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Social media interaction and analytics for enhanced educational experiences

ABSTRACT

• We present an innovative system based on social media and high quality multimedia content delivery designed to enhance the educational experiences of students in cultural centers and museums.

• The system brings together students that are viewing an educational movie with a panel of experts that may be geographically dispersed.

• Engages them in an exciting social media experience via which they can interact with each other as well as with the remote experts.
EXISTING SYSTEM

• The aim of this system is to enhance the experience of the Tholos visiting students by cross-fertilizing the traditional VR education installations with social media and multimedia streaming.

• So as to provide a shared educational experience that brings students in touch with each other, the teachers, the educator, as well as other remote individuals with expertise on the field.

• In contrast to the conventional Tholos experience, the deployment of the described application over the FHW facility.

• It enables the collaborative presentation of the VR content by streaming the content to a panel of remote experts, who may be geographically dispersed and by allowing them to “join” the educator, monitor.
PROPOSED SYSTEM

• Through the proposed system, students can be part of an educational community of students, teachers and remote experts, created during the educational visit but remaining active after the end of it.

• The feeling of belonging to this community will foster their participation, leading to active students and enhancement of learning.

• This paper presents an extended version of the system with major enhancements in feedback extraction from the exchanged social data and its use to seamlessly annotate in real-time the presented educational movie using anthropocentric semantic extraction based on MPEG-7.

HARDWARE REQUIREMENTS

• System : Pentium IV 2.4 GHz.

• Hard Disk : 40 GB.

• Floppy Drive : 1.44 Mb.

• Monitor : 15 VGA Colour.

• Mouse : Sony.
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- Ram : 512 Mb.

SOFTWARE REQUIREMENTS

- Operating system : Windows XP.
- Coding Language : ASP.Net with C#
- Data Base : SQL Server 2005.