Implementing Andragogy Using Multimedia Courses

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Abstract: In this project, a website is developed that introduces the concept of development of a platform which consists of a self-learning environment for the adults. The project is built on the .net platform which provides the proper framework for this system. According to the survey, needs of adult users are same and are precise therefore a system need to be developed in a convenient way which should be convenient according to the system. The system will be only available for teaching the adult users. Although major changes have been applied by the management of teaching, the educators still practice the use of pedagogy for representing their work. The term pedagogy refers to teaching the infants whereas the term andragogy refers to teach the adults users. Thus, andragogy accomplishes all the needs and requirements of the adult users for teaching them in this new everyday changing era. So as to adapt with the changing methods of teaching, applying the term andragogy is necessary.

Key Words: Andragogy, E-Learning, Adult Learning, Design.

1. INTRODUCTION

Andragogy is theoretically an 'approach exercise' for training adults in daily existence. Andragogy is derived from the phrase 'andro', meaning "of men" and gogy, meaning "to lead". It arose from the word pedagogy that addresses infant learning, which isn't like andragogy that is only for adult's .The main goal for adults is the online education which have to be designed primarily based on the wishes of person who want continue their studies. Adults want to recognize why they need to learn something new apart from what they already know. Adult method learning should help them in solving problems and it is good when they're self-influenced.

Multimedia education has been an essential educational strategy in getting to know the environment. A well-known definition of

Multimedia is the combination of digitally manipulated texts, photos, sound, animation and video elements with interactivity brought as a consequence making it interactive multimedia. Multimedia, whilst blended with learning via the internet, provides the use of technological equipment that create a variety in learning strategies while not having the educator gift on the identical time and area because the novices.[1]

While using multimedia as a form of coaching, one needs to keep in mind the targets, which demand, keeping content of the material of best quality. Feedback can be provided, interaction usability, accessibility of data, presentation design, and reusability of content. It is most important to analyze that how can we implement all the principal of adults, in the learning process when combined with the multimedia. The proposed system will be used for imposing the multimedia content material and the principle of adults in a multimedia path of learning process. [2]

2. LITERATURE SURVEY

Andragogy system motivates the peoples who are above age and had left their studies and are keen to learn. The system allows them to study and learn new things easily. The existing system lack in the need to openly access the system to the user and thereby lead to inconvenience, the existing system allows web based assistances but does not completely overcome the needs of the user. It also does not counter the different skills of the user like reading and writing skills etc., which have to be included in the system.
This helps to overcome the different drawbacks of the existing system. The objectives are:
 I. Studying the need of the adults clearly.

 II. Examine the various skills of the user.
The existing system has a barrier in internet access due to several anomalies thus due to this several papers are incurred and scrutinized. Then it is properly deciphers the barriers of internet access anomalies .Furthermore, the existing system is more time consuming and cost consuming which

subverts the system capabilities. To overcome this several papers are studied. [3]

With the help of this paper it overcomes the consuming anomalies and the cost consuming anomalies.

The goal is to examine certain important facts which are as follows

 I.   Relative advantage
 II. Compatibility
 III. Complexity
 IV. Information quality
 V.   System quality
 VI. Service quality

These facts bolster the adults for e-learning system for learning process. There is a drawback in most universities regarding e-learning process. This existing system should contain all those things that a system needs. Information quality has a significant impression on online learning. The benefits of the efficiency, availability, security and clarity of information should be recognized to increase e-learning process.

In the existing systems it studies the adults who work efficiently bus lack in critical thinking and are unable to do problem-solving decisions here due to this there incurred various problems. Further, it is only beneficial for those who have reached at a higher level so in order to take self-decisions and problem solving materials different ways can be carried out to project-based courses, assumptions, self-reports etc. To overcome this we studied**.**

 I. With the help of this paper it overcomes professional level teaching in various fields

 II. How study material should be prepared on site

Adult learners learning through their own ways lows, down the learning rate. By advocating learners to shift from the contemporary world to digital world the idea is to aggrandize the knowledge in both physical and virtual spaces. Thus it overcomes the learning styles and the habits of adult learning. [4]

Adult education is to captivate attention of the developers of society, to encourage adults for lifelong learning and continuation of learning more in a modern way. It is a unique idea in the online learning in life education. [5]

3. EXISTING SYSTEM

Con-temporarily there is a system named as Khan Academy which assists andragogy as well as pedagogy. However they don't consist of online evaluation of abilities like studying, writing, listening which is the drawback due to the fact that if user is having any issue in learning method there is no other way to teach them.

The drawbacks of this gadget are:
 I.   It has already distinctive the age restriction of the user and also the form of the person.
 II. It lacks different factors of coaching based on writing, aural and visual.
 III. It focuses greater on infant instead of adults gaining knowledge.
 IV. The price issue is also a drawback of the system.
 V.   It is not an interactive machine.

An infed.org is an academy, which supports andragogy and pedagogy however there are a few challenge that don't correspond to the online examination.

The drawbacks of this gadget are-
 I.   It has already specified the age restriction of the person and the sort of the person seeking information.
 II. It lacks various factors of teaching based on visual, oral and writing.
 III. It focuses more on infant learning rather than adults getting to know.
 IV. The price component is likewise a downside of the device.
 V.   It is not an interactive system.

4. PROBLEM STATEMENT

The prevailing structures of adult mastering are often too complex for the users to understand. The studying institutes ought to be seeking for every avenue for impairment to cope up with new needs for learning process. E-Learning is the process ought to be used for gaining knowledge so that more and more people are seeking casual training irrespective of their age. This trouble can be solved by way of using multimedia concept in gaining knowledge. Because of multimedia, the gaining knowledge of technique becomes more effective. Adults can be taught as per their capability to listen, read or write. Those abilities may be transformed as strategies. If Adults reveals any issue in any one of the technique then the rest of other techniques can be used for teaching them. The downside of this is that while change in the learning method of the adult the duration of the course may increase.
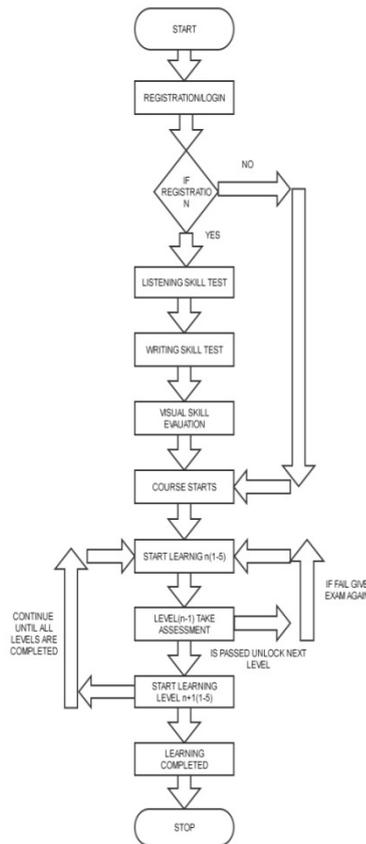
5. PROPOSED SYSTEM

Fig 5.1: Proposed System Diagram

According to the proposed system there will inputs which will be processed to get the desired output.

5.1. Inputs for the following system are:

5.1.1. Information of the adult users: the users will be asked to provide personal information, qualification, name and various other things. This information will be stored in the system and will be used in the future for example while generating the test report for a particular pupil.

5.1.2. Selection of a course: various courses are included in the system for the users to learn. The courses that are included are in the system are selected on the basis of the importance of the course for the adult users in their day to day life

5.1.3. Skill of Listening: it is one of the skill tests provided by the system .the adult user will be tested by the audio clips, that how much one is able to grasp the knowledge on the base of a hearing medium

5.1.4. Skill of typing: Whit this type of test the system will draw a conclusion that the adult user is capable of typing and reading texts. A paragraph will be provided to the users and the users should be able to write maximal correct feedback for the given paragraph.

5.1.5. Skill of visual: in this type of test, A set of videos will be displayed to the adult users and referencing to it question will be asked to the users. This test will draw the conclusion that the adult user is having perfect eyesight.

5.1.6. Research and Review: Reviewing and researching the system continuously throughout the course will be an excellent beneficial material for the users, thus it will help the user to upgrade their knowledge fast.

5.2. Following are the processing system that will process the above information:

5.2.1. Registry: The user should register to the system so as to start their respective learning processes. Without registration to the system none of the learning process will be carried out.

5.2.2. Selecting Course: the process of selecting or choosing a course from the various available is carried out.

5.2.3. Listening skill test report generator: The system will generate a test result of the audio skill test given by the user.

5.2.4. Writing skill test report generator: The system will generate a test result of the typing test given by the user.

5.2.5. Visual skill test report generator: The system will generate a test result of the visual video test given by the user.

5.2.6. Knowledge construction: knowledge constructer is a part of the system that will never end or stop because each and every day the information and the knowledge level of the adult user will keeps on developing.

5.3. As the input is being process by the system they will generate an output those are as follows:

5.3.1. Registered: It is where user is registered to the system so that user can use the all functionality of the system.

5.3.2. Selected course: There will be many courses and it is completely depends on the

end user that which course he want to select. Once a course is selected the user can start the learning process.

5.3.3.   Visual, Aural, Read: These are the method which will be used for teaching to the user.

5.3.4.   Solution development: At the end of the syllabus and the tests, the end user will have complete information of the course selected. Thus it increases the user's knowledge.

5.4. Each system has a database which is very important as all the information are stored and they are as follows:

5.4.1.   User information: Information such name, age qualification etc will be stored in the database of the system.

5.4.2.   Score: Score are the marks which are obtained by the user who have given the test. This will help them to how much they have improved.

5.4.3.   Multimedia: Multimedia is the combos of digitally manipulated texts, photos, sound, animation and video elements with interactivity.

6.   IMPLEMENTATION

The following screenshots of the application specifies the information that has to be provided to the user

Fig 6.1: Sign In page

Figure 6.1 contain the page that will be used by the administrator as well as user for log-in to website.
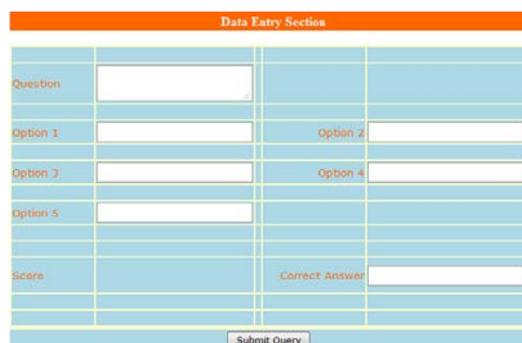

Fig 6.2: Question Upload

Figure 6.2 contains the page that is only available to admin as he can add question that will appear on the quiz for the exam.

Fig 6.3: Report Generator

Figure 6.3 contain the generation page of the progress report which can be only generated by admin on user request.

7.   Survey

Various Questions were asked to the end-users and costumers. Some of the question that were asked and their analysis are shown below:
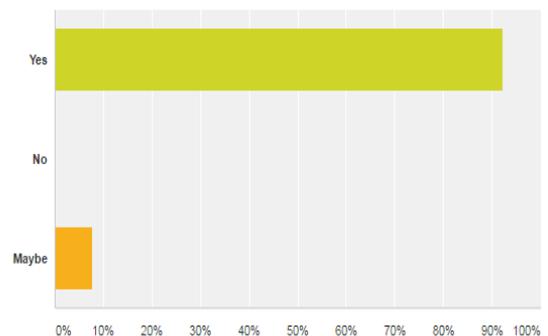

Fig 7.1: Need of a new system

Figure 7.1 describes the need of creating a new separate System for the adult users. The result were 90% yes from the users.
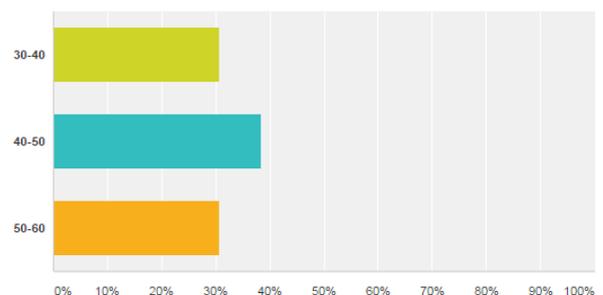

Fig7.2: Age groups

Figure 7.2 shows the group age of the users that should be more focused on. The responses from the users were 40-50 age group is 40%.
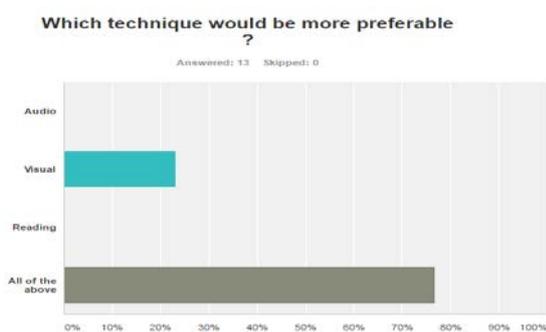
Fig: 7.3 more preferable techniques

Figure 7.3 describes the technique which is mostly preferred by the users. The reviews show that all the techniques are equally important.
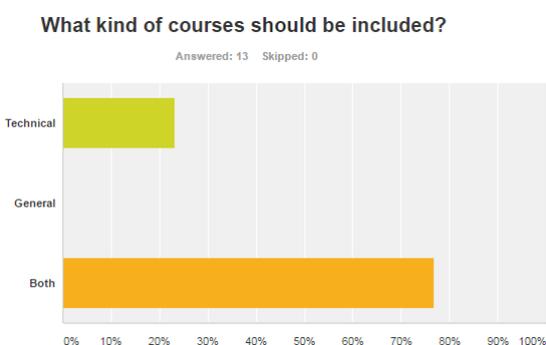

Fig: 7.4: Courses

Figure 7.4 highlights the analyses of Courses that should be introduced in the system. The user preferred both the courses should be included.
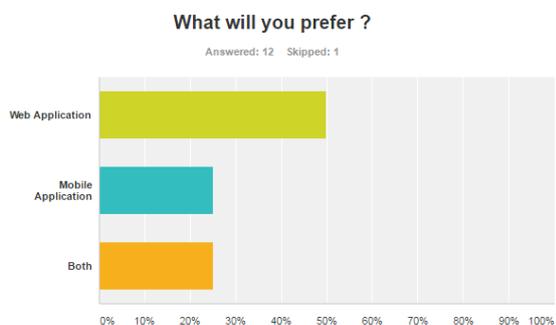

Fig: 7.5: Platform

Figure 7.5 describes the analysis of the platform the system should be developed in .maximum response was for web application.

8. FUTURE SCOPE

Development of this project in future can lead to android applications for the users. Some new features can be added to enhance the website.
Update in Syllabus with new modification can be done in future. Database can be extended and new subjects can be added.

9. CONCLUSION

We have successfully completed the documentation for the web-application system called as "IMPELEMENTING ANDRAGOGY USING MULTIMEDIA COURSE". We have finished with the completion of the procedure for designing and planning for the web application system which will be implemented in the next semester. We have acutely studied and analyzed the features and functions which will be included in the web application. This application will facilitate the Adult learning through a more systematic and easier way.

10. ACKNOWLEDGMENT

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