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Survey on E-Learning System for Corporate Employees' using Web Technology

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ABSTRACT: E-learning fulfills the thirst of knowledge and offers online content that can be delivered for the learner at anywhere, anytime and any age through a wide range of e-learning solution while compared with traditional learning system. It also provides the rapid access to specific knowledge and information. With the rapid growth of voluminous information sources and the time constraint the learning methodology has changed. Learners obtain knowledge through e-Learning systems rather than manually teaching and learning. In this paper illustrates a way to which the software technologies spur the development of a web elearning platform. The method aims to build consistent web applications, having a better and safer interaction with the user, while at the same time consuming less hardware resources meant for the server and ensuring interoperability.

The web platform means an easily usable instrument, which allows the passage of knowledge to the course takers, thing that is possible by making use of the new generation software technologies. The transmission of messages and files is possible from the teacher to the employee, and the opposite. In this research paper proposes the e-learning management system with web services oriented frame work and this system supports the cross browser and fully integrated with database.

KEYWORDS: Codeigniter 3, Database, E-Learning, interactive training, virtualize learning

I. INTRODUCTION

In the last few years, the technique and methods of transmitting information have greatly improved. Thanks to this technological leap and to the requirements requested by the employees we have proposed to carry out such a work. The aim of the article is to use the latest web technologies to develop a software solution for improving and facilitating the employee skills as well as access to the teaching materials (books, courses, study materials, guides, etc.), uploaded to the online platform by the teaching staff. After several analyzes of the most sophisticated web programming language for implementing the application for the E-Learning module, the PHP programming language was chosen (acronym from "Hypertext Preprocessor") and the framework created based on the programming language PHP, Codeigniter. For storing the data, it was chosen to use the MySQL database. The platform allows company to create and post text and image ads to send useful information and ads to employee with access to the platform. Motivation, engagement and learning at one's own space are considered key aspects that contribute to better learning experiences. Traditional learning invokes multiple limitations, which counter employees-centered, enthused learning activities, e.g., the inherent passive role of the learner, and the redundant and mundane learning patterns –o name just two. All these constraints and several other issues characterize challenges for ensuring active pedagogical strategies in addressing language learning.

In learning a language, the employees must not only acquire new vocabulary but also must be able to conceptually link it with concrete or abstract concepts in their first language. This aspect is equally true even for technical language learning. Language learning is acknowledged as a challenging area for several reasons. First, the ability to communicate internationally is considered as one of the core competencies by the twenty first century employers.

II. RELATED WORK

The architecture of the reported language learning systems is mostly comprised of databases of words, personal knowledge level and feedback system. The vocabulary database was initially populated by importing data from a dictionary with a provision of integration with other system. JavaScript, jQuery, and PHP were used to develop

three modules, namely, user-control, dictionary and word test. Similar architecture was proposed for a game-based vocabulary learning system. The component modules in this system are referred as learner level module and content presentation module. The selection of games and contents can be functionally dependent on learner level module – thus learners having more control on their learning. The architecture and functionalities of another game-based personalized vocabulary learning system, based on associative relationship was proposed. The expert module was designed on word association and a semantic network. The employee module was designed on evolving learner's lexicon knowledge in the form of a graph. The employee model represents the system's view about the learners' pre-existing lexical knowledge. The learner takes three games – turn-taking, guessing and gap-filling followed by a test the result of which modifies the learner's knowledge association. Thus, the employee module expands as the learners keep conducting the learning tasks and learning new words. In turn, the data in the employee model are accessed and used for composing suitable learning. A proposed business English learning system was based on five tasks and a Fuzzy logic for self-tracking of the progress, i.e. in terms of correctness and speed of answers by the learners. The proposed fuzzy evaluation makes the learning system adaptive, which is important especially in the case when employees of different previous knowledge attend the same course. A computerized text screening system that facilitates the learner to read text, re-encounter familiar words and encounter new words – thus enriching and expanding the vocabulary – was used in another adaptive e-learning system for business English for EFL employees. The system supports personalized learning and customized reading.

III. MOTIVATION

In the situation of COVID-19, there is the need of education in all areas and fields. When everything is closed is the world but work cannot be stop. By using virtual learning, we can provide improvement and upgradation of employees' skills. And it can be done while sitting anywhere in world and attending virtual session for interactive training.

IV. PROPOSED WORK

Requirements to study the problem

- 1) Transmitting Teacher Files to Employees' The files that can be submitted can be type, text, Word documents, Excel, Csv, Pdf, images of the type, jpg, jpeg, png that represent the teaching materials. For example, it is possible to upload educational materials for courses, laboratories, or exam preparation materials. This has to be implemented in different roles and a degree of view of the conditioned pages. The platform must allow teachers to upload these files only to the specializations and disciplines to which they are assigned. This mode must be done automatically, the platform detecting the type of user and displaying only the data it has access to.
- 2) Create text messages Providing teachers with the ability to create text messages that are delivered to employees' according to multiple criteria such as faculty, departments, and specialization. It is necessary that each published item can also be edited and republished.
- 3) Superadmin account The platform also requires a superadmin account that can view all uploaded teaching materials and all posts published by the teaching staff. This type of user can not apply actions - deleting or editing on published messages or uploaded files for the teaching materials section. It was taken into account that the superadmin to view the loaded teaching materials and published messages in different windows. The superadmin can see all the information about uploaded materials or published messages: the date when the materials were uploaded or published, if updated, the material update date, the faculty, the department, the specialization, the discipline, the didactic framework and various other information depending on the type uploaded material or a written message (title, category, type, description, additional information).
- 4) Accessibility The issue of accessibility of platform pages has also emerged in the analysis. For example, pages intended exclusively for teachers cannot be accessed or viewed by users other than them. Thus, in the realization of the module, the access to the platform was also considered after the three types of users to whom this module is intended, namely: superadmin, teacher and employees'.



5) Create Messages For the messaging side of the teachers, it has been considered to implement a modern, easy to use and efficient text editor. It should allow teachers to create formattable text messages in which they can insert various elements such as text formatting, titles, subtitles, paragraphs, ordering lists or unordered lists, links, tables, spacers, quotes, images, bold text, underline, even HTML.

6) Employees' access Employees' should have access to teaching materials and messages posted by teachers in a quick and easy to use, friendly design. It will be taken into account that employees' have two viewing panels for each option. An attractive, modern and intuitive design will be implemented. The platform will automatically detect after authentication what specialization the employee is, the year of study, the semester, whether it is on a grant or not, the disciplines to which he has access for the year of study in which he is enrolled. Automatically all teaching materials and messages published by the teaching staff will be displayed taking into account the employee's specialization and disciplines. The employee can download the teaching material directly from the server, view the teaching materials, and the published messages. For each posted post and uploaded teaching material, the employee should see information about them, specialization, year, semester, discipline, date of posting, authoring staff author for message or file.

V. CONCLUSION

In conclusion, the application is scalable, with a wide range of possibilities for improvements, but also with many features already implemented. The application allows in a way accessible to the three types of users to interact with it. One advantageous part of the platform is that it can be extended to several departments, even to several faculties. The e-learning module provides an advantageous software solution for handling teaching materials and important messages, in one sense, from teachers to Employees. Its purpose is for Employees to quickly and inexpensively access the teaching materials and to keep up-to-date with the latest news. Due to the fact that the whole module was built on the Codeigniter framework, it can easily support the bringing of new functionalities. The developed application can be upgraded to every sub module it includes. The fastest and most beneficial optimization that can be brought to the entire module is verification, optimization, and where to rewrite the source code. Such a platform is useful in any educational field, bringing about a way of transmitting, managing and receiving information. The application can be easily used and managed on mobile phones. The novelty of this platform is the unitary handling of departmental management issues. With the help of this section of the platform, both the teacher and the Employee can talk and receive information from the bottom.

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