

DAWN SYMBO

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ABSTRACT

The design of the Dawn-Sympo involves the analysis of the internal and external environment. The main objective of this web application is to enable the students to take up the test through online and to obtain their results. The student can also refer for their webinar details through the web application

KEYWORDS

Webinar, events, webmail, admin

1. INTRODUCTION

Nowadays several organizations are interested in conducting symposiums and workshops amongst students and professionals. Such kind of events help people to develop their knowledge in wide area and also it boosts up their domain knowledge. Conducting an event successfully relies on the talent possessed by the organizing committee. It includes various stages like registration, submission, review, schedule, result announcement etc. All processes within the Symposiums are recorded on database so every participant can closely monitor the activities related to their respective roles, and that fits for authors, section coordinators, reviewers and website management. Literature study carried out by searching existing freely available reports reveal that, number of interested institutions(colleges) are increasing rapidly. Dawn Sympo will be flexible, easy to use, and has many features to make it suitable for various symposiums.

2. PROBLEM STATEMENT

A. Existing System

Education is the imparting and acquiring of knowledge through teaching and learning, especially at a school or similar institution. The earliest educational processes involved sharing information about gathering food and providing shelter; making weapons and other tools; learning language; and acquiring the values, behavior, and religious rites or practices of a given culture. Before the invention of reading and writing, people lived in an environment in which they struggled to survive against natural forces, animals, and other humans. To survive, preliterate people developed skills that grew into cultural and educational patterns.

Education developed from the human struggle for survival and enlightenment. It may be formal or informal. Informal education refers to the general social process by which human beings acquire the knowledge and skills needed to function in their culture. Formal education refers to the process by which teachers instruct students in courses of study within institutions.

B. Proposed System

The intention of this project is to make the education more efficient to resolve the overheads of traditional and modern education systems. The developed web application streams the videos of past-class, pre-class, and screen content lectures. Also, it enables the students to extract the web content in a relevant pattern. The admin of this web application will be the lecturer, who can do upload of video lectures and screen contents. The students can listen to the contents and may utilize the feature of web information retriever to extract relevant data. This ideology combines the best practices of both traditional and e-learning system.

C. Architectural Diagram

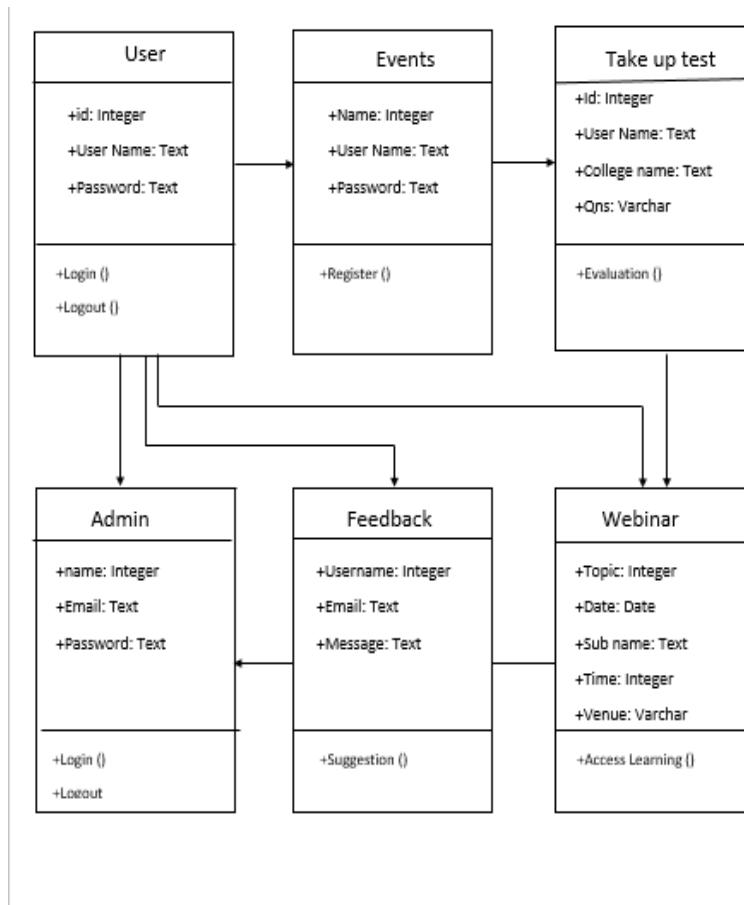


Figure-1 Architectural Diagram

3. EXPERIMENTS AND RESULTS

Module

A. Home

- ▶ The home page consists of all information about the events in an specified manner.
- ▶ The Login module allow the user to login with the registered emails

B. Events

- ▶ This module explains about all the events to be handled in terms of both technical and non-technical.
- ▶ The user can register for the event which they are preferred for through this module.
- ▶ This module explains about the timings of when an particular event to be conducted.

C. Take up rest

- ▶ This module enables the user to take their test through online with timer.
- ▶ Enables the immediate score evaluation of a test.
- ▶ The venue is also displayed along with the score.

D. Webinar

- ▶ This module is handled by the admin in which the user can be able to know about the webinar events which are to be held in future.
- ▶ The user can know about the project innovative ideas through this module.

E. Webmail

- ▶ In this module, the user can raise their query and send feedbacks through their mail.
- ▶ It enables Admin to known about the feedbacks given by the user of the event handled.

F. Report

- ▶ In this module the report can be generated regarding all the events happened throughout the application.
- ▶ The report can be shared through other sources in a file format.

G. Contact us

- In this module the user can know for additional functionality such as phone number, Location.
- The multimedia contacts can also been view through this module.

H. Admin

- ▶ This module checks for all the user registered for an event and specifies about the webinar event to be handled.
- ▶ It enables to control the operations of server and manage all the user details.

PERFORMANCE ANALYSIS

The Existing and proposed system are analysed. The problem is identified. The intention of this project is to make the education more efficient to resolve the overheads of traditional and modern education systems. Nearly 70% performance has been increased.

Output Screen

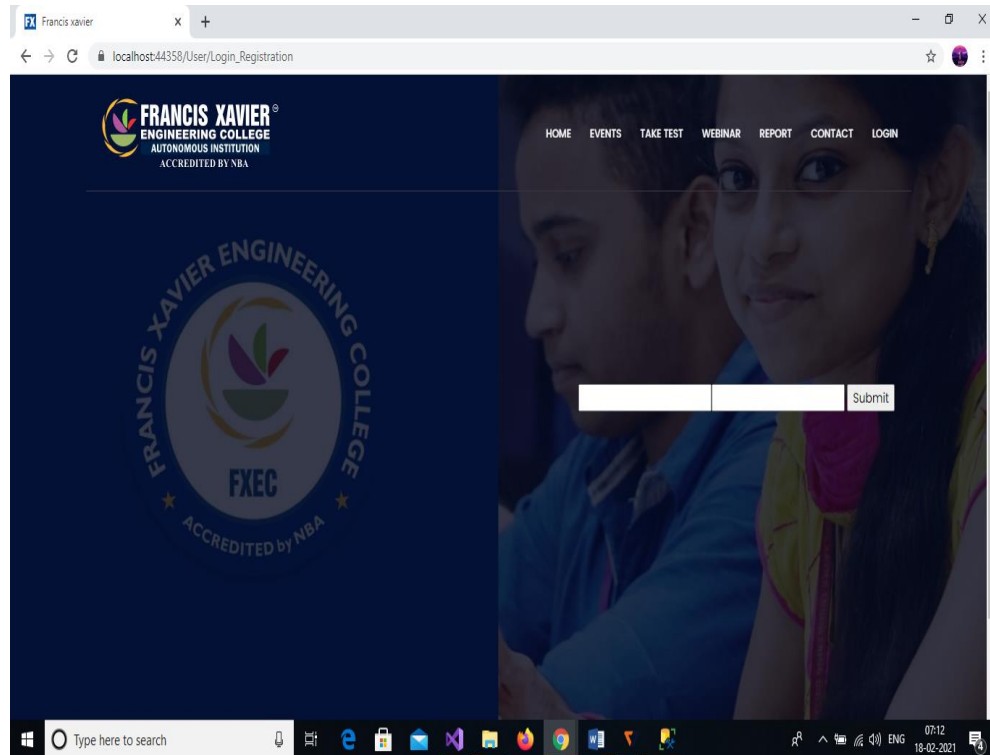


Figure-2 Login page

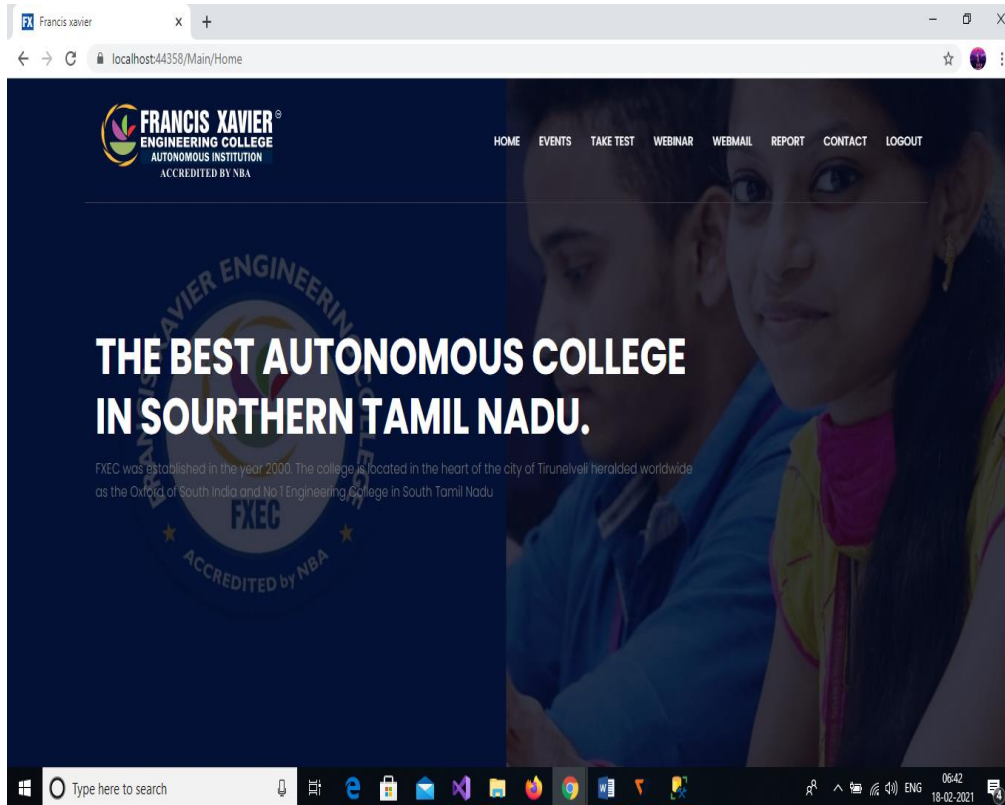


Figure-3 Home Page

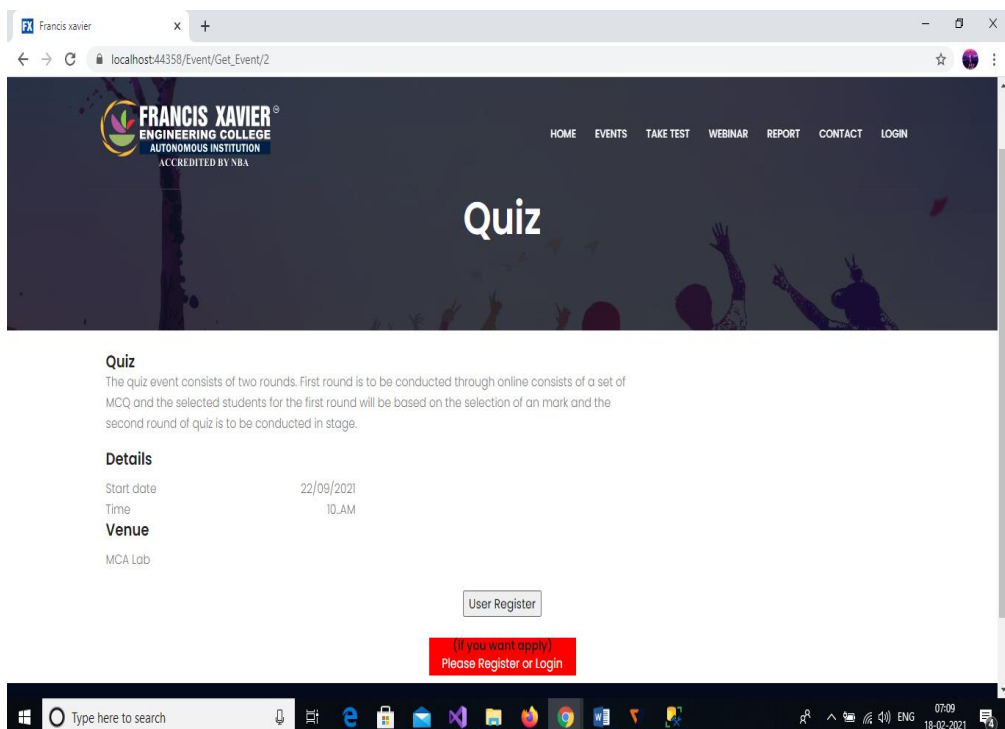


Figure-4 Event Registration (User Side)

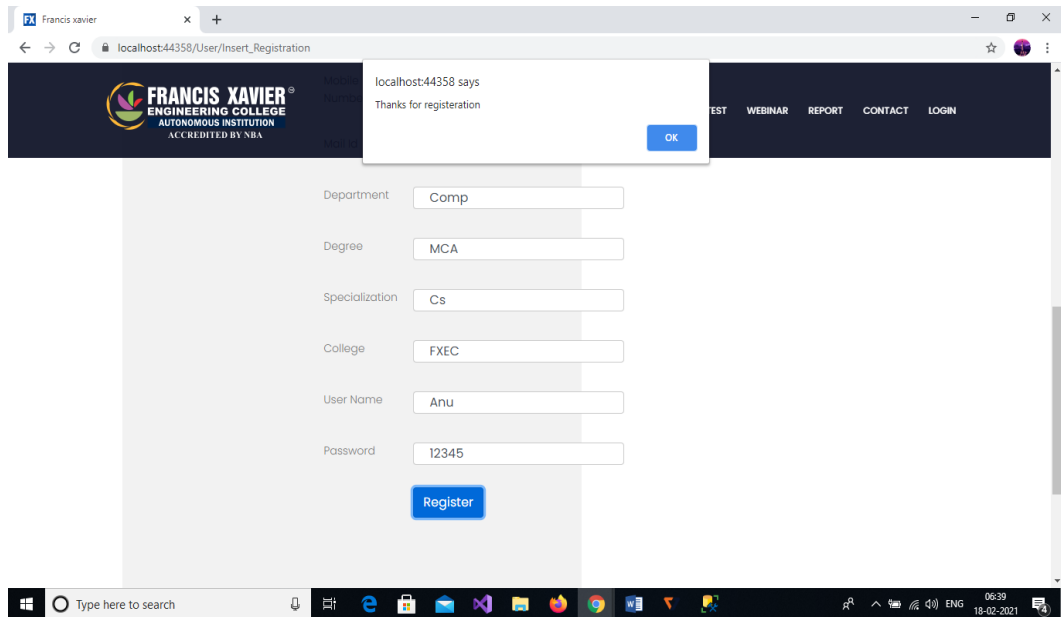


Figure-5 Events Registration

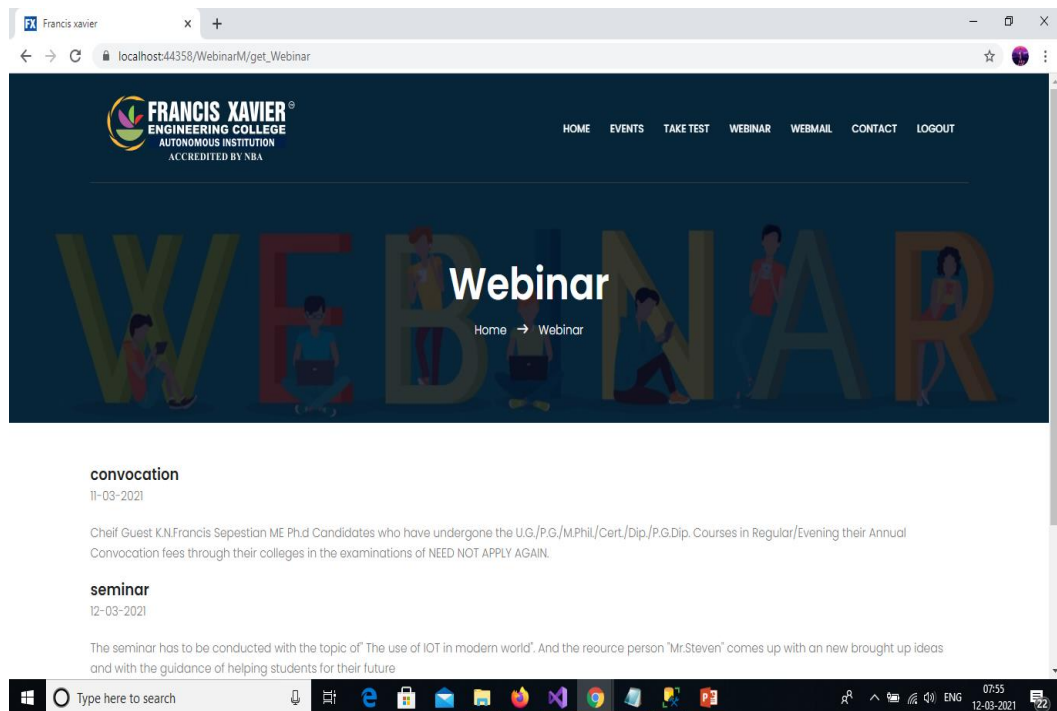
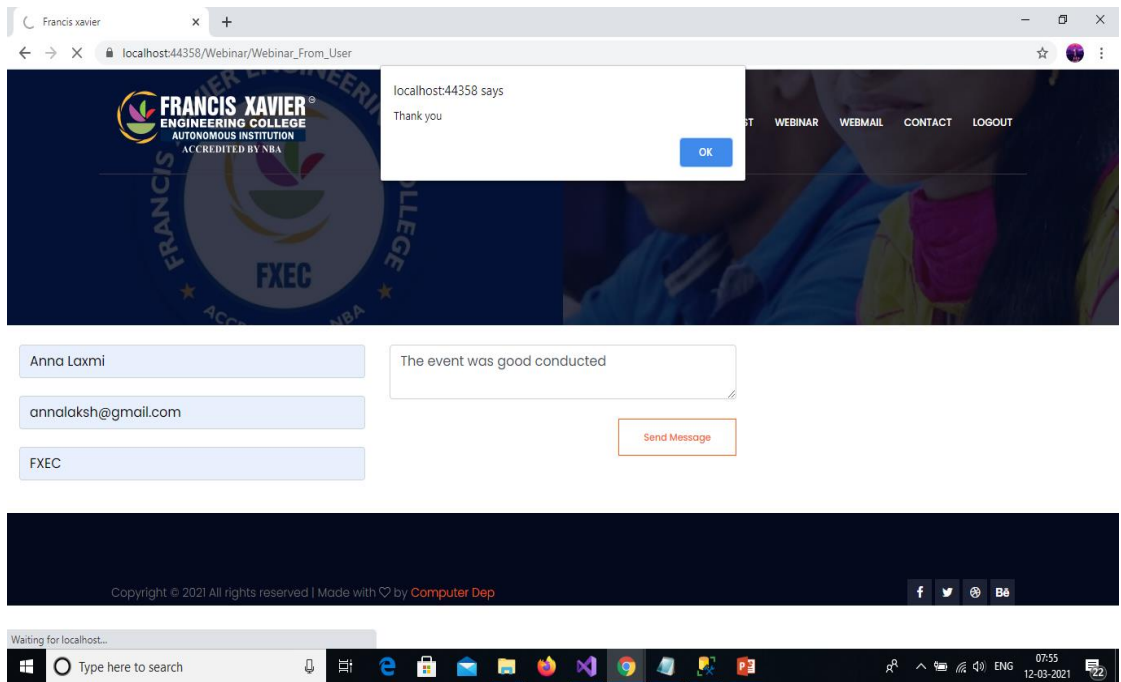


Figure-6 Webinar (user side)



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Figure-7 Webmail (User)

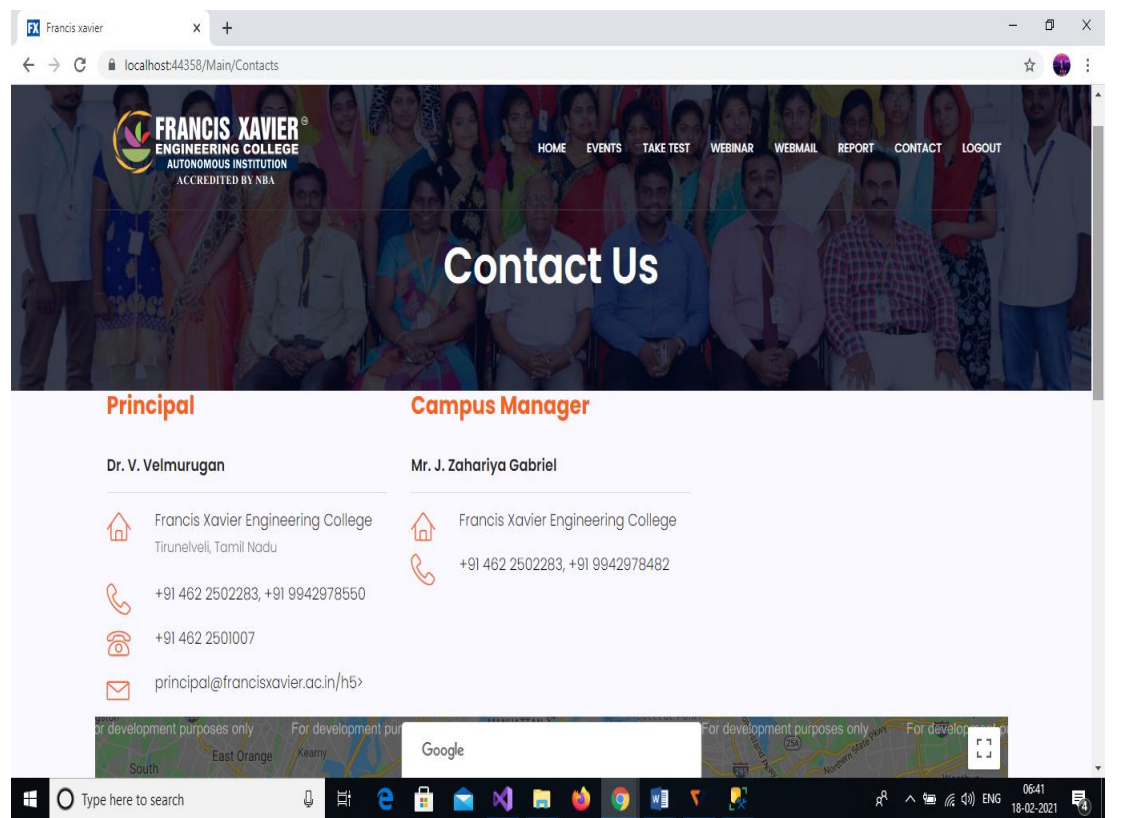


Figure-8 Contact us

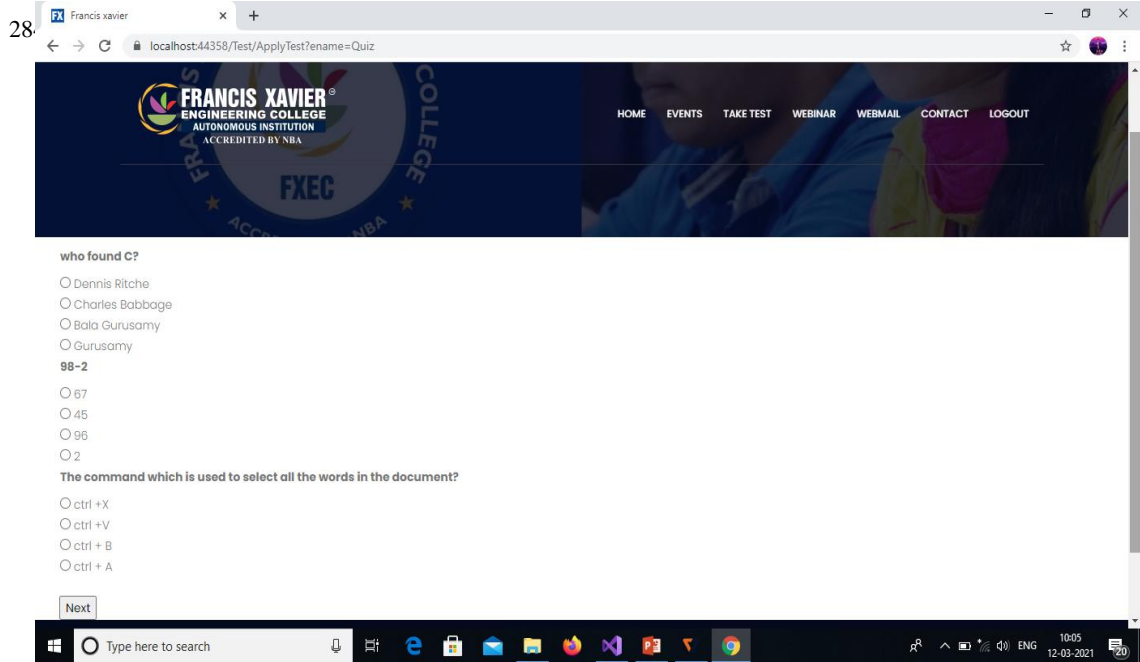


Figure-9 Event creation (Admin)

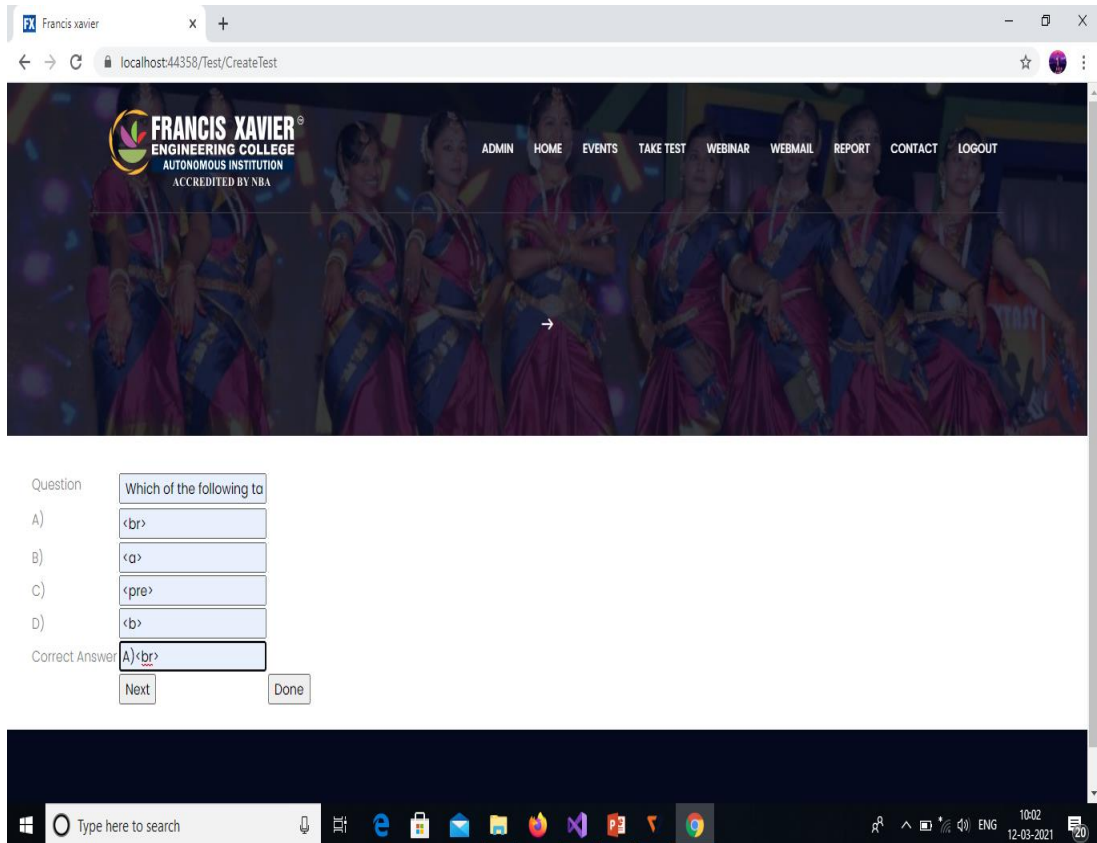


Figure-10 Take Test (admin)

S.No	Name	Subject	Email	Message
1	Anna Laxmi	Fxec College	annalaksh@gmail.com	The event was good conducted
2	Roja	Sethu eng college	roja@gmail.com	Super
3	Anu	Fxec College	annalaksh@gmail.com	ggggg
4	Anna Laxmi	Fxec College	roja@gmail.com	gud event
5	Anna Laxmi	Fxec College	annalaksh@gmail.com	the event was

Figure-11 Webinar

Report Content

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Symposium- the day with all memories and the academic events are good conducted. There were many events conducted on the day such as webdesign, quiz, ppt., and many innovative and new concepts.

The events began exactly at 9 AM with welcome speech and with the chief guest address and the chief guest was given a momentuh which added beauty of the event. There were many events in which students can bring out their talents and help them to make them win for their colleges. Finally the day ends with by giving the overall best college trophy .

Submit

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Figure-12 Report

4. CONCLUSION

This web application enables to store the user details and helps of conducting events through online of user registering and being login in to their account and they get registered through their events and they take up their test through online and they share their valuable feedback. Thus, enable the valuable feedback been visible to both the user and the admin and through the contact details they enable them to know their details of their location.

5. FUTURE ENHANCEMENT

In future, this application can be featured comment boxes or group chat, so that students who hesitate to ask doubts in the classroom, may rise their doubts in the web application. Also, assignments can be posted by lecturer and the work of students can be monitored frequently via the application. Assessments like Quiz, learning agility test, etc., can be established in the applications.

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