Instant Assessment of Student in Classroom

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Abstract— It has been always seen that there is a huge conversation in an institutions about how they can evaluate student performance as quick as possible as information technology has been growing, so the technology can be used to solve this problem. There should be components that need to be created for students that can be use easily and allows these to access the contents previously created by the tutor and to fulfill the assessment tasks. Working either on mobile, tab, tablet, ipad and non-mobile devices, Test-IT, allow users learn ubiquitously and to proceed with their work at any time and place. We describe the main requirements for using these tools on mobile devices and other handheld devices and also comment some of the current approaches. The design process and the framework's various components, focusing particularly on the user interface and usability issues, are addressed. The paper also points its attention to the flexibility provided by Test-IT on allowing users to create their own specific applications, according to thseir field or subject of expertise

Index Terms— teaching, assessment, student, guiding, learning, analyzing, outcome, adaptation, instruction, questionnaires, mobility, usability

1. INTRODUCTION

Technology has been part of education for several years. It started when first mainframe computers to store the data in a big computers. Then the size of computer reduces and became useful for administrating and managing information such as libraries or school files. The later introduction of desktop computers brought as a new dimension to the education at home. School classes directed to technology with the usage and adaptation which were created while the dissemination of the personal computers took place. This propelled were use of computers at home, among others, for the academic purposes. The latest great steps had occurred with the introduction of the worldwide web(www), which was allow students and teachers to access the information and share it, communicate, discuss and even create it virtual learning communities. These communities are only bounded by the need to be accessed from a computer at home, at work or at school. Thus, the next frontier, already being conquered, is to take education and learning from fixed technologies to the emerging mobile ones [2].

Hand-held or palmtop computers can, therefore, play a major role on the upcoming m-learning context, either by assisting students and teachers on complementary tasks, by allowing new collaborative tasks to emerge, or by replacing paper where it could be replaced, even if maintaining paper-based practices [1]. The small size and the weight, quick or inexistent boot time, the long battery life and the portability allow them to be used in remote locations during a fair amount of time. Furthermore, they have reached such computational power that multimedia features and wireless communication capabilities are commonly used in most of them.

Hand-held devices, independently are used most of the context in which they are used, but have some limitations. Namely their limited in the functionality since the number of applications is not as vast as for desktop computers. The connectivity problems of the wireless networks require many times a desktop computer as the mediator and, the most pointed problems, the small screen in size, writing the recognition or the absence of keyboard. However, a number of hand-held devices with incorporated keyboards are now available, and those that do not have keyboard can be added one. The portability allows students or teachers to use these PDA in the classroom, during field trips, at home, during travel time, or wherever the learning or students' activities occur. For instance, the teachers can easily assess the students' results through PDAs during a class, whereas the students can complete their homework, learn or study any given subject or topic on the bus, while travelling home. Existing applications cover both learning and some assessment features, mostly allowing students to engage on simple multiple-choice tests or to read previously gathered material, such as e-books [3].

Furthermore, the integration of the various non-mobile devices also preferred by the teachers, together with mobile systems is rarely offered. This paper presents Test-IT, is a new and a advance framework designed to be used for both by teachers and their students, providing a set of features that is design to aim which is at supporting several of the teaching and learning activities. There is a particular

attention directed towards the PDA applications. Finally, the evaluation is taking place that is presented, some conclusions is to introduce and future work is drawn.

2. Research study

The research study includes an online survey carried out for teachers on issues of assessment of the student through the hand held devices available. Around eight questions on similar line were asked to many institutes where the Wi-Fi enabled and disabled question types. Respondents were from around various institutes. We have survey these questions to many professors of different institute and colleges bases on their feedback we have receive a remarkable responses and analyze the data .Online survey was conducted so that respondents can give their view with ease and in leisure time, which is very important for the study to be authentic and integrated.

A) Objectives

The primary research has been taken up with the following objectives:

To identify areas where academic institutions include institute participation (faculty).

To identify the gap in perceptions and expectations of the technology in Education System.

B)   Analysis   and   Discussion

Response were collected from faculties belonging to various education fields

1)45.3% of which taught programming subjects , 29.5%taught management subjects , 18.9% taught technical subjects , 4.2% taught subjects related to commerce ,32.6% taught science subjects and 2.1% of them taught other subjects.
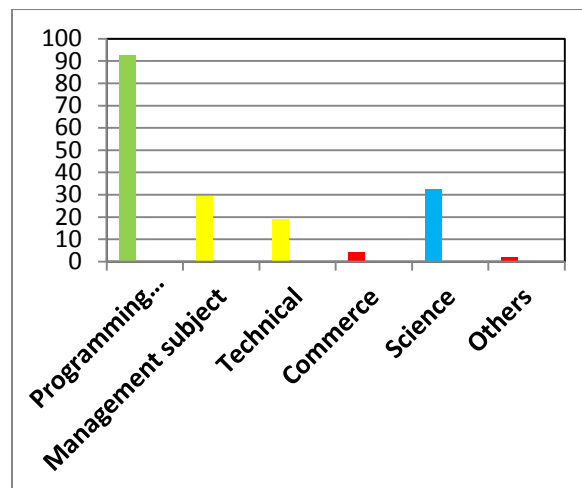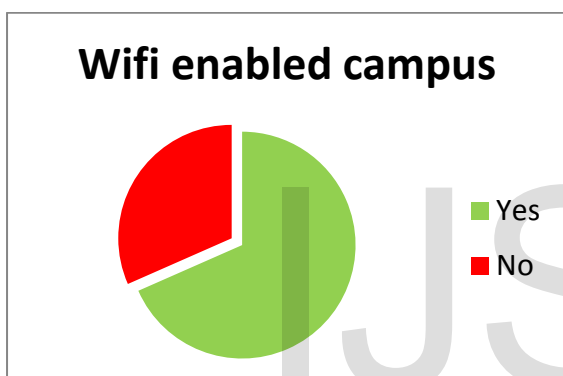

2)They were asked about how they assessed their students in a classroom while teaching their subjects, to which 92.6% of them preferred written subjective test ,56.8% preferred lab exercise, 45.7% preferred MCQ paper based test ,67.9% preferred online MCQ test , 90.1% preferred asking random questions during lectures , 60.5% preferred case study followed by discussion ,79% preferred viva ,88.9% preferred project and assignments.
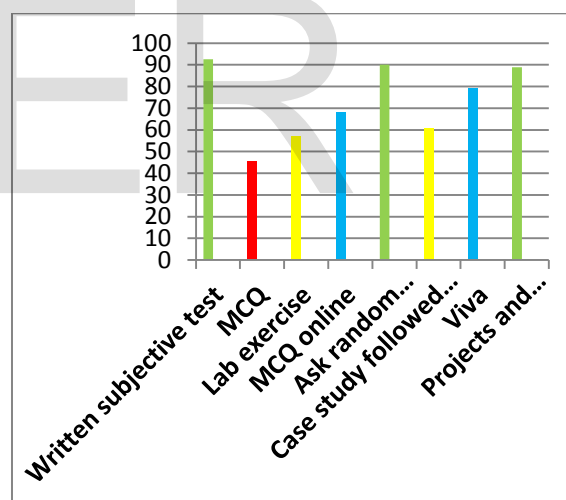

3) They were asked about the devices they used on daily basis, 80.2% use laptop and 98.8% use mobile phones, 16% use tab, 97.5% use desktop, 19.8% use I-pad, there was no one who didn't use any of them.

TYPES OF DEVICES USED
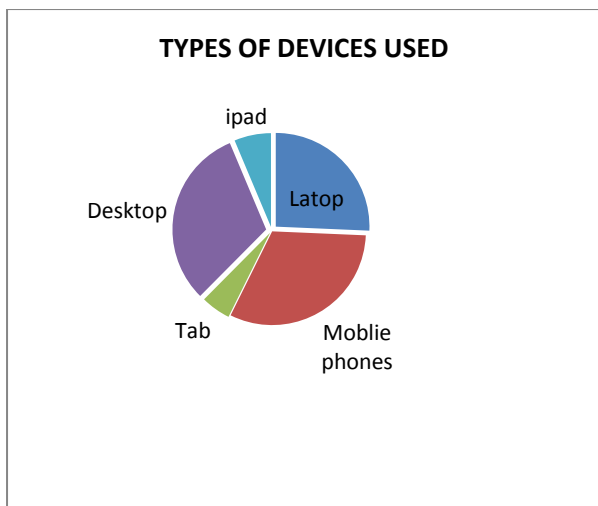
4)When enquired about the Wi-Fi availability in the campus, we came to know that 68.4% of the responses said YES and 31.6% said NO.

**Wifi enabled campus**

5) When they were asked about whether they were comfortable using mobile applications 98.9% responses said YES and 1.1% said N0.

Comfortable using mobile apps
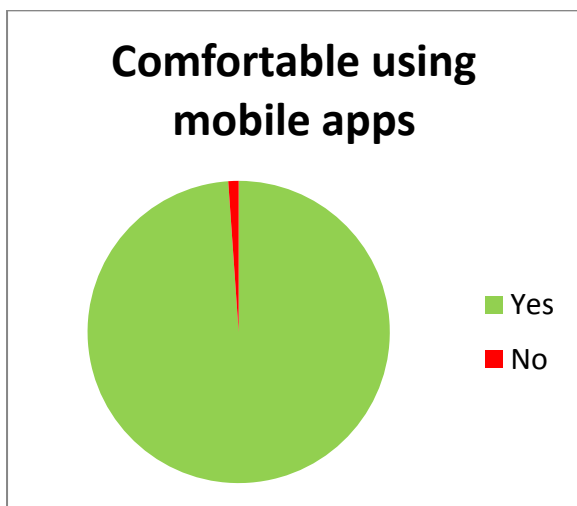
6)They were asked about how do they preferred to record their students' performance marks .64% preferred capturing students marks by traditional input methods using spread sheets,88.4% preferred manually entering student evaluation marks in

customized software application,73.7% preferred capturing students marks automatically through online or offline test, 1.1% would prefer only manual entry ,1.1% had other methods.
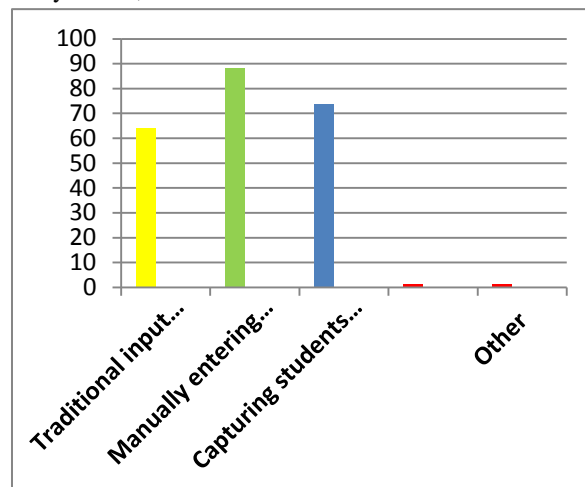
7) When they were asked about whether they prefer instant feedback of student, 90.9% responses said YES and 89.1% said N0.

Would like instant feedback
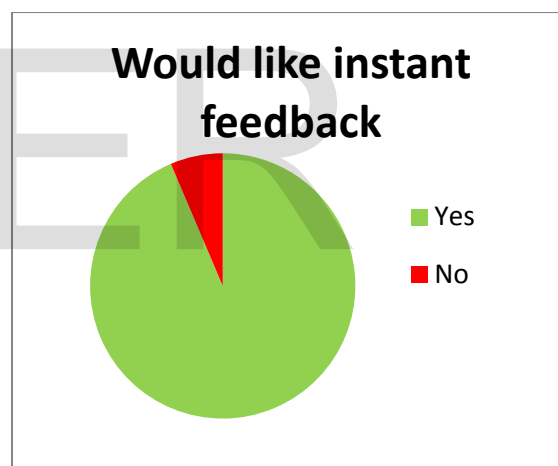
III.CONCLUSION AND FUTURE WORK

Computers use to play the major role in education, nowadays hand held devices such as smart phone, iPad, laptop, desktop, etc. either for teachers, students or anyone who works in any area related to education. From the survey we conclude that people having Wi-Fi availability then also they prefer manual way of assessing students because they are not still avail with assessment applications.

Besides being used at Institutional level where the there have the facility of Wi-Fi availability, they are now used as mediators in various ways of collaboration as well as for supporting the teaching/ learning process. The technology spread

through schools ranges from desktop computers, laptop computers, scanners, printers and even webcams use of different I.T technology used in at educational level. Despite the different approaches, existing applications and ongoing research to introduce mobile devices in education, these are yet to achieve the desired level of adoption by students and teachers, for that reason research has been taken whether the teacher is comfortable with the old technology or they need some application which can be use so that instant result of student can be evaluated with much effort. However, it is undeniable that the m-learning concept is gaining momentum and is it has faced as the major part of the educational and learning the processes' future. This paper presents such a framework, designed to be used by teachers or, providing the flexibility that allows the teachers to get an overview of the upcoming technology and growing I.T Test and choose their content, the ways of student assessment and even control the student's application interface or the amount of help according to the student's progress. Accessing the contents and also evaluating the resultof student which reduces the work of teacher also creating notes during classes or off them.

Evaluating the tests that have to be conducted and the new settings have to be analyzed. The Application IT is yet to be evaluated on off-school settings in which the teachers are evaluating, such as field trips or other outside activities. Also, tests where Tablet, PCs are used in conjunction with the PDAs will be made, in order to compare and evaluate both devices when used with the same purpose.

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The handheld devices that can be used independently of the users' location, thus, being the perfect tool for teacher inside and out of the classes.