

## Offline Content Player Framework

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### ABSTRACT

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Offline content player framework is basically the e-learning solution for learners. Offline Content Player Framework provides offline content for self learning which helps learner to learn technology very quickly and efficiently without human trainer. Actually this is totally user interactive system to learn technology in systematic manner.

System gives different frames to play offline content. Frames can hold multimedia content about any technology to learn. System also keeps track of bookmark and history throughout study tour.

**Keywords** –Deterministic, Intranet, Model, Numerous, OCPF,

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### I. INTRODUCTION

**1.1 Aim of project:** For those organizations wishing to offer learners an alternative to relying on continuous internet connection, the training partner offline content player is the answer. Learners can take content offline, letting them access learning from laptops or other electronic device that do not have permanent internet connection.

**1.2 Motivation:** The trails project is the outgrowth of recent efforts to implement a learning histories mechanism in the context of an application framework for constructing simulation-based learning environment. Modules developed with this system, called simple (Simulated Process in a Learning Environment), use dynamic simulations and visualizations to represent realistic time dependent behavior. Our anticipated use for this initial history system was twofold: a) to provide the instructor with demo-based tutorial composer built on annotated histories; b) to facilitate communication between Server and System via recorded histories of system simulations runs. This initial implementation was designed with these goals in mind. A historian was created to a) Record the user actions applied to simulation control at various point in model time; b) Display the corresponding control state changes in a visual format that clearly showed all correlation between control state and simulation output; and c) Implement the replay capability during which recorded state changes are applied to their corresponding controls at the appropriate points in model time. Since the simulation is deterministic, this is sufficient to faithfully reproduce initial simulation results. The historian also supports annotation of history records, and serializations of content (for disk storage, email, etc.). A complete description of this system is given elsewhere.

**1.3: Offline Content Player Framework (OCPF) Benefits:**

- User interaction is fast.
- Offline Content Player Framework (OCPF) is basically offline e-learning solution for learners.
- Multiple user interaction is possible.
- It supports multiple OS.

### II. SYSTEM OVERVIEW

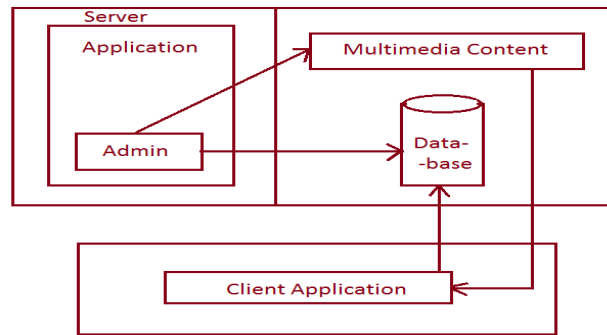


Fig: Architecture of Project

**Modules:**

This system has following modules:

## a) Multimedia Content Design/Development:

This module contains design and development of multimedia contents for the courses. Content may be multimedia and it can be multilingual.

## b) Admin:

This module allows admin to

- Add/Remove Courses.
- Add/Remove Chapter for Courses.
- Add/Remove Topics for Chapter.
- Set Multimedia Content for a topic.
- Set frames navigations for end user.

## c) End User(Student):

This module contains activities about end user right from starting study tour.

- Add Save Point to resume course.
- Add Bookmark to quick review.
- Add Comment for References.
- Add Suggestion or enhancement for the content.

### III. LITERATUR SURVEY

**Existing System:****What is online learning?**

Online learning or e- learning is the term that is used to refer to all forms of electronically sustained learning and teaching. Online learning is basically computer and network enable transfer of skills and knowledge to different geographical locations.

Online learning is learning that takes place over the internet. It uses internet based technology as a primary means of communication between teacher and student. Online learning is when all of a student's schoolwork is on the computer. The student logs into their classes and finishes assignment and activities online. Online learning is seen as the education that uses information and communication technology, and electronic media. It is also known as E-learning. Online learning allows distance learning and one can take courses without having to attend a brick-and-mortar school or university.

**What is the History of Online Learning?**

Online learning or online education is actually a board term that can describe a learning environment which is electronically supported. Some of the applications and processes which are involved in online learning would be web- based learning, virtual classroom opportunities; computer based learning and digital collaboration. Generally, course content or course materials deliver over the internet or through other forms of multimedia. Online course programs can either be self-paced or led by an instructor.

Today, online learning continues to be popular because of its numerous benefits. First off, it offers convenience for individuals who want to continue or finish their studies but do not have the time it attend classes in a traditional classroom setting. By taking online classes, a student can easily create a schedule which would allow him or her to study while still being able to attend to his or her commitment.

**Microsoft’s Offline Content Player (MSDN):**

In Microsoft offline content player, the ability of providing only text information or text answer of any question asked by user or student.

But it is not sufficient for user because user expecting so much things from server like providing complete answer, providing video lectures, audio lectures and so many things. But Microsoft system is not capable of doing this. Hence, we are developing this system.

**Proposed System:**

- This system developed to overcome the drawback of Microsoft’s system i.e.
- It does not require net connection.
- It fulfills the requirement of users like providing audio-video lectures.
- It is used by multiple users on a single machine.

**According to offline system:**

Learning can be defined as instructional content or learning experience delivered or enable by electronic technology it is structured, interactive approach to educating and informing the students, employees, etc. More specifically, e-learning does not refer to the use of internet, intranet or extranet to deliver a broad array of solutions that enhance knowledge and performance.

**Characteristics:**

- Less Expensive.
- Faster Learning.
- Varying the types of content.
- Easily Managed
- Incorporating Text, Audio and Video.

**IV. CONCLUSION**

It has great pleasure for me to work on this exciting and challenging project. This project proved good for me as it provided practical knowledge of not only programming in ASP.NET and C# web based application and no some extent Windows Application and SQL server, but also all handling procedure related with “Offline content player framework” .

It provide knowledge about the latest technology used in developing web enabled application and client server technology that will be great demand in future. This will provide better opportunity and guidance in future in developing projects independently.

**ACKNOWLEDGEMENT**

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