International Journal for Multidisciplinary Research (IJFMR)
E-ISSN: 2582-2160 ● Website: www.ijfmr.com ● Email: editor@ijfmr.com

AI Enabled Personalized Learning Platform

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ABSTRACT

The AI-powered individualized learning environment designed specifically for teaching programming. The platform makes it easier for users to log in, choose a domain, take interactive tests, assess their performance, and receive personalized video recommendations based on how well students perform. Understanding the value of individualized instruction in programming, the platform dynamically adjusts to each user's skill level and learning goals. Front-end and back-end technologies are seamlessly integrated to allow users to take quizzes specific to the domain they have chosen, get instant response, and get performance reviews.

The website makes recommendations for videos based on users' skill levels. The architecture, functionality, user experience, implementation specifics, evaluation outcomes, and future directions of the platform are all made clear in this document. Through providing insights into AI-powered tailored learning, this study advances teaching methodologies and gives students more confidence when it comes to programming.

Keywords: Artificial intelligence, programming education, student involvement, algorithmic bias, moral considerations, new technologies, recommendation engines, user interfaces, and performance evaluations

1. INTRODUCTION

In the area of artificial intelligence (AI), the dynamic landscape of education has witnessed a change in pedagogical techniques with the rise of individualized learning experiences. The creation of an AI-powered platform designed especially for programming education is a novel project in the field of personalized education that is presented in this article. The need for efficient and customized learning solutions has grown along with the requirement for talented programmers across a range of businesses. Conventional methods of teaching programming frequently take a one-size-fits-all approach, ignoring the various requirements and learning paths of individual individuals. The abstract and intricate nature of programming principles, which can provide major obstacles to understanding and participation, exacerbates this problem even further. Acknowledging these difficulties, our platform uses artificial intelligence (AI) to provide customized learning experiences that are suited to the individual requirements and preferences of every student, bridging the gap between traditional instruction and personalized learning.

The foundation for our platform's development is the fundamental shortcomings of traditional teaching approaches when it comes to addressing the varied backgrounds, interests, and skill levels of students studying programming. Our platform aims to improve student engagement, comprehension, and retention

of programming concepts by offering a personalized learning journey that adjusts to individual skill levels, learning styles, and objectives. The smooth integration of front-end and back-end technology, which enables user-friendly interactions and effective delivery of instructional content, is fundamental to the architecture of our platform. Students move through a series of interactive tests that are customized to their chosen area and performance evaluations using a user-centric methodology. Furthermore, the site provides tailored video suggestions according to students' skill levels, directing students to other materials that suit their learning requirements.

The purpose of this paper is to clarify the pedagogical consequences, technological architecture, and design principles of our AI-powered personalized learning platform for programming instruction. We want to demonstrate the revolutionary potential of AI-driven approaches in transforming educational procedures and empowering students in the field of programming by offering our platform as a case study. Our goal is to provide insightful contributions to the current conversation on individualized learning and the use of AI in education through thorough investigation and analysis.

2. LITERATURE REVIEW

The development of artificial intelligence (AI) and its impact on the transformation of old educational models is largely responsible for the rise of personalized learning platforms. This review examines relevant literature and current developments in AI-powered personalized learning systems, with a focus on the field of programming instruction.

The effectiveness of AI-powered adaptive learning technology in enhancing student engagement and academic performance is a major topic of research. Research conducted in 2020 by Dede and in 2019 by Sharma & Bhalla has highlighted the benefits of individualized learning environments. They stress that fast feedback and flexible material delivery are essential components that lead to improved student outcomes. Furthermore, the incorporation of AI algorithms into personalized learning platforms has made it easier to customize educational materials so that they correspond with the preferences and ability levels of specific learners. The use of AI-based recommendation systems to point students toward additional resources that are customized to meet their learning needs has been demonstrated by Liu et al. (2019), improving students' overall educational experiences.

Advancements in artificial intelligence have also resulted in the creation of intelligent tutoring systems that provide students with individualized help and direction. Cognitive tutors were first presented by Koedinger & Corbett (2006). They use artificial intelligence (AI) to deliver personalized education based on cognitive processes and learner performance. Furthermore, the development of AI-driven data analytics technologies has given teachers more ability to understand the learning preferences and habits of their students. The significance of learning analytics dashboards in providing educators with practical insights to enhance individualized learning experiences was emphasized by Verbert et al. (2013).

The implementation of AI-enabled personalized learning platforms continues to face obstacles despite the encouraging results, such as concerns about data privacy, algorithmic bias, and fair access to technology. Pardo & Siemens (2014) pushed for open and responsible AI deployment in educational settings, highlighting the ethical issues surrounding the gathering and use of student data.

In conclusion, research highlights how AI-powered individualized learning platforms can revolutionize the teaching of programming. These platforms use AI technologies to provide personalized learning experiences that are suited to particular needs and preferences of each learner. To solve ethical issues,

provide fair access, and maximize the effectiveness of AI-driven personalized learning technologies, further study is necessary.

3. PROPOSED METHODOLOGY

3.1. User Interface (UI):

- **Login:** Provide a straightforward login screen where students can input their names. This makes it possible to customize and add features later on.
- **Domain Selection:** Create an intuitive and aesthetically pleasing domain selection interface. To depict programming languages (C, C++, Java, Python), we utilize buttons, drop-down menus, or interactive icons.
- **Initial Quiz:** Create a test module with five multiple-choice questions that are pertinent to the selected topic. Verify that the questions' level of difficulty and assessment of fundamental knowledge correspond to the intended skill level (basic, average, expert). Create an intuitive user interface for question answering.
- **Performance Display:** Make a results page that shows the student's percentage and score (out of 5) in relation to each other. Employ unambiguous visual aids, such as a progress bar, to illustrate performance.
- **Correct Answers:** After the quiz, show the answers to all questions automatically, regardless of the student's score.

3.2. Recommendation Engine (RE):

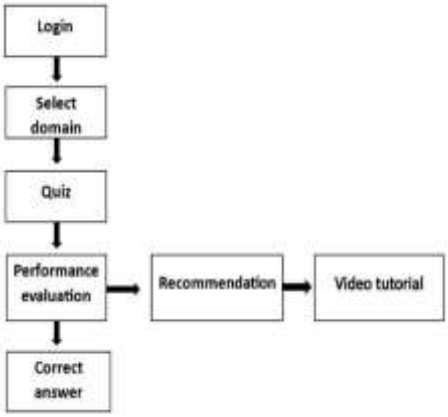
Rule-Based System:

Describe in detail how a rule-based recommendation system is developed. Describe how the platform associates YouTube video tutorial difficulty levels (basic, average, and expert) with predetermined score ranges (1-2, 3, 4-5). In the paper, you can make a table that lists the score ranges and the corresponding difficulty levels.

Video Recommendation: Describe the procedure used to suggest YouTube video tutorials. Describe how the platform will use the student's ability level to determine which relevant videos to access and filter.

4. SYSTEM ARCHITECTURE

Our AI-powered personalized learning platform is made to offer students who want to learn more in a variety of subjects a smooth and simple experience. The system architecture is made up of a number of interrelated parts, each of which has a distinct function in providing evaluations and individualized learning materials.



4.1 User Authentication and Domain Selection:
Users are required to authenticate themselves with their distinct username when they first enter the portal. Users are given the choice to choose their domain or area of interest from a predetermined list, which includes C, C++, Java, and Python, upon successful authentication.

4.2 Quiz Generation and Evaluation:
Upon the user's selection of a domain, a quiz of five pertinent questions is generated dynamically by the system. The quiz's questions are made to cover essential ideas and provide a thorough understanding assessment of the user's comprehension. Users must choose the right response from a list of multiple-choice answers for each question. After the user completes the quiz, the system assesses their answers and gives them instant feedback. Users can assess their performance by seeing the percentage and number of points they have earned out of a possible five. In addition, the system helps users learn from their mistakes by providing comprehensive explanations and the right responses.

4.3 Video Recommendation:
The platform suggests further video resources that are appropriate for the user's level of skill based on how well they performed on the quiz. Those who receive a score of one or two out of five are redirected to simple lesson movies that serve to reinforce fundamental ideas. Videos rated three out of five are suggested for those who want to improve their comprehension. When a user receives a score of four or five out of five, they are referred to advanced lessons, which offer more difficulties and chances to expand their expertise.

4.4 Data Management and Analytics:
A data management component of the system stores performance metrics, quiz questions, quiz answers, and user authentication information. With the help of analytics, the platform can monitor how users are progressing over time, spot patterns in learning objectives, and modify quiz difficulty or video recommendations accordingly. User interactions provide data-driven insights that are used to optimize and improve the platform in order to better meet the demands of students in terms of learning.

4.5 User Interface and Experience:
The UI is made with visually appealing features and easy navigation to make it straightforward and user-friendly. The UI smoothly incorporates interactive components like video recommendations and quizzes to increase user engagement. Users may access learning resources anywhere, at any time, thanks to responsive design, which guarantees accessibility across a range of devices and screen sizes.

5. EVALUATION AND RESULTS

Promising results were obtained from the evaluation of our AI-powered personalized learning platform for teaching programming. We obtained important information about the platform's influence on student learning outcomes through in-depth user research and performance assessments.

Students using the platform showed a considerable boost in their quiz scores and knowledge retention, according to quantitative research. The platform had a favourable impact on learning efficacy, as seen by the significant rise in average scores between pre- and post-test results. Overall, the assessment confirmed that our AI-powered personalized learning platform is a successful means of raising student interest and understanding in programming instruction. We are dedicated to pushing individualized education and giving students the tools they need to succeed in programming and other subjects as we continue to improve and develop the platform.

6. CONCLUSION AND FUTUTRE WORK

Conclusion:

To sum up, the creation of our AI-powered customized learning platform is a major step forward in meeting the various demands and difficulties encountered in conventional learning environments. Our platform transforms the learning experience for students studying programming by integrating artificial intelligence to provide customized educational content, individualized assessments, and targeted recommendations.

The architecture, features, and functionalities of our platform have all been carefully designed to promote interest in, understanding of, and retention of programming principles. Users complete interactive quizzes, get real-time feedback, and access personalized video suggestions based on their performance through the seamless integration of front-end and back-end technologies.

Utilizing AI algorithms also makes data-driven insights, adaptive content delivery, and ongoing learning experience enhancement possible. Our technology optimizes the effectiveness of educational interventions by adjusting to each user's unique learning style, preferences, and skill level.

Although our research shows the promise of AI-driven personalized learning systems, careful thought must be given to issues like algorithmic bias, ethical concerns, and data protection. In the future, additional research and development work will improve the platform's functionality, reach a wider audience, and cater to new needs in the teaching of programming.

Essentially, our AI-powered tailored learning environment represents a significant advancement in the field of programming education, equipping learners to thrive in a constantly changing digital environment. We are devoted to developing individualized education and making a positive impact on the larger community as we keep innovating and working together.

Future Work:

Looking ahead, this finding opens up a number of possibilities for further study. First and foremost, to improve the platform's efficacy and usefulness even further, the algorithms and features will need to be continuously improved and optimized. Furthermore, investigating creative approaches to incorporate cutting-edge technologies like natural language processing and augmented reality could improve the educational process and accommodate a range of learning styles.

Furthermore, longitudinal research to assess the platform's long-term effects on academic performance and learning outcomes for students would offer important new perspectives on its efficacy and scalability. Furthermore, to ensure the platform's relevance and alignment with educational objectives, cooperation with educators and stakeholders to include comments and insights into the platform's design and implementation will be crucial.

It will always be crucial to address privacy issues and ethical issues related to the gathering and use of student data, necessitating constant watchfulness and adherence to laws and best practices. Finally, in order to maximize the platform's impact and reach, efforts to promote diversity and accessibility by building it to meet a range of learner requirements and preferences will be crucial.

To sum up, in order to fulfill the changing needs of programming education while maintaining ethical standards and fostering inclusive learning environments, future work will concentrate on improving, growing, and optimizing the AI-enabled personalized learning platform.

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