Back to School

Komal Dhatrak[1], Priyanka Rodage[2], Shubhada Mahajan[3], Ramesh Choure[4]

1,2,3,4B.E., Student, Department of Information Technology, P.E.S. Modern College of Engineering, Pune-05.

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Abstract - *Back to school aims at extending educational option to the adults, who have lost the opportunity and have crossed the age of formal education, but now feels to learn. so to fulfill their dreams we have taken a small initiative with the help of Mobile application. In Back to School we have categorized whole system into three levels which we will be focusing. First level (Start) will be of People who never went for the schooling our application will teach them the basic education like word, alphabets, numbers. Second level (Moderate) will be of people who went for the regional schools of their mother tongue like Hindi, Marathi, Guajarati, Punjabi etc. our software will teach them the information of Preposition, Sentence Formation, Word completion. Third level (Expert) will have English grammar like tenses, Paragraph reading, Conversion and also basic education of computer peripherals. At the end the user (illiterate adult) will be able to read and write at least basic words and sentences of English and also they will have basic knowledge of computer and this would be small step to increase literacy rate of India.*

Key Words: Illiteracy, Survey, Start level, Moderate level, Expert level.

1. INTRODUCTION

In India the foremost supply of evil is illiteracy. Mostly, just in case of adult folks we will see the dearth of data to use the technology in order that they fail to unite and demand what they actually need however the matter of class is serious one as they're engaged in earning their living. any Education aims at extending academic choice to the adults, WHO have lost the chance and have crossed the age of formal education, however currently feels to find out. In twenty first century, one will hardly realize a rustic wherever teaching through distance mode isn't accessible. In reality it's been practiced since long before. However, at the present days, having revolution of ICTs, the upper education through distance mode has been additional sensible and well accepted by the all folks round the globe. It's currently being referred to as Virtual learning. In developed country, folks are becoming additional inquisitive about learning through Virtual field than that of a Brick-and-Mortar field. Virtual field is nothing however ICT enabled field, wherever students square measure attending their categories, discussing with lecturers, accessing learning resources, seating exams, connection forums/clubs, submitting assignments etc just about

having the ability of period of time interactions between teacher and students.

1.1 BACKGROUND

As we all know that India is still in developing stage. There are multiple reasons behind this situation. One of them is of course illiteracy. There are also multiple reasons behind illiteracy of India like lack of educational awareness or financial condition of family etc.
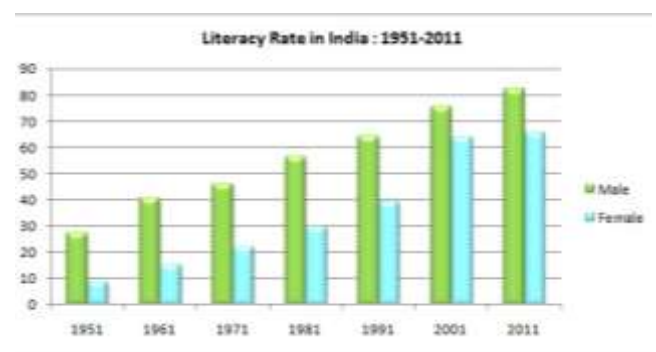

Chart-1: Graph of illiteracy rate

The graph shows the literacy rate of people. we can easily see that literacy rate was very less from year 1961 to 1981 and the people from those years are todays adult or married or we can say the people who have crossed 30 years of age. Hence we took small initiative to educate these people to increase the literacy rate. To educate these people through mobile application first we have to recognize the category to which they belong to such as Easy, Moderate or Expert and to recognize this category decision making algorithm will be used also to help users to understand the word Text to Speech feature will be more suitable.

1.2 Necessity

First we took the survey of the people. We created the set of questions for English and Marathi. According to the result of survey we found that 90% people could easily answer the questions on alphabets and numbers but some of the people didn't have the knowledge of the same. The people who could answer the questions on numbers and alphabets they failed to answer of questions on sentence formation and tenses etc.

Hence we have divided whole application into three levels and according the result user will be able access the levels. But in survey result we found that most of the illiterate people cannot form proper sentences and even they don't have even basic knowledge of computer peripherals so we

have included this part in Expert level and we keep this level compulsory to each user hence unless and until the will not pass the first two levels he/she cannot enter into the third level.
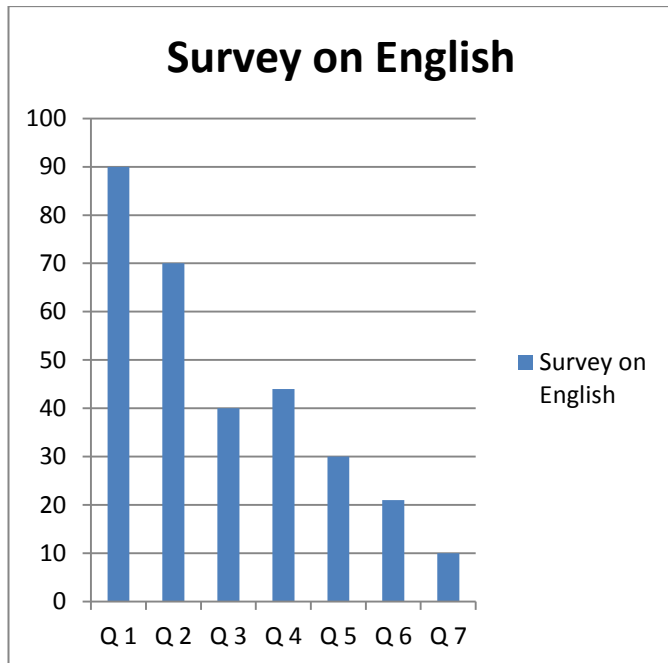

Chart-1: Survey on English

According to survey result we have created above graph. First 2-3 questions were depend on alphabets and numbers hence the rate is high whereas most of them failed to answer last questions which was depend upon computer peripherals, sentences and tenses.
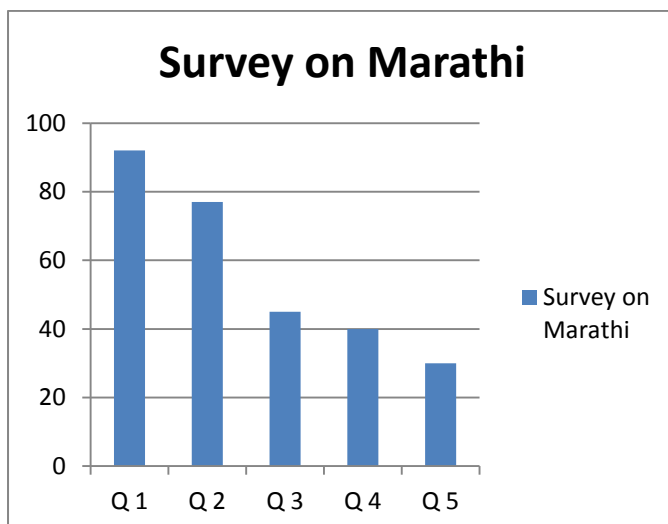

Chart-2: Survey on Marathi

From Marathi survey also we concluded that user have the knowledge of alphabets, numbers but only few people failed to answer on the questions on tenses, sentences etc.
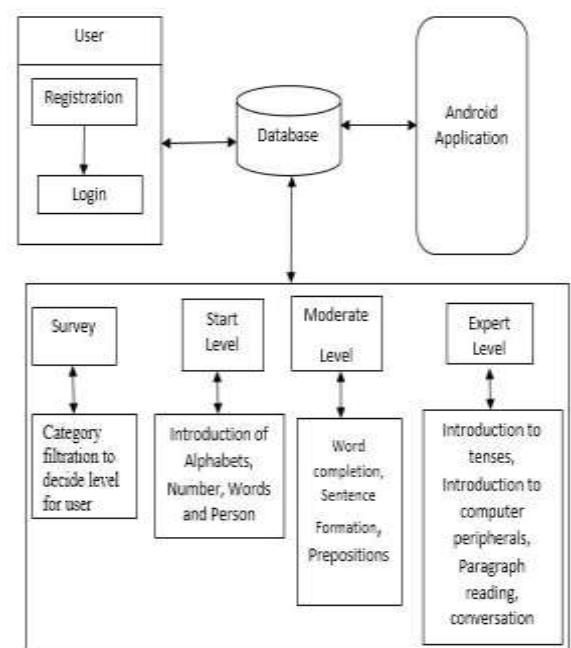
2. OBJECTIVES

• To reduce the problem of adult literacy.
• To become literate through an interactive and enjoyable method without affecting their day to day life
• To make up for lack of qualified personnel and adequate infrastructure in rural Asian country.

3. MANAGEMENT FUNCTIONALITIES

- **User Functions**
    - Registration
    - Login to application.

- **Database**
    A database system stores the following information.

o **Survey:** It includes Questions for category filtration to decide level for user.

o **Levels:** It includes Start, Moderate and Expert level.

o **Chapters:** It includes different chapters for each level.

o **Test:**
    It includes the test on each chapter of each level.

3.1 System Design

In system architecture there is android application which can be used by only authenticated users. User must be have username and password which has been registered by committee. Database will store user login details, Users survey, Levels (Start, Moderate and Expert), Chapters in each level, Test and Result of test.

4. REQUIREMENT SPECIFICATION

Table-1: Software Requirements

Sr. No.	Software Component	Details(Technical details with Purpose)
1	Operating System	Windows
2	Technology	Java
3	Tool	Android studio Java for development.
5	Database	SQLite

Table-2: Hardware Requirements

Sr.No.	Component	Details(Technical details with Purpose)
1	Processor	Intel core III
2	RAM	4.00 GB
3	Hard disk	100 GB

5. CONCLUSION

The device projected here is associate interactive Application that is capable of teaching multiple languages. We have a tendency to propose to develop interactive instructional application which may run on the mobile. The application helps the user to find out to write down also as spell the alphabets. At the start the application teaches alphabets so moves onto words and sentences. Most of the illiterate folks of rural Bharat believe labor for his or her living and square measure unable to attend regular study categories. So, our system may be a convenient methodology for the users of rural Bharat to become literate**.**

6. REFERENCES

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