

## **ABSTRACT**

The problem definition is that the current video tutorial series is outdated and lacks interactive features that aid with E-Learning. The goal of the project is to create a platform that incorporates features such as structure, interaction, assessments, and competency tests. The project revolved around integrating four softwares together in order to create an effective E-Learning platform. The four softwares were Adobe Captivate, Camtasia, Microsoft Access and Microsoft Visual Studios. Adobe Captive is used to store the tutorial video and assign quizzes. Camtasia is used to record the tutorial videos. Microsoft Access is used to store all the questions given at each tutorial video as well as store the results the student attains. Microsoft Visual Studio is used to create a webform that integrates everything together. There were some key features that were wanted in the prototype. The first feature is an assessment test at the end of each tutorial. The second feature is that the student must pass the assessment test before moving to the next video. The third feature is that if the student did not pass assessment quiz, the student must rewatch the same tutorial before re attempting assessment quiz. The fourth feature is that the questions at the end of the tutorial video will be randomize and drawn from the Microsoft Access database. The fifth feature is that the results of the quiz for each student are recorded in the database. The objective of the project is to find a way to incorporate all these features. The end product of the project is a prototype for E-Learning with the features.

Future students will benefit from this prototype. Incorporating these features has been proven to aid student learning. The project is not intended to create an aesthetically pleasing E-Learning platform but a effective one. The overall project is successful in that discoveries in integrating softwares and implementing features to advance E-Learning were made.