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**A PATH FOR HORIZING YOUR INNOVATIVE WORK**

## WEB BASED APPLICATION FOR TEACHING AND LEARNING ON MOBILE

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**Abstract:** The presented report discusses about interactive learning on mobile. Today even small mobile devices access the internet. Therewith, mobility issues have become an important technical and economic topic .not only in new but in proven and successful web applications as well. The main problem derives from a growing development of heterogeneity in hardware and software of mobile devices. To overcome this problem, this paper presents a framework to develop Web Applications for Mobile Devices. This application provides an interactive and user friendly environment for learner.

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## INTRODUCTION

As interactive learning becomes more user-based, the potential is nearly limitless. The learning matches the student rather than the student needing to accommodate the learning preferences of the instructor. Students use the learning style that is most effective for them. For example, technology-based interactive learning is self-paced, so students can move quickly through review material and focus on learning new information.

### Modules of the application:

1.      Content building module on the web

2.      Content delivery module on the mobiles

### WORKING:

**Input:** According to the student preference they will able to access the information.

The information may be audio or video or text information. when student search for respective topics  the list will be available according to his preference , when the information regarding the topics will not be available then message will be displayed as we will give that information after sometime and ask the student to wait. When the information will be available then user will immediately get that information. He can study or download it on his mobile and access anytime. The student can fire his queries if any and get the feedback
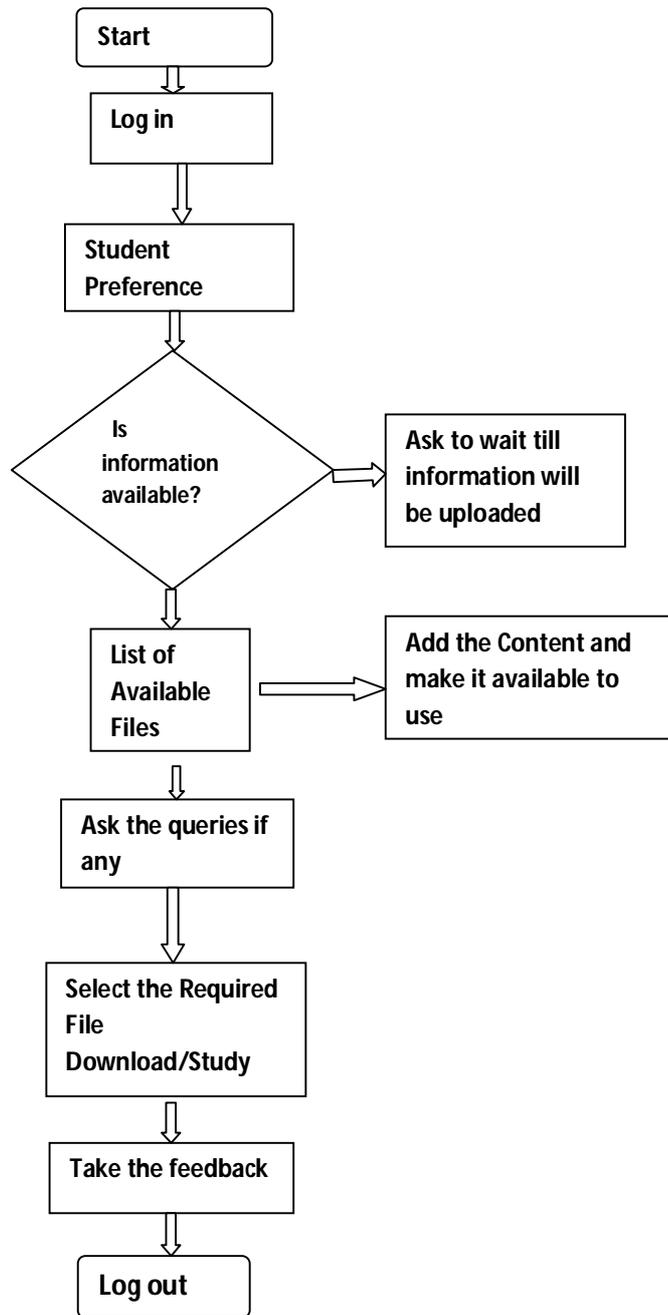
**Fig: flow chart of input.**

**Output:**

According to student preference, the content will be provided on his mobile. Multiple topics will be displayed as per his preference. When multiple type of information regarding the same topic will be available then the feedback will be taken from user which information will be convenient and easy to understand Example: If two or more tutorials for the same binary search algorithm are available then the preference will be taken from to student that which algorithm they want to proceed.

**Content building module on the web:**

This application includes a web part that maintains all the learning material needed by the learners .The knowledge base required will be maintained at server side.

**Web Module:**

An application running on internet server that provides following functionalities

1. **Register:** User will register on the portal

2. **Login/Logout:** Each user will have unique use rid and password for login and logout

3. **Password management:** Password recovery option change password options are available

4. **Upload learning material:** Trainer will share their knowledge and skill with others

5. **Manage material :**add, delete, communicate, Reply queries of the learners, etc

**The working of modules is depicted in the following figure:**

**Fig 1: Working module**
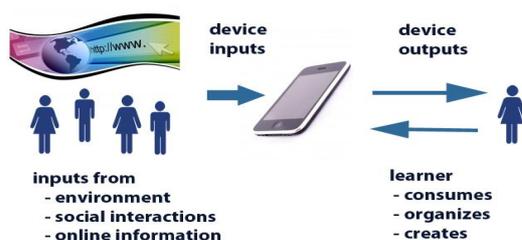


**Content delivery module on the mobiles:**

A mobile module delivers the desired content on the handsets and allows the user to interact to get more specific relevant information. Developers of technology-based learning environments are using research to create varied interactive learning methods. Technology

allows for detailed models, simulations and social networks, and online courses are available 24 hours a day, seven days a week. The learner does not have to be somewhere at a specific time, and geography is no longer a barrier.

**Mobile Module:**

A mobile based application that allows users to :

1. Authenticate

1. Access learning material on the handset as per their needs

2. Communicate

**Users:**

**Student:**

People who want to get knowledge and acquire skills online will register to the portal. They will ask their queries and get feedback. Other learners can also add their points in forum.

**Advantages of the application:**

The interactive environment makes use of varied learning styles, so that students who typically prefer to read and listen instead do something with the information, collaborate with others or create something new. Because students are engaged with the materials rather than simply memorizing the information, the learning is deeper and more lasting. More engagement means more time is spent on the learning task. Students cannot daydream or disengage in an interactive environment

1. Interactive

2. Fast

3. Fully customized

4. Updated content and knowledge base

5. Self paced learning

6. Learn from anywhere any time

**7.** Demos and examples

**CONCLUSION:**

The interactive web based application provides convenient and user friendly environment, learner can access it from anywhere at any time. In future the application can be improved by implementing cloud computing environment.

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