

International Journal of Advanced Research in Computer and Communication Engineering

ISO 3297:2007 Certified Vol. 7, Issue 5, May 2018

Web Application for College Portal

Pooja Chaparwal¹, Simran Jakkan², Mrunali Jambhulkar³, Anam Kazi⁴, Sheshnarayan Pawar⁵

Computer Department, SAE Kondhwa, Pune, India^{1,2,3,4,5}

Abstract: Students unofficial discussion on social media network drop light into their educational observations reaction, feelings, and involvement about the learning process. Data from such uninstrumented environments can provide valuable knowledge to inform student learning. Analyzing such data, however, can be challenging. Data mining on student data is performed in this system. Social Networking Portal same as Facebook is developed in this Project. Classification of student posts into different categories such as Politics, Education, Entertainment, Sports etc. is made based on analysis of post messages in this College Network Portal. Interest of any student friend can be seen by user of this network from categories graph data. Adult images are blocked into College Social Network using adult detection based on Image Processing. Student posts, comments are analyzed to classify into Crime, Riots, and Worst or Vulgar categories. Sentiment analysis is done on user posts and comments using NLP (Natural Language Processing) algorithm to detect user sentiments. Staff can enter student's marks, behaviour into database through this network. A Report of Student based on Social Network activities will be automatically generated and shown to Admin and Staff of College. If Student exceeds limit of vulgar activities it will be seen by admin and right action would be taken.

Keywords: Data Mining, NLP (Natural Language Processing), Skin Detection, Image Processing.

INTRODUCTION

Today's world is a global village. Everyone is connected to one another in this enormous network developed by the Internet. As said by Marshall McLuhan, a philosopher of communication theory, "The new electronic self rule creates the world in the image of a global village." This electronic independence is inherently dependent upon the Internet. It brightens the lives of thousands of people by growing knowledge internationally, thereby making us universal citizens. But this has a darker side that has gained the attention of many parents, and even eminent psychologists, all over the world. One of the biggest problems is the identity crisis constant social networking products. Actually, many reasons exist that explain why students love to spend time socializing. Firstly, social networks provide them the freedom to do whatever they want — to upload what they want and talk to whom they want. They like to make new friends and comment on the lives of different people. Students can create other online identities that the real world does not allow. The liberty it gives them to step just by sitting in front of a computer enslaves them, and they then demand for more freedom. Never before has it been so easy for young minds to create a digital image of their actions through such a spontaneous medium. The most valuable things in a student's life are studying, learning nice habits and obtaining knowledge to become a person with moral character. But today, as we see in different studies, this best learning process is seriously threaten by students becoming cached by the tactic of their school or college performance, and it should be kept in mind that social networking sites create indirect worlds that intensely differ from reality. Students should develop the connective and perceptive ability to evaluate how much time they want to invest on social media. It is left up to the students to decide what really matters in their life and how much of this virtual life translates to real life. Social networking. Students disrespect their studies by using time on social networking websites rather than studying or connecting with people in person. Actively and habitually participating in social networking can negatively affect their class or hold their journeys to their future careers.

Considering all of the above benefits and frauds, it is necessary to develop certain supervision over the use of such social networking sites, specifically for high school and college students. But still, students should earn the choice to spend time socializing in a powerful way. It should not hamper.

2.LITERATURE SURVEY

Social media are connected technology platforms that assist to connect people together far and near. It is used to build link among people. The use of social media by students helps to have approach to basic knowledge as rapid as possible. In school, the use of online platforms such as school website will give students the right approach to quality knowledge about the school environment, departments, staff, rules, and management. It has been notice that social media has a broad and faster means of current knowledge not only to the students of an institution but also to the abstraction of the public.

IJARCCE

ISSN (Online) 2278-1021 ISSN (Print) 2319 5940



International Journal of Advanced Research in Computer and Communication Engineering

ISO 3297:2007 Certified Vol. 7, Issue 5, May 2018

Students must use all accessible online platforms powerful and they must be sensible of social media positive and negative effects. They should effort as much as possible to create a equity so as not to get carried away while learning. Social media platforms convenient to students are Facebook, Whatsapp, Google Plus, Blogs, Twitter, Instagram, YouTube and much more. Today's world is a global village. Everyone is connected to one another in this vast network generated by the Internet. As said by Marshall McLuhan, a theorist of communication theory, "The new electronic autonamy re-creates the world in the image of a global village." This electronic independence is naturally dependent upon the Internet. It illuminates the lives of thousands of people by spreading knowledge internationally, thereby making us universal citizens.

In the past, the connecting and complimentary sharing of reflections among people were composed by long distance, nationality and/or religion. But now, even these barriers cannot stop the flow of information and knowledge. The new world of social networking allows free sharing of thoughts. Online social networks are organized by websites such as Facebook, which has developed as a huge in this social world. So how do these networks influence our education? How do they impact the lives of students?

Humans are social animals. We always relate to stand in some group or another, and we adopt to follow what this group does. All of our traditions and cultures are the product of this group-aligned law of human nature. A well-known American psychologist, Abraham Maslow, stated in his "Theory of Motivation" that the social use of human beings is the third most important specification after our physical and security needs — the third tier in his pyramid of needs. Even our dignity comes after this social dependence. This is the major reason billions of people use social networking to stay connected, make friends and gratify their social demands.

As of 2015 the world's biggest social networking company, Facebook, has 1.49 billion active users, and the number of users is growing every year. One of the most unusual things to look at is the growing number of student users on such social networking sites. As per the survey regulated by Pew Research Center, 72 percent of high school and 78 percent of college students invest time on Facebook, Twitter, Instagram, etc. These numbers revealed how much the student association is involved in this virtual world of social networking.

Actually, much logic exists that explain why students love to invest time socializing. Firstly, social networks provide them the freedom to do whatever they require — to upload what they require and talk to whom they want. They like to make new friends and comment on the lives of distinct people. Students can create other online status that the actual world does not allow. The freedom it gives them to step just by sitting in front of a computer enslaves them, and they then claim for more freedom. Never before has it been so easy for young minds to create a digital image of their actions through such a spontaneous medium. But this has a darker side that has gained the attention of many parents, and even eminent psychologists, all over the world. One of the biggest problems is the identity crisis constant social networking products. As said by Professor S. Shyam Sunder, a well-known researcher at Penn State, "The categories of actions users take and the kinds of knowledge they are adding to their profiles are a reflection of their identities."

Many psychologists are worried about the identity crisis that our present generation may face today. The lives of people, specifically students, are largely altered by what is posted by other people on their profiles. The habits that students learn are decided more by what their friends do and less by the teachings of parents or professors.

Our students have become obsessed to frequent fluctuations in humor and self-control. If one of a student's friends posted about his or her present relationship with someone, then other friends are pressed to do the same thing. Actions that engaged more public attention hold more value, even despite some of them being immoral or illegal. We even see that many students are worried about their looks, and so they always try to upload good pictures than their friends. A latest survey has stated that whenever someone uploads a profile picture, it instantly affects the moods of friends. It usually produces stress, uncertainty or fear about their status as people. Frequently thinking in this way can sometimes lead to depression.

The most crucial things in a student's life are studying, learning good habits and gaining knowledge to become a person with proper character. But today, as we see in various studies, this favorable learning process is seriously threaten by students becoming entrapped by the ploys of social networking. Students ignore their studies by waiting time on social networking websites rather than studying or connecting with people in person. Actively and frequently participating in social networking can negatively influence their grades or hamper their journeys to their future careers.

Getting too involved in social media can lead to a habit that inculcates awful lifestyle. Students prefer to chat with friends for hours, and this leads to a waste of time that could have been used for studying, playing or learning new skills. It is often said that a long-term friendship or relationship is developed when people meet each other, spend time and share their experiences. But this virtual way of communicating with each other does not lead to a natural, friendly experience and hence cannot produce a healthy relationship with those friends. Also, these relationships tend to

IJARCCE





International Journal of Advanced Research in Computer and Communication Engineering

ISO 3297:2007 Certified Vol. 7, Issue 5, May 2018

terminate easily due to a lack of personal contact. The system generates a competition to make as many new friends as possible and the so-called "social quotient" of a person is decided by how many friends they have and not on how friendly and good-natured the person really is. Often, students who are not old enough to precisely analyze the world "like" or comment on social or political issues, and this leads sometimes to serious controversies.

Considering all of the above benefits and frauds, it is necessary to enlarge certain regulations over the use of such social networking sites, specifically for high school and college students. But still, students should get the choice to invest time socializing in an powerful way. It should not obstruct their school or college performance, and it should be kept in mind that social networking sites create virtual worlds that drastically differ from reality. Students should expand the cognitive and perceptive ability to examine how much time they want to spend on social media. It is left up to the students to choose what really matters in their life and how much of this virtual life translates to real life.

3. PROPOSED ALTERNATIVE

3.1 NLP:

NLP is a way for computers to estimate, recognize, and expand meaning from human language in a smart and helpful way. By exploiting NLP, developers can systematize an structure knowledge to perform task such as automatic summarization,, named entity recognition, relationship, extraction, sentiments analysis, and topic segmentation.

"Apart from general word processor operations that treat text like a simple sequence of symbols, NLP considers the hierarchical structure of language: frequent words make a phrase, several phrases make a sentence and, eventually, sentences suggest ideas," John Rehling, an NLP specialist at Meltwater Group, said in *How Natural Language Processing Helps Uncover Social Media Sentiment*. "By analyzing language for its meaning, NLP systems have long filled helpful roles, such as correcting grammar, converting speech to text and repeatedly translating among languages."

NLP is used to inspect text, allowing machines to recognize how human's speaking. This human-computer interaction enables real-world applications like automatic text summarization, sentiment analysis, topic taking out, named entity recongnization parts-of-speech classification, relationship removal, stemming, and more.

NLP is characterized as a hard problem in computer science. Human language is infrequently precise, or plainly spoken. To understand human language is to recognize not only the words, but the concepts and how they're linked mutually to create meaning. Despite language being one of the easiest things for humans to be skilled, the uncertainty of language is what makes natural language processing complex problems for computers to master.

3.2 Adult Image Detection:

Skin detection technique has two phases: a training phase and a detection phase. Training a skin detector contain three steps:

- 1. Collecting a database of skin chunks from dissimilar images. Such a database usually contains skin-colored pieces from collection of people under dissimilar enlightening conditions.
- 2. Choosing a suitable color space.
- 3. Learning the frameworks of a skin classifier.

Given a trained skin detector, determing skin pixels in a given image or video frame comprises:

- 1. Converting the image into the same color space that was used in the training phase.
- 2. Diving each pixel using the skin classifier to either a skin or non-skin.
- 3. Typically post processing is needed using morphology to impose spatial homogeneity on the detected regions.

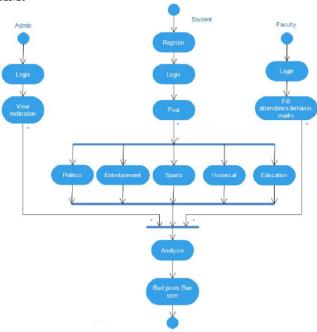
IJARCCE



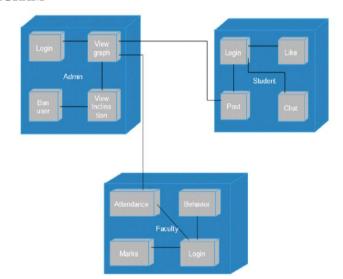
International Journal of Advanced Research in Computer and Communication Engineering ISO 3297:2007 Certified Vol. 7, Issue 5, May 2018

4. DIAGRAMS

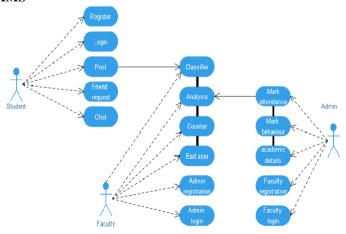
4.1 ACTIVITY DIAGRAM:



4.2 DEPLOYMENT DIAGRAM



4.3 USE CASE DIAGRAMS



ISSN (Online) 2278-1021 ISSN (Print) 2319 5940

IJARCCE

International Journal of Advanced Research in Computer and Communication Engineering

ISO 3297:2007 Certified Vol. 7, Issue 5, May 2018

IJARCCE

5. CONCLUSION

Our study is beneficial to researchers in learning analytics, educational data mining and learning **technologies**. It provides a workflow for analysis social media data for educational purposes that overcome the major limitation of both manual qualitative analysis and large scale computational analysis of user generated textual content. Our study can inform educational administrators, practitioners and other relevant decision makers to gain further understanding of engineering students' college experiences. As an initial attempt to instrument the uncontrolled social media space, we propose many possible directions for future work for researchers who are interested in this area. We hope to see a proliferation of work in this area in the near future. We advocate that great attention needs to be paid to protect students' privacy when trying to provide good education and services to them.

6. ACKNOWLEDGEMENT

We would like to sincerely thank our project guide **Prof *Sheshnarayan Pawar*** for being a constant support through the implementation of this project and for showing the same interest in it as we did. We would also like to thank the HOD and the teachers of Computer Department of SAE for the encouragement and guidance.

REFERENCES

- [1] Ranjan J., Bhatnagar V., Role of information management and analytical CRM in business: data mining
- [2] Cios K. J., Kurgan L. A., Swiniarski R. W., Pedrycz W., Data Mining: A Knowledge Discovery Approach, Springer Science +Business Media LLC, 2007.
- [3] Grljevic O., Bosnjak Z.: Utilization Of Social Media Sites: Student Perspective, International Conference on Integration and Innovation in Science and Education, Prague, Czech Republic, 2013, to be published.
- [4] Witten I. H., Frank E., Data Mining: Practical Machine Learning Tools and Techniques, Elsevier Inc., 2005.
- [5] L.S. Vygotsky, "Mind in society: The development of higher psychological processes". Harvard university press. 1980.
- [6] D.W. Johnson, R.T. Johnson, "Cooperation and the use of technology", guidebook of research for educational conversion and automation, vol. 1, pp. 1017-1044, 1996.
- [7] P. Dillenbourg, "What do you mean by 'collaborative learning'?" In P. Dillenbourg (Ed.), Collaborative learning: Cognitive and computational approaches Amsterdam, NL: Pergamon, Elsevier Science, pp. 1-16, 1999.
- [8] G. Stahl, "Contributions to a theoretical framework for CSCL", In Proceedings of the Conference on Computer Support for Collaborative Learning: Foundations for a CSCL Community, International Society of the Learning Sciences, pp. 62-71, 2002.
- [9] C. Collazos, L. Guerrero, J. Pino, and S. Ochoa, "Introducing shared-knowledge Awareness", In IASTED International Conference: Information and Knowledge Sharing, pp. 13-18, 2002.
- [10] K. Kreijns, P. Kirschner, and M. Vermeulen, "Social Aspects of CSCL Environments: A Research Framework", Educational Psychologist,vol. 48, no. 4, pp. 229-242, 2013.