

EFFECTIVE WAY OF EDUCATIVE SYSTEM THROUGH WEB AND MOBILE GAME

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ABSTRACT

The use of games in learning and assessment is expected to increase over the next several years. Nowadays most of the students are adapted to playing useless mobile game in their useful time period. Resolve this problem, developing a Web and Mobile game based education system for advanced level students is must.

The main purpose of this paper was to develop an online examination system and mobile game education system which suitable for Advanced level students. Prior to start the design and development of the system three online examination systems were analyzed to make the newly developed system more flexible and user friendly in the context of Srilanka.

Data Flow Diagrams (DFDs) and E-R diagram have been developed to represent the whole system. Different features of the online examination system and mobile learning system are discussed for this system. The features include user's registration, examination instruction, valid time of examination, time reminder, submission of the answer script, and release of the examination results and etc. The system enables the admin to create a test from past papers that comprises different subject areas. Testing of the system is done with five users with a test that included 20 questions from four subject areas such as biology, English, General Knowledge, and Information Technology.

Web-based educational systems are now becoming part of main stream education. As an essential component of the web based educational systems, the student model enables the system to provide individualized course contents and study guidance, and therefore to help the students with different backgrounds and knowledge levels to achieve their learning goals effectively on the web.