



An Improvement in the Level of Education by Game based Methods

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Abstract— Classification is the process of differentiating data items on basis of their property or behavior for any data. The online quiz system describes the process of generating quiz on various levels and organizing the questions according to the timing level and taking a survey of results where the students are well-worse . It provides the student to study in an interactive manner and hence know about their ability in different category of questions .The system describes the improvement that can be made after consecutive tests by knowing the graph that classifies the test results. The proposed system enhances how the test system can effectively and flexibly provide the education. Hence they can be made useful for the students to learn enthusiastically without stress.

Keywords— quiz; classification; property

I. INTRODUCTION

Now-a-days, computer plays a major role in day-to-day activity in all fields like education, medical, research, business etc. People interact with the device in all sort of comfort and satisfying all needs. Children adapt to the computer environment and thus they can be able to upgrade with the emerging environment. The methods of improving the demands and need of the people have been increasing through internet and hence they can be used in providing variety of services. Particularly in education the use of internet has been emerging and hence used up for improving the level of education. Students can learn with lot of enjoyment working in internet. It provides all sort of knowledge to the users and thus involved in gaining new information about the updating world.

Game Based Learning is essential tool for improving the learning methods in school education. The results obtained can be used to analyse the techniques in improving school education. The students can be used to analyse the level of learning by classifying the various types of questions. The user can be used to determine the performance and hence gradually improve the methodologies in how the aim of imparting game based learning is used. Thus they can be used to promote the teaching method without any stress and incorporating innovative ideas and motivating student's education level.

The online quiz system is an essential tool used to incorporate ideas and work in a stressless environment. It involves various types of questions that can be used .The scope of this project is very broad in terms as this can be employed in corporate field for candidate analysis, in social ways for people analysis, etc. in an efficient way. Students participate in the quiz and experience good learning methods and also it saves time for the users.

II. RELATED WORK

The related works depicts the game based approach in differentiating the educational performance with traditional methods[1]. The learning methods imposed in various multi-touch games can be used to impart game based learning in iphones and other technology. The students can be given flexible training in utilizing the various approaches of learning.

The game based learning can be enhanced by means of robots and imparting the school education. The student may be used in saving the details of how to manage the details of his/her performance.

III. Proposed work

A.ANALYSIS OF THE WORK

The proposed system explains how the user can select the level of questions, type of questions and effectively .Thus it saves time for the user and knowing the own performance .The user can be used to participate in the test and hence thus evaluating their performance.

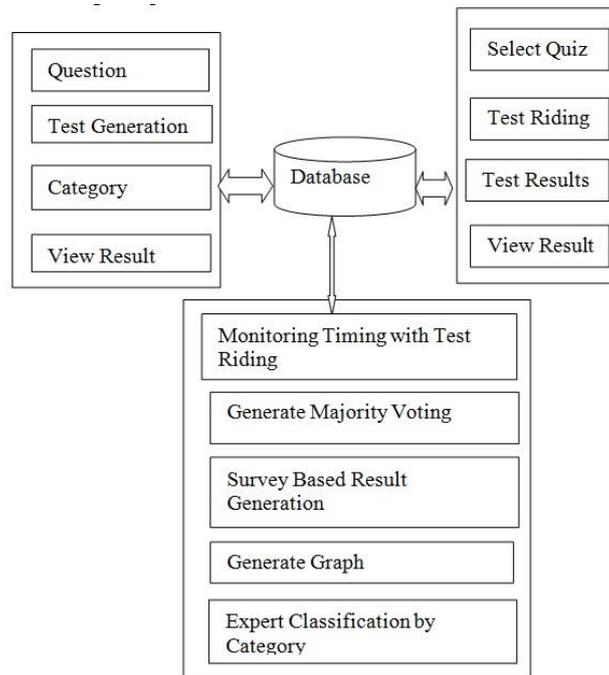


Fig 1.System Architecture

B.EVALUATION

The results can be updated on graph and thus they are given by various category. The timing are given by classification and hence priority voting is done. The survey results are used to implement the performance of the user and they may be made available for the students. The computer interaction among the students has increased to a greater extend. Thus they are improving the mental ability of how the student can learn and produce the result.

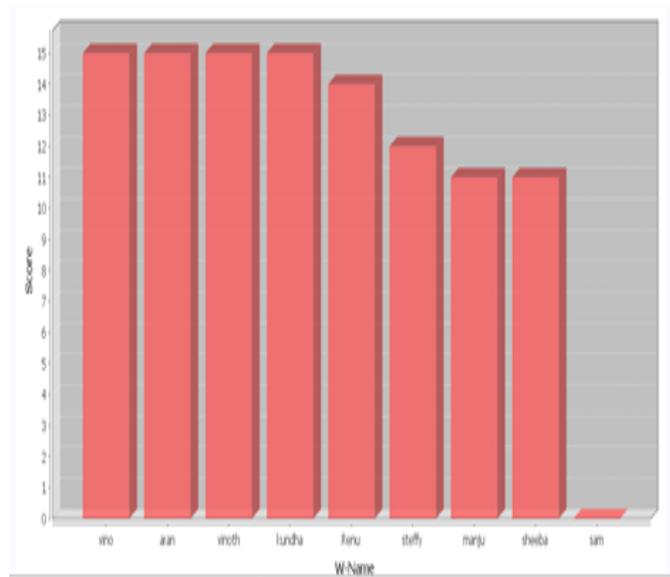


Fig 2.Graph representing the mark evaluation

- The graph explains the mark of each user in each level.
- The graph uses how the ranking can be evaluated and thus given up by visual representation.
- This survey results explains how user can be able to provide approximate values.
- The user are able to understand his/her performance in the test in each and every level.
- Hence the analysis can be useful to improve the student’s academic performance.

The graph showed the performance by the ranking methods and by predicting the votes.

C.VIEWING THE VOTES

After the tests are over the score of each user is evaluated and performance is improved by viewing the voting of how the students have answered and how many have answered it.

The count indicates how many student have answered to the particular question. Hence they can be made useful for analyzing their priority based techniques.

The study can be enhanced in providing the system for efficient implementation of the test and ranking the performance of each student.

Question Id	Answer	Count
122	True	2
Question Id	Answer	Count
123	True	2
Question Id	Answer	Count
124	False	1
124	True	1
Question Id	Answer	Count
119	True	2
Question Id	Answer	Count
120	True	2
Question Id	Answer	Count

Fig 3. Table to represent the student’s answer voting

IV.FUTURE WORKS

The future enhancement includes the way students can be taught about a topic and for that specific topic a test may be conducted. This improves the student’s knowledge to be tested at specific time periods and help on updating the knowledge. This can be provided by smart classes. The teachers update the information in book as well as the general knowledge and provide it for the students.

Thus student can be able to participate in the online quiz by just registering and hence attend their tests. The marks can be analyzed on the basis of their performance. After the student’s results are analyzed the students who are in lower level of education can be trained.

The education levels are improved by various methods like e-books, tutorials and other novel methods. Hence this can be improved to specific e-books which may provide good and standard publications to the users.

V. CONCLUSION

The method of improving educational performance is of increasing demand. Thus they have to be implemented in order to provide education in developing countries to provide employment opportunities and ability of the knowledge. Hence this has been an growing technology for promoting the level of education at the school level.

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