Lynked – An Educational Community

Alfiya Mulla[1], Abrar Soudagar[1], Zishan Sayyed[1], Dr. Zainab Mirza[2]

[1]Dept. of Information Technology, Mumbai, Maharashtra

[2]Assistant Professor (IT), Dept. of Information Technology, Mumbai, Maharashtra

Abstract: In recent years, the social media system has become one of the most popular online apps and has a large number of users. Nowadays, social networking sites are becoming more and more popular but also the need for new generations. "Lynked – An Educational Community" is another social networking site. This web application will enable the institution to build its own student community so that all activities can be run digitally in the event of this epidemic situation. Here, students can retain their profiles, become part of different communities, participate in activities, etc. It will also be beneficial when sending any official announcement of the various extra-curricular activities.

Keywords: MERN Technology, Lynked, Education, Community building, Social Networking

I. INTRODUCTION

With the widespread and rapid popularity of "Facebook" and "Twitter", the social media platform (also known as the social networking system or social networking service) has become one of the most popular online apps in recent years, and is considered one of the evolutions of online applications. The Internet has rapidly evolved from just a social platform to a social network that is used to share content, ideas, and information. Social networking is a global phenomenon that has changed the way people communicate.

This paper is aimed at campus users, the paper designed and recognized a social network that works for campus users, in order to provide services for college students and their academic, professional and cultural life on campus.

Campus users are the most active group on the Internet and a key force in developing and expanding social networking systems. The world's largest social network "Facebook" has its roots in universities and its growth and development also depend on the support of campus users. At present, there are mainly social networks that have a large number of users: www.facebook.com, www.linkedin.com, www.instagram.com, www.snapchat.com, www.discord.com, etc.

Although these independent public social networking systems meet the demands of college students in the areas of interpersonal communication and group communication, they are not sufficient to closely integrate the user's learning, work, and many other cultural lives on campus with their actual activity. Therefore, it is very important and innovative for campus users to build a campus social networking system that is firmly connected to the actual environment of the campus and its actual functionality.

II. LITERATURE SURVEY

There are many different implementations in different aspects of the project. We mentioned some research papers that helped us to turn it into a strong idea. During the epidemic, this idea came to our mind when new students were under stress due to reasons such as making a project group or keeping some class notes. It happened because they did not know anyone from their class. So, we decided to come up with a project that could solve this problem. Individuals living on campus have relatively concentrated locations, similar educational backgrounds, and other traits between individuals. Therefore, the project allows users to strengthen and expand relationships with other students not only by improving communication through public social networking systems but also by teachers and students collaborating and exploring the aspects of teaching, research, management and interaction. It will also help to provide good support and many other aspects of cultural life.

Mona, Eileen & M, Hari & V, Sowmya & Sivakumari, Mrs. (2021). "Alumni Social Networking Site". International Journal of Scientific Research in Computer Science, Engineering and Information Technology. The main objective of this project is to build an alumni website and a social networking site that will create a link between current students and alumni of the Institute. This will help the Institute to keep a record of its alumni. Also, it does not involve large staff participation and thus acts as a bridge between alumni and current students. This website provides a user-friendly interface that makes it easy for the user to understand the workings of the site. The user can register or sign up and log in

to their timeline and interact with other users. User can share views, digital photos and videos, post, chat privately and inform others about online or real-world activities and events.

Ansari, J.A.N., Khan, N.A. Exploring the role of social media in collaborative learning the new domain of learning. *Smart Learn. Environ.* **7,** 9 (2020). This study is an attempt to examine the application and utility of social media and mobile devices, as well as the interaction with resources and educators across wall-mounted institutions in research that has not yet been explored. This empirical study is based on a survey of 360 students from a university in eastern India to identify student collaborative learning about social media and mobile devices, its interaction with peers and teachers, and its significant impact on student academic performance. A latent differential-based structural equation model approach was followed for measurement and instrument validation. The study showed that online social media used for collaborative learning can have a significant impact on interaction with peers, teachers, and online knowledge-sharing behaviour.

Z. Zhang and X. Li, "Connect Real World: Design of Educational Resources Platform for Integrated Curriculum," 2019 Eighth International Conference on Educational Innovation through Technology (EITT), 2019. his paper proposes the design principles of the platform and resource sharing mechanism of the "Discovery-Design-Share" cycle through the user behaviour analysis of the informal WeChat community. Based on the resource sharing mechanism, this paper platform designs and provides mobile access to specific functional modules, including architecture and resource libraries, curriculum design tools, cloud workspaces, and teacher communities. Therefore, teachers can find consistent, relevant and real-world resources on the platform and enhance their capabilities by creating and sharing comprehensive curricula on the platform.

Sadiku, Matthew & Omotoso, Adedamola & Musa, Sarhan. (2019). "Social Networking". International Journal of Trend in Scientific Research and Development. This paper provides a brief introduction to social networking and its various applications. The social network is the largest global information platform on the Internet today. As people spend more time on the internet, they have become an important part of our daily lives. They have seen their collective wealth grow as they pervade our lives. These technologies are widely used to penetrate popular culture. However, creating social networks online can lead to potential abuse privacy issues.

B. Wei, A. Strage and J. Rhee, "Silicon Valley Women in Engineering Conference — Creating Community and Nurturing Engineering Identity," 2018 IEEE Frontiers in Education Conference (FIE), 2018. This paper describes the 2017 Silicon Valley Women in Engineering Conference, in which students learn and socialize with role models from the industry, as well as demonstrates how they align what they are learning with their own professional identity. Examining the impact of attending the conference has provided some good insights into how we have so far been trying to create viable career paths in areas where women are under-represented.

III. PROPOSED SYSTEM

In this paper, we aim to achieve a centralized community that serves as a medium of communication for all extracurricular activities, from organizations to consumers. It helps in the holistic development of the student and acts as a bridge between employers and students. Based on the above analysis, we have created a social network called "Lynked - An Educational Community". The user interface is designed and absorbed by HTML5 + CSS in conjunction with Bootstrap and has React Framework, backend with MongoDB support, and APIs built using Node.js and Express.

Fig.1: System Functionalities

The System has the following functionalities:

User Registration: When a new user firstly accesses to the network, he has to provide e-mail, school name and other personal information for registration. When he registers and login according to the need of system, it will automatically select specific homepage depending on their registration information.

Real Time Notification: The user will be notified instantly when someone likes or comments on your post, followers, message notification.

Messenger: Users can have a private conversation with other members via an instant messaging system.

Channels: This feature will enable the users to create channels to focus on specific subject. Channels are a place where users interact with each other through text. Also, often it is used to share information with the entire server in the form of community guidelines.

Newsfeed and Following: Whenever the user logins and follow other users, the users will be able to see the fresh posts of the members that the user is following in your Newsfeed.

User Presence System: The user presence system is a way to share status with other users. At the basic level, this situation is quite simple whether the provided user is currently online or offline.

Search and explore: Discovery is the key to helping our members become more productive and successful. Our new search experience makes it easier than ever to find what you need, connect with your community and find opportunities on Lynked.

Job and Internship opportunities: Lynked is a place where students are well exposed to job and internship opportunities. Employers will find their potential employees.
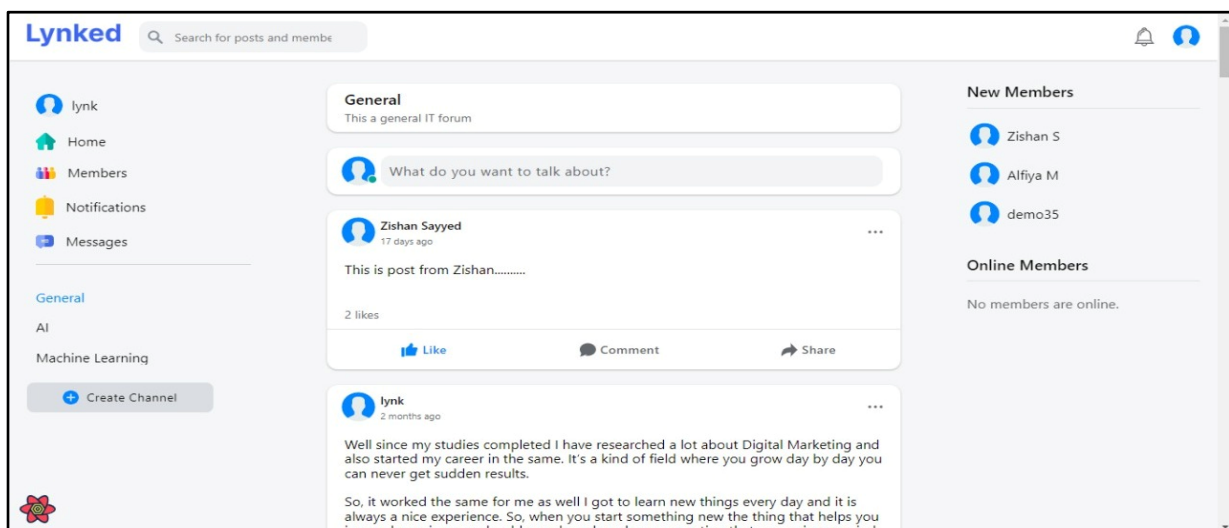
IV. IMPLEMENTATION

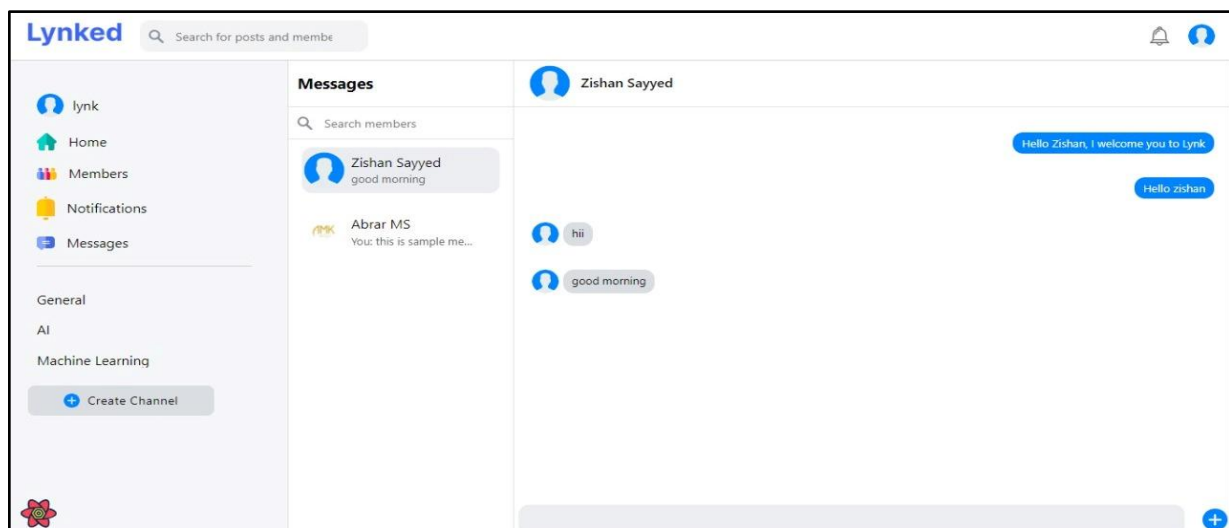Fig. 2: NewsFeed and Following
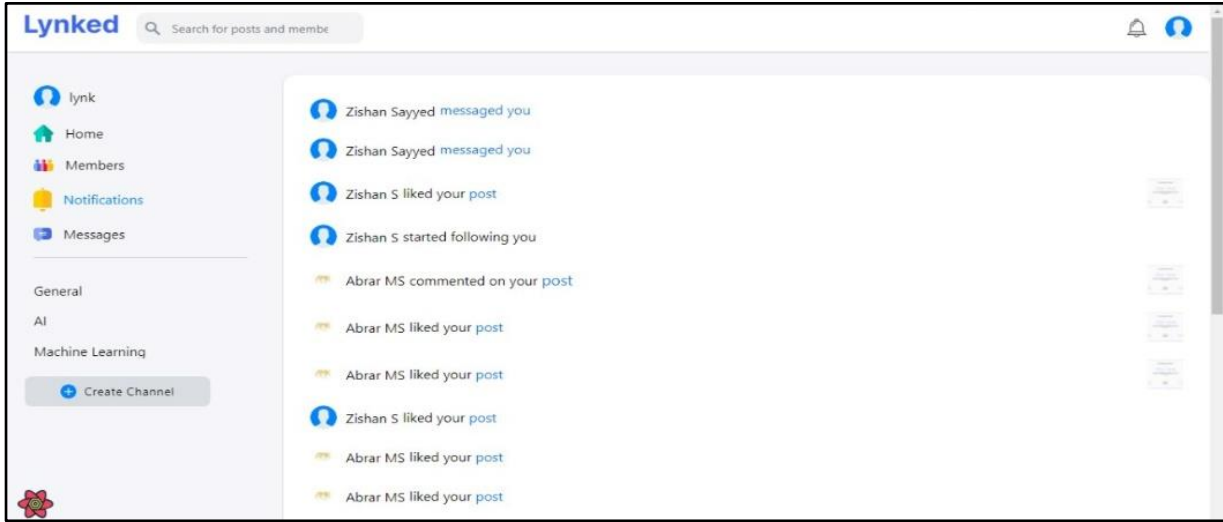

Fig.3: Messaging System

Fig. 4: Notification Panel
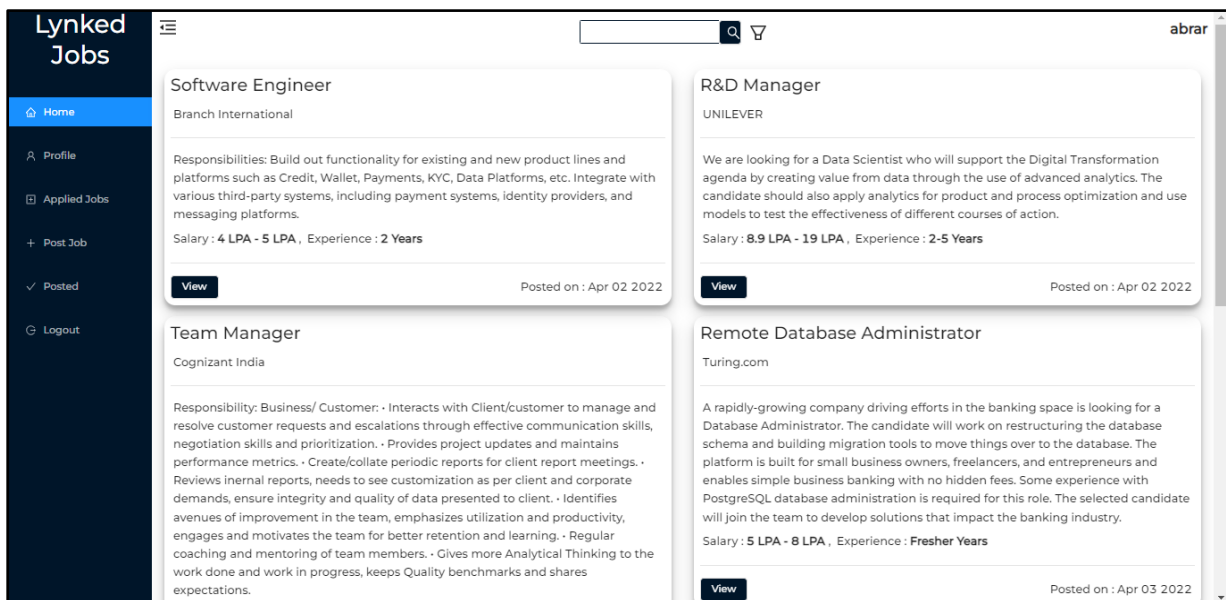

Fig. 5: Search and Explore

Fig. 6: Jobs and Internship

V. CONCLUSION

As the popularity of social networking grows, new applications for technology often appear. It allows people to connect and socialize with others regardless of location. Colleges should have their own personalized networking application with the idea of having a centralized medium to communicate with students and other faculty members. Here, the institute enjoys an integrated environment with students, and faculty, in their institute. They can also create accounts for employers. We aim to provide a student-centric social network for students by students.

In the future, this project will serve as a great platform for students to learn directly accessible management resources such as library books, teacher notes, question papers, question bank and more. Course providers have a dashboard where they can get an idea about selling courses, which can be done using Google Analytics.

VI. REFERENCES

[1]. Mona, Eileen & M, Hari & V, Sowmya & Sivakumari, Mrs. (2021). Alumni Social Networking Site. International Journal of Scientific Research in Computer Science, Engineering and Information Technology. 467-472. 10.32628/CSEIT2173104. J. Breckling, Ed., The Analysis of Directional Time Series: Applications to Wind Speed and Direction, ser. Lecture Notes in Statistics. Berlin, Germany: Springer, 1989, vol. 61.

[2]. Ansari, J.A.N., Khan, N.A. Exploring the role of social media in collaborative learning the new domain of learning. *Smart Learn. Environ.* **7,** 9 (2020). https://doi.org/10.1186/s40561-020-00118-7

[3]. Z. Zhang and X. Li, "Connect Real World: Design of Educational Resources Platform for Integrated Curriculum," 2019 Eighth International Conference on Educational Innovation through Technology (EITT), 2019, pp. 233-238, doi: 10.1109/EITT.2019.00052.

[4]. Sadiku, Matthew & Omotoso, Adedamola & Musa, Sarhan. (2019). Social Networking. International Journal of Trend in Scientific Research and Development. Volume-3. 126-128. 10.31142/ijtsrd21657.

[5]. B. Wei, A. Strage and J. Rhee, "Silicon Valley Women in Engineering Conference — Creating Community and Nurturing Engineering Identity," 2018 IEEE Frontiers in Education Conference (FIE), 2018, pp. 1-4, doi: 10.1109/FIE.2018.8659187.