

A Review on Mobile Oxford Application (MOBSFORD)

(An android based mobile application)

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ABSTRACT

The purpose of this paper is to describe the study of literature survey done on education related applications. This project is a web based application. It is designed to run on smartphones making it very accessible to students. It will help the students in finding answers to the question which were asked within 4 to 5 years by the university so that they do not waste their crucial time in searching the answers. This application will give them a suitable solution for the question that can be referred during the exams. Students would be able to make the use of search option to find the required question papers and answers. Fast and simple enough to be comparable to other recent approaches are the key features of the app. A user friendly GUI will enable the user to read and understand the answers easily provided for the desired questions.

Keywords: Education Based, Web Application, User Friendly GUI

I. INTRODUCTION

As the value of education is increasing day by day, every student needs to perform well. In exam duration students refer various sites for previous year question papers. When they find the question papers they need to search for the answer and lot of time is wasted. With the needs of the students for various question papers of different subjects it is getting difficult for the student to find a particular answer in the book. The proposed project is an education based application which would be beneficial for students during university exam preparation. This application is fast and simple enough to be comparable to other recent approaches.

It also allows accessing valid answers with updated question papers. A user friendly GUI will enable the user to read and understand the answers easily provided for the desired questions. This application achieves correctness of data storage for each student and allows only the authenticated user to access application.

The project will consist of study guidelines, resources of timely updated university question papers, solutions to the questions and marking schemes. It evaluates descriptive answers automatically which will reduce students' efforts required for searching the answers of

respective questions during exams and give them sufficient time to study.

Traditional systems cater only previous 3-4 years university question paper and there is no provision to extend these systems. The proposed system seeks to provide students with appropriate solutions implement an application which will be able to evaluate the subjective answer to a question. It will allot the marks according to the content of answer and as per marking scheme prescribed by university.

II. METHODS AND MATERIAL

1. Literature review

A. Android Based e-Learning Solution for Early Childhood Education in Sri Lanka

They are unable to dedicate time and are not up-to-date with change of technology. This system investigates how to support self-learning of modern-day students. It comes with student -friendly navigation. This system was designed as an Android application for android users and tablets. Tablets and associated technology are progressively admired across the world. The

development of software that operates on tablets is becoming a growing area of research.

Children learn by seeing, hearing and touching. It is important that any learning tool designed for kids should incorporate all these three aspects. Unlike the older age groups, a pre-schooler may not be able to distinguish between colours in a painting. Something bigger is required to capture the attention of kids [1]. One successful way of doing this is to define a preschool colour theme.

B. Requirements for mobile learning applications in higher education

Mobile learning has gained significant importance in the field of e-learning and higher education during the last years. In student self-organization of learning, it is important that previous use-cases can be transferred and enhanced to mobile platforms. However, when considering mobility from the learner's point of view rather than the technologies, it can be argued that mobile learning goes on everywhere for example, pupils revising for exams in the bus to school, doctors updating their medical knowledge while on hospital rounds, language students improving their language skills while traveling abroad. Staying more or less theoretical mobile learning gained momentum in the late 1990s again with the increasing feasibility and availability of modern mobile devices. At the same time the emphasis of the definitions of mobile learning changed. Originally definitions of mobile learning focused on the usage of mobile devices in the learning process. [2]

C. Mobile-Based Learning Design with Android Development Tools

Learning achievement of university students is often indicated with the learning problem among them in learning factors among the university students that are less efficient even not being motivated in the lecture in class. As a consequence, the students lack or even do not understand the difficult materials given by the lecturers. The tendency of this uninteresting learning is something common to be experienced by the educators that do not understand the needs of the students either in characteristics or in the science development. At this point, an educator as the science developer plays a very essential role in selecting and implementing the

suitable and efficient learning– not merely conventional based learning - for the learners. A good learning can also be supported from good learning circumstance and communication between educators and learners. An interactive and interesting learning, by adding visualization with animations, texts, pictures and voice, is something to make learning more interesting and not monotonous. A fact reveals that delivering multimedia can increase the memory in learning since the audio-visual material is easier to be captured and human physiologically is to be more sensitive using his or her sense. Given the application of this interactive learning, it is expected to add the interest of learning among university students to use computer since the existence of this technology recently has been widely used by society as a consequence of the advance of information and technology [3]

2. Proposed System

The proposed system is a system that seeks to implement an application which will be able to evaluate the subjective answer to a question. It will allot the marks according to the content of answer and as per marking scheme prescribed by university. This system is a web application in which user will be authenticated by using user login. After authentication, users will be provided with the answers to each question. Our proposed system has records. Registered user will be able to view and search the solutions of respective question and the database of questions with corresponding answers and its note. System can log in/out, add records and modify them. The standard answer is stored in the database. User can login into the system and can select the branch or program automatically only if they register themselves. Once the user is registered selected subject and course can be accessed. [1] [2] [3]

3. Methodology

The system has the right to upload the questions and the model answer paper. User can be registered or unregistered. Unregistered user can only view university model question papers excluding proper solution. On the contrary registered user will be able to view and search the solutions of respective questions. Timely updated question papers with appropriate marking scheme and suggested important questions with answers is an additional advantage for them. Our

application will take as input student details (related to branch, semester, and subject) and displays corresponding information. This system will have a huge database which consists of study material for all courses (subjects). System will be able to upload the question with solution in database and verify the solution before final publishing it on mobile application.

III. CONCLUSION

The conclusion that can be drawn from the above research is that students will get the previous as well as present university question papers with the appropriate solutions (diagrams if any). It will be helpful for students who are financially weak and not able to purchase books. The system provides a user friendly GUI enabling the users to read and understand the answers provided for the desired questions. An easy way to study and understand academics is the motto of the system.

IV. REFERENCES

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