayu Natasia et al., The paper analyzes user acceptance of the NUADU e-learning platform in private schools in Balikpapan, Indonesia, in the context of the COVID-19 pandemic, using the extended Technology Acceptance Model (TAM) and provides recommendations to strengthen acceptance. The acceptance of the NUADU platform at the Luqman Al-Hakim Balikpapan Integral Education Institute is fairly good, with five out of eight hypotheses related to acceptance being accepted, along with recommendations for improvement. The paper discusses the impact of the COVID-19 pandemic on the education sector, emphasizing the need for schools to select e-learning platforms that meet their needs to ensure acceptance and utilization, while addressing challenges in implementation.(10)

Bryan Andreas Nday et al., The paper discusses the shift towards cloud computing and serverless deployment in e-learning platforms, proposing a hybrid architecture for cost optimization and evaluating the performance and scalability of both deployment methods.(3)

Pedro Antonio García-Tudela et al., The paper discusses the development of Future Classrooms (FC) in Spain and their potential alignment with Smart Learning Environments (SLE), emphasizing the need for further technological integration, attention to diversity, and personalization to transition fully to SLE. The paper discusses the emerging nature of Future Classroom (FC) practices in Spain, contrasts FC with Smart Learning Environments (SLE), and highlights the emphasis of SLE on technology for personalized learning experiences. The introduction discusses the development of Future Classrooms (FC) in Spain and their comparison with the theory of Smart Learning Environments (SLE), emphasizing the need for further advancements in FC, particularly in technology and attention to diversity.(9)

Xiaoyan Hu, The paper discusses the integration of IoT, fuzzy control, and deep learning technologies in smart classrooms to enhance teaching effectiveness and student learning outcomes. It emphasizes the use of advanced technology to monitor and manage classroom activities, aiming to improve teaching quality and student engagement. The ultimate goal is to enhance students' learning efficiency through the application of deep learning technology. The combination of these technologies is seen as a way to improve teachers' technical richness and achieve better outcomes in smart classrooms. The main findings emphasize the role of technology integration in smart classrooms to enhance teaching effectiveness and improve student learning outcomes. The introduction discusses the rapid development of electronic components and IoT technology, emphasizing their application in classrooms to enhance traditional teaching models and improve teaching effectiveness and student learning.(12)

Ava Chikurteva et al., The paper provides an in-depth analysis of the challenges and benefits of Project-Based Learning (PBL) in education, proposing a conceptual model of a PBL platform to support teachers in planning and implementing project-based lessons effectively. The main findings include the definition and advantages of project-based learning, the importance of promoting project-based learning, and the development of a model to facilitate project-based lessons.

The introduction provides a comprehensive overview of project-based learning, including its definition, advantages over traditional teaching methods, and the problems and challenges teachers face when implementing it.(1)

Nanxi Meng et al., The paper discusses the effectiveness of project-based learning (PBL) as a pedagogy, the challenges faced by instructors in implementing PBL, the emergence of PBL e-learning platforms to address these challenges, a survey study on 16 PBL learning platforms in English and Chinese, and the identification of trends in PBL development and the skills required for successful PBL implementation. The study aims to understand how PBL is supported by e-learning platforms, how these platforms address implementation challenges, and how they facilitate PBL in different learning modes and environments. The paper concludes by discussing the need for further research and improvements in PBL platform design and implementation.(7)

III. OBJECTIVE

- 1) *Revolutionize Learning*: Our goal is to use state-of-the-art technology to make learning more creative and dynamic than it has been in the past.
- 2) *Improve Accessibility*: Regardless of a learner's background or circumstances, we want to lower obstacles to education by enhancing access, engagement, and personalization.
- 3) *Integrate Advanced Features*: Our platform gives students the freedom to study in the way that suits them best by integrating cutting-edge features like AI-driven adaptive learning, interactive multimedia content, and quick feedback mechanisms.
- 4) *Encourage Collaborative Teaching*: Teachers will be able to work together more effectively by using our platform to design customized lesson plans and share resources to address the various requirements of their students.
- 5) *Establish a Motivating Learning atmosphere*: Our aim is to create a warm and stimulating learning environment that motivates students to explore, learn, and excel in their academic pursuits.

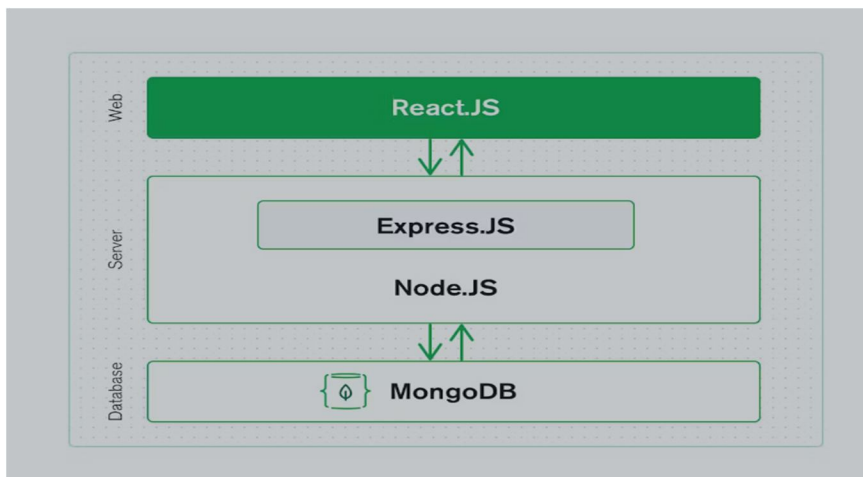
IV. METHODOLOGY

A. Techniques

In the realm of web development, selecting the appropriate technology stack is vital to the accomplishment of the project. For our educational website, we adopted the MERN stack - MongoDB, Express.js, React.js, and Node.js. This comprehensive approach facilitated the development of a robust and scalable platform, ensuring efficient handling of front-end, back-end, and database components. In this section, we delve deeper into each technology component and elucidate its role in shaping the functionality and performance of our educational website.

1) Frontend Technology:

- a) *ReactJS*: Facebook developed ReactJS, a JavaScript library for constructing user interfaces. The architecture is component-based, with UI elements contained within reusable components. ReactJS is widely used in Collegium to build dynamic and interactive front-end user interfaces. React components are used, for instance, in the development of discussion boards, interactive tests, multimedia content players, and course listings. The virtual Document Object Model (DOM) of React effectively updates and renders user interface elements, offering a snappy and responsive experience.



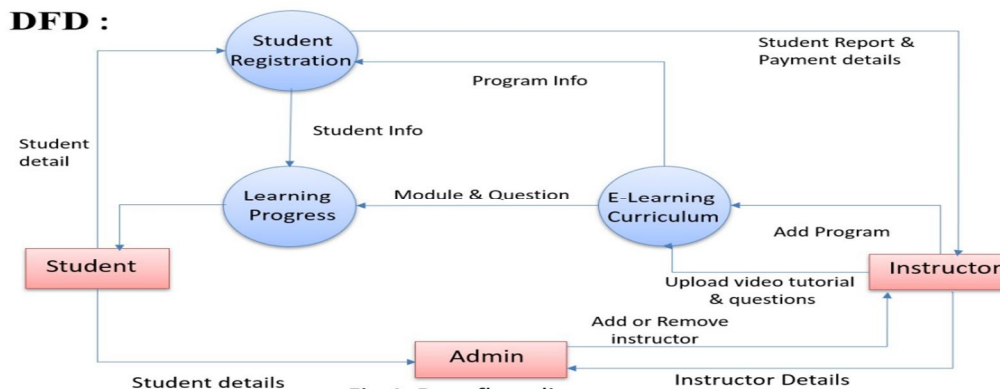
- b) **HTML & CSS:** Web pages are structured by HTML (Hypertext Markup Language), while CSS (Cascading Style Sheets) determines its look, layout, and visual styling. Collegium uses ReactJS in conjunction with HTML and CSS to provide its front-end user interface. The semantic structure of the material is defined by HTML components, and the display is improved and device and page consistency is guaranteed by CSS styles. You can also use CSS frameworks, such as Bootstrap, to speed up styling and keep responsiveness.
- 2) **Backend Technology:**
- a) **NodeJS:** This is a server-side JavaScript environment that enables developers to run JavaScript scripts outside of a web browser. Since it hires an event-driven, non-blocking I/O paradigm, developing scalable, high-performing web applications is a great fit for it. The backend server in Collegium is powered by NodeJS, which also handles incoming HTTP requests from the frontend and performs server-side logic. This covers operations including database interactions, business logic execution, data validation, and user authentication.
- b) **ExpressJS:** ExpressJS is a feature-rich web server and API framework for NodeJS that is designed to be minimalistic. It makes managing HTTP requests and responses, middleware functions, and route definition easier. ExpressJS routes incoming requests to the proper controllers and middleware functions in Collegium by acting as the middleware layer between the frontend and backend. Additionally, it makes it easier to create RESTful APIs for application data CRUD (Create, Read, Update, Delete) activities.
- 3) **Database Technology: -**
- a) **MongoDB:** This NoSQL database management system keeps data in a schema-less, adaptable format called Binary JSON (BSON). Because of its performance, scalability, and ease of development, it can handle massive amounts of both structured and unstructured data. MongoDB is the main database used by Collegium to store several kinds of application data, such as system configurations, user profiles, course materials, and activity logs. With MongoDB's aggregation framework and query language, it offers a scalable and effective storage solution that makes data retrieval and manipulation simple.
- 4) **Additional Technologies:**
- a) **Bootstrap:** Bootstrap is a popular framework for creating user interfaces. It includes pre-designed UI components, layout grids, and CSS utilities. It abridges the procedure of constructing responsive and mobile-first web interfaces, ensuring consistency and compatibility across different browsers and devices. In Collegium, Bootstrap may be used to enhance the visual design and layout of frontend components, providing a polished and professional appearance.
- b) **Figma:** Figma is an online design tool for making wireframes, mockups, and interactive prototypes. It lets developers and designers work together in real time, refine designs, and get input from stakeholders. Figma can be used in Collegium to develop and polish the platform's visual components during the UI/UX design stage, guaranteeing end users an enjoyable and intuitive experience.

The Collegium EdTech platform can deliver a strong, scalable, and feature-rich learning environment that gratifies the prerequisites of educators and students by combining various technologies. From backend server functionality and data management to frontend user interface design and interactivity, every technology component has a distinct role in the platform's development.

V. MODULE

The Collegium EdTech platform is made-up of several discrete modules, each of that has a specific task and function inside the educational ecosystem:

- 1) **User Authentication Module:** This module guarantees safe methods for user authentication in order to protect users' privacy and prevent unauthorized access to educational materials.
- 2) **Course Management Module:** Designed with educators in mind, this module makes it easier to create, organize, and administer courses effectively. Teachers can quickly submit course materials, assign homework, and monitor their students' progress.



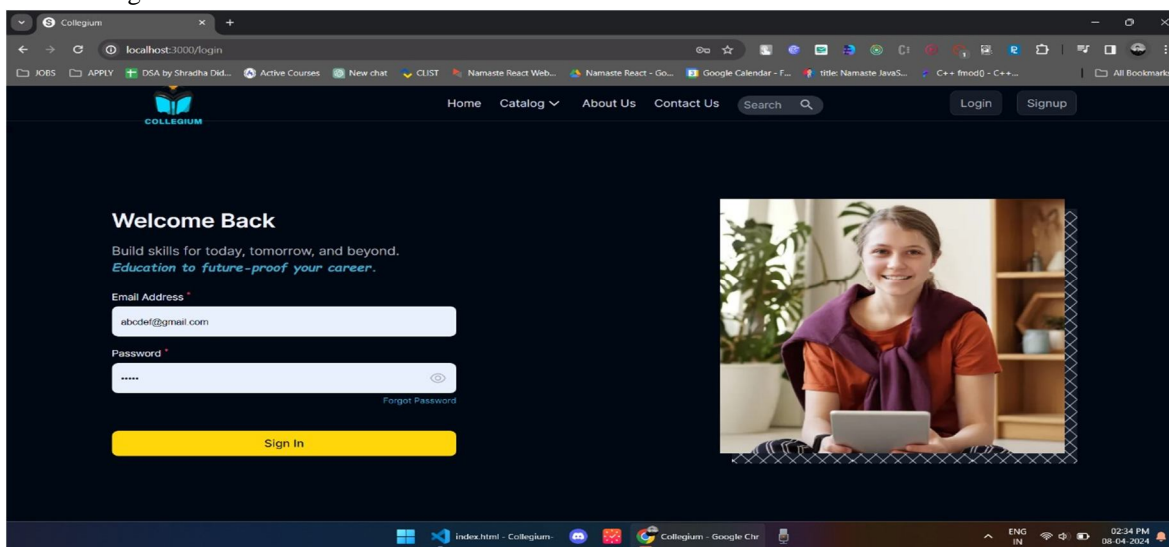
- 3) *Content Distribution Module:* In charge of facilitating the smooth delivery of educational materials to students, this module makes sure that instruction is given to them in an effective and efficient manner.
- 4) *Assessment Module:* This module gives teachers the means to assess how well their students are learning, give tests or quizzes, and offer feedback to improve the learning process.
- 5) *Real-time Communication Module:* With features like integrated discussion boards, video conferencing, and messaging systems to promote participation and cooperation, this module facilitates easy communication between students and teachers.
- 6) *Admin Dashboard Module:* This module provides platform management administrative capabilities, enabling administrators to keep an eye on user behavior, control accounts, and access analytics to inform data-driven choices.

VI. FUNCTIONS

Within each module, specific functions are implemented to fulfil the objectives of the Collegium EdTech platform:

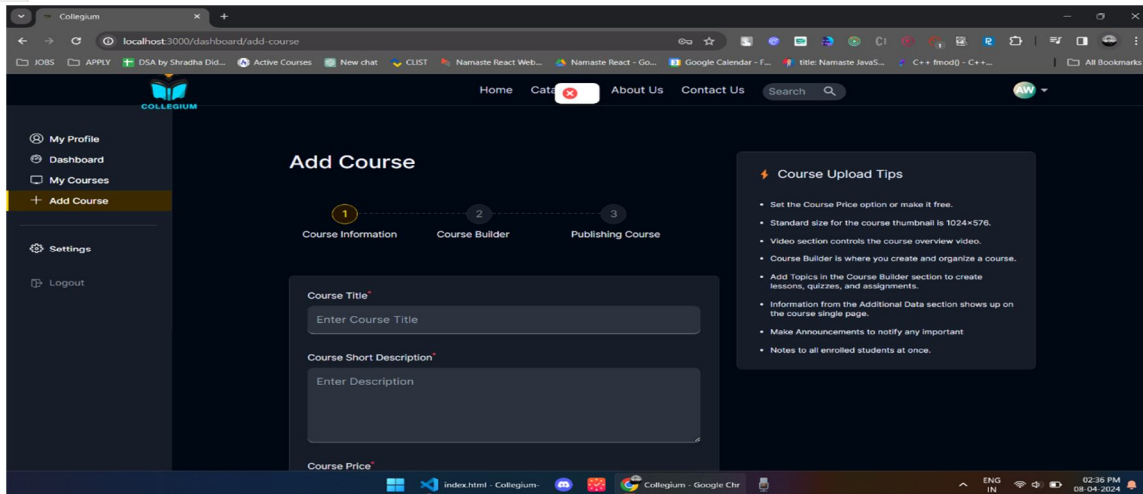
1) *User Authentication Functions:*

- User registration and login
- Password management (reset, update)
- User profile management



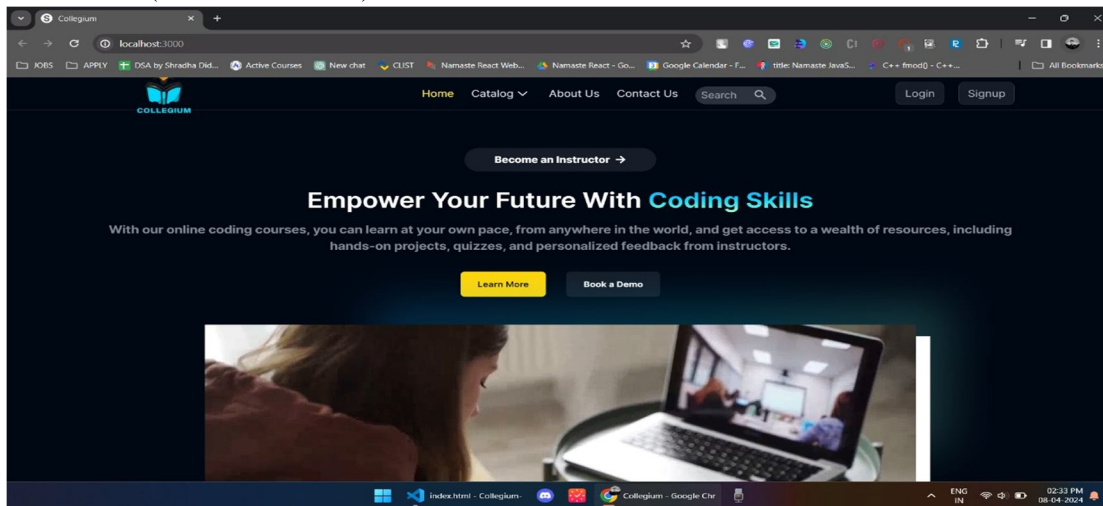
2) *Course Management Functions:*

- Course creation, editing, and deletion
- Uploading course materials (text, multimedia), Assignment creation and distribution



3) Content Distribution Functions:

- Content uploading and storage
- Content organization (by course, topic)
- Content access control (based on user roles)



4) Assessment Functions:

- Quiz/exam creation and scheduling
- Automated grading
- Feedback provision to students
- Performance Analytics

5) Real-time Communication Functions:

- Discussion forums
- Live chat
- Video conferencing
- Announcement broadcasts

6) Admin Dashboard Functions:

- User management (create, delete, modify accounts)

- Analytics dashboard (user activity, course engagement)
- Content moderation tools
- System configuration and settings management

Collegium hopes to offer a comprehensive and user-focused learning environment that improves learning outcomes and encourages communication between teachers and students by integrating various modules and features.

VII. SYSTEM DESIGN

The suggested educational technology (EdTech) platform, collegium, has a system architecture that includes a number of parts and architectural factors to guarantee usability, scalability, and resilience. The design prioritizes the following important elements:

- 1) *Client-Server Architecture*: To enable smooth communication between users (clients) and the backend servers, Collegium uses a client-server architecture. Real-time interactions, effective data processing, and scalability to support an expanding user base are all made possible by this design.
- 2) *Technological Stack*: The platform is constructed with the help of contemporary web technologies, for instance on front end uses React.js, and MongoDB for data storage, and the back end server uses Node.js and Express.js. Flexibility, speed, and compatibility with a broad variety of devices and browsers are guaranteed by this tech stack.
- 3) *Responsive Design*: To assure the finest possible user experience on a variety of platforms, comprising tablets, desktops, smartphones, and laptops, Collegium uses responsive design principles. The interface improves accessibility and usability by dynamically adjusting its layout and content display dependent on the size and orientation of the screen.
- 4) *Modular Architecture*: The functionalities of the system are arranged into distinct modules or components in accordance with a modular design approach. The employment of a segmental structure simplifies the integration of new features & upgrades by encouraging code reusability, maintainability, and extensibility.
- 5) *Data Management*: Collegium's main data store, MongoDB, offers a scalable and adaptable way to store user profiles, course materials, assessment results, and other pertinent data. The platform effectively manages both structured and unstructured data by utilizing MongoDB's document-based approach.
- 6) *Security Measures*: Collegium employs various security measures to safeguard user data and privacy. These measures include encryption techniques for sensitive information, secure authentication mechanisms, role-based access control, and regular security audits to detect and address potential vulnerabilities.
- 7) *Scalability and Performance*: The platform can accommodate growing user traffic and data volumes by scaling horizontally. Load balancing, clustering, and caching techniques are used to provide this scalability, guaranteeing responsiveness and steady performance under a range of workloads.
- 8) *Integration with Third-Party Services*: To improve its usability and usefulness, Collegium interfaces with third-party services and APIs. This involves integrating with analytics tools for tracking and optimization, content delivery networks (CDNs) for effective content distribution, and payment gateways for subscription management.

Through the integration of these design concepts and concerns, Collegium hopes to offer a stable, intuitive, and expandable EdTech platform that enables instructors and students to participate in an engaging and productive learning process.

VIII. PROCESS

The process of developing and implementing the collegium educational technology (EdTech) platform involves several stages, each aimed at achieving specific objectives and milestones. The process encompasses the following key phases:

- 1) *Project Kickoff*: The project kickoff phase marks the beginning of the development process, during which the project team establishes a cohesive direction by defining specific objectives, goals, and parameters. This phase involves outlining the scope of the project, identifying key stakeholders, and establishing a timeline and project plan.
- 2) *Requirements Gathering*: The requirements gathering phase involves actively engaging end-users, including students, educators, and administrators, to gather comprehensive insights into their needs, preferences, and expectations. This phase may include surveys, interviews, focus groups, and user feedback sessions to gather qualitative and quantitative data.
- 3) *System Design*: The system design phase emphasizes on transforming the gathered necessities into a comprehensive system structural design. This embroils defining the technical specifications, selecting appropriate technologies and frameworks, designing user interfaces, and generating wireframes and facsimiles to envisage the platform's layout and functionality.

- 4) *Implementation*: This phase comprises the actual advance of the collegium platform based on the defined system design and requirements. This phase includes writing code, building and integrating various modules and components, implementing database schemas, and conducting thorough testing to ensure functionality, performance, and reliability.
- 5) *Deployment*: The deployment phase involves preparing the collegium platform for production release. This includes setting up servers and infrastructure, configuring deployment environments, deploying application code and databases, performing integration and acceptance testing, and ensuring compatibility with different browsers and devices.
- 6) *Training and Documentation*: The training and documentation phase focuses on preparing end-users, including students, educators, and administrators, to effectively use the collegium platform. This involves developing user guides, tutorials, and training materials, conducting training sessions and workshops, and providing ongoing support and assistance to users.
- 7) *Evaluation and Iteration*: The evaluation and iteration phase involves gathering feedback from users and stakeholders, monitoring platform performance and usage metrics, and identifying areas for improvement and optimization. This feedback-driven approach allows for incessant refinement and augmentation of the collegium platform to better encounter the progressing necessities of its users.
- 8) *Maintenance and Support*: The maintenance and support phase involves ongoing monitoring, maintenance, and updates to ensure the stability, security, and performance of the collegium platform. This includes applying patches and security updates, addressing user-reported issues and bugs, and providing responsive customer support to address any queries or concerns.

By following this systematic process, collegium aims to deliver a high-quality, user-centric EdTech platform that enhances the learning experience for students and educators while promoting accessibility, engagement, and innovation in education.

IX. CONCLUSION

Collegium, an innovative educational technology platform, redefines learning for students and educators by leveraging cutting-edge tools. It promotes accessibility, engagement, and personalization, breaking traditional learning barriers. With modules like content management, collaboration, assessment, and real-time communication, Collegium ensures a comprehensive learning experience. Its client-server architecture facilitates seamless communication, while a modern tech stack ensures flexibility and performance. Responsive design guarantees optimal user experience across devices, fostering inclusivity.

Collegium's modular architecture ensures easy integration of new features, while MongoDB manages diverse learning content securely. Scalability measures maintain responsiveness, even with increasing user numbers, and third-party service integration enhances functionality. The development process, from kickoff to maintenance, ensures a high-quality, user-centric platform. Collegium empowers students with adaptive learning, multimedia content, and real-time feedback. It fosters collaboration among instructors for tailored lesson plans. Security measures prioritize user data protection, ensuring a seamless, safe user experience.

In conclusion, Collegium is a versatile EdTech solution, adaptable to evolving educational needs. By revolutionizing learning experiences and promoting a dynamic educational environment, Collegium contributes significantly to global education advancement.

REFERENCES

- [1] Ava Chikurteva, Denis Chikurtev, (2020) Model of Project-Based Learning Platform, DOI: 10.1109/ICEST49890.2020.9232753
- [2] Brusilovsky, P. (2001). Adaptive hypermedia. *User Modeling and User-Adapted Interaction*, 11(1-2), 87-110.
- [3] Bryan Andreas Nday, Gede Putra Kusuma, Renaldy Fredyan, "Serverless utilization in microservice e-learning platform, 7th International Conference on Computer Science and Computational Intelligence 2022, *Procedia Computer Science* 216 (2023) 204–212
- [4] Clark, R. C., & Mayer, R. E. (2008). *E-Learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning*. John Wiley & Sons.
- [5] Fong-Ling Linda Fu, Chien-Liang Lin, Chia-jen Ting, Charisma building in the e-learning classroom: an exploratory study, *IETC 2014, Procedia - Social and Behavioral Sciences* 176 (2015) 683 – 690
- [6] Kizilcec, R. F., Bailenson, J. N., & Gomez, C. J. (2015). The instructor's face in video instruction: Evidence from two large-scale field studies. *Journal of Educational Psychology*, 107(3), 724-739.
- [7] Nanxi Meng, Yan Dong, Dorian Roehrs, Lin Luan, Tackle implementation challenges in project-based learning: a survey study of PBL e-learning platforms, *Education Tech Research Dev* (2023) 71:1179–1207, <https://doi.org/10.1007/s11423-023-10202-7>
- [8] Nguyen Thanh Trung, Tran Thi Lan Thu, Lai Minh Tan, Replacing Face-To-Face Classes by Synchronous Online Technologies: The HOU Experience, *The 3rd International Conference on e-Learning ICEL 2011, 23-24 November 2011, Bandung, Indonesia, Procedia - Social and Behavioral Sciences* 67 (2012) 386 – 392
- [9] Pedro Antonio García-Tudela, Paz Prendes-Espinosa, Isabel M. Solano-Fernández, The Spanish experience of future classrooms as a possibility of smart learning environments, *Heliyon* 9 (2023) e18577, <https://doi.org/10.1016/j.heliyon.2023.e18577>



- [10] Sri Rahayu Natasia, Yuyun Tri Wiranti, Anggi Parastika , Acceptance analysis of NUADU as e-learning platform using the Technology Acceptance Model (TAM) approach, Sixth Information Systems International Conference (ISICO 2021) , Procedia Computer Science 197 (2022) 512–520
- [11] Wang, Q., Wu, X., & Wang, Y. (2020). The role of self-regulated learning in MOOCs: A systematic review. *Computers & Education*, 146, 103759.
- [12] Xiaoyan Hu, The role of deep learning in the innovation of smart classroom teaching mode under the background of internet of things and fuzzy control, *Heliyon* 9 (2023) e18594, <https://doi.org/10.1016/j.heliyon.2023.e18594>



10.22214/IJRASET



45.98



IMPACT FACTOR:
7.129



IMPACT FACTOR:
7.429



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089  (24*7 Support on Whatsapp)