# VIRTUAL CLASSROOM FOR ADHD STUDENTS

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## ABSTRACT

*This paper centers around the ADHD issue of understudies between 6-18 years of age, the point of this examination is to discover what has been finished with cutting edge innovation for understudies with ADHD. Furnishing instruction for Students with learning handicaps is a noteworthy test, as these sorts of understudies require unique learning devices. Consideration deficiency/hyperactivity issue (ADHD) is a typical sort of turmoil which causes learning trouble and handicap. Understudies with this sort of confusion for the most part have a constrained traverse of consideration, and they are effectively occupied. Notwithstanding the likelihood of utilizing propelled learning instruments for upgrading showing forms for understudies with ADHD, this paper assesses current learning administration frameworks (LMS) that are utilized as a part of schools and researches what ought to be changed in the momentum (LMS) to make them more accommodating for understudies with ADHD. Research demonstrates that understudies with ADHD can essentially profit by the use of ICT apparatuses for scholarly purposes. Propelled advancements can be utilized to enhance the showing procedure for these understudies through virtual getting the hang of; including a virtual classroom at schools would be extremely useful for these sorts of understudies particularly if this classroom is planned well..*

**Keyword:** *learning management systems (LMS); attention deficit hyperactivity disorder (ADHD); virtual classroom(VC).*

## 1.Introduction

In the previous years, numerous advances, for example, gushing video, virtual learning conditions and transported tests have been acquainted with the region of E-Learning. Alongside the advancement of a moment age online instruction framework, it will be important to consider changing the interface of training, for example, reexamining teaching method for the new interface, including interactive media and hypermedia upgrades and making the instructive gauges fundamental for summed up sending. Instructional learning objectives should drive media determination, application, and the course improvement process. The qualities of the separation student and the effect of innovation are additionally essential contemplations in instructional media choice and course improvement. The new gushing advances have made it less demanding than at any other time for individuals to get a nature of instruction by conveying the classroom to the understudy. . Customary instructions frameworks are not appropriate for Students with ADHD. Propelled learning devices and new LMS are required for understudies with this kind of learning handicap toguarantee a proficient learning framework that can build their advantage and snatch their thoughtfulness regarding guaranteeing a successful learning strategy [1]. The noteworthy number of arrangements has been furnished to enable understudies with ADHD in their figuring out how to process, for example, utilizing virtual reality and increased reality (AR) in instruction. The greater part of these arrangements are committed to particular methodologies or puts and managed without considering the cost and how these arrangements can be connected to the present LMS in schools. Keeping in mind the end goal to make them worldwide and appropriate for most schools, this paper centers around the ADHD issue of understudies between 6-18 years of age and the reason for this work is to propose a structure for creating learning administration framework components and substance for schools. All the more particularly, this examination has three primary destinations, right off the bat to break down

the present techniques that are utilized to recognize ADHD issue at schools. At that point to examine the present strategies and arrangements that are utilized to help understudies with ADHD issue in the learning procedure, and break down the present LMS. At last to propose new arrangements (virtual classroom) to help understudies with ADHD at schools.

## 2. LITERATURE REVIEW

The present framework is the manual one. Consequently all the data about the Student, courses and workforce points of interest kept up in the document. For Faculty, they have distinctive diverse documents for various reason, Like separate record for understudy subtle elements,participation and separate record for report and so forth. For Student, they have distinctive diverse note pads for various subjects; once in a while they overlook something amid address. This Virtual Classroom System is accessible whenever with no confinement that implies we can get to 24 hours per day. Despite the fact that lab application in understudies' learning has a vital place in science instruction. it has a few points of confinement and issues, particularly in creating nations.A portion of the principle issues confronted can be condensed as takes after: In completing analyses and a stern understandingwith hardware, the research facility exercises are costly .For arranging and application, it is much tedious . Checking understudies' execution amid the exercises can be troublesome in stuffed classes. Absence of lab or gear, or on the other hand inadequate lab conditions which constrains the educator to play out a basic lab action. Besides they additionally overcome the conceivable risks that can be found in the genuine lab conditions (Yenitepe, 2001). For instance a risky examination for human wellbeing is set up in PC as reenactments, with the goal that understudies can see the examinations outline and play out the test in PC and watch the outcome. Other than performing unsafe, troublesome or incomprehensible tests, reproductions have favorable circumstances from the time, security, cost and inspiration perspective (Rodrigues, 1997; Tekdal, 2002).In virtual lab we can perform and utilizes GUIs to actualize a few intelligent activities, giving understudies reasonable experience of critical hypothetical parts of mixed media handling. The primary goal of this Virtual Lab is to inundate the understudy in the related hypothetical themes, beginning with extremely essential ideas and dynamically and progressively developing his/her Knowledge to the level of current cutting edge approaches. The MASTERS Virtual Lab is planned to be useful both to guides giving in-class shows and to understudies contemplating at home and performing research center reasonable's [3]. In-class showings utilizing the intuitive MASTERS' GUIs can supplement addresses, offering a prompt visual understanding of the ideas talked about. The MASTERS Virtual Lab is joined by an itemized manual that gives a basic synopsis of the hypothetical ideas driving each analyze, depicts the structure and usefulness of every GUI, and gives an arrangement of unworked practices that can be utilized as homework assignments.

### 2.1 FINDINGS

#### 2.1.1 The Learning Environment
In virtual lab we can perform and utilizes GUIs to actualize a few intelligent activities, giving understudies reasonable experience of critical hypothetical parts of mixed media handling. The primary goal of this Virtual Lab is to inundate the understudy in the related hypothetical themes, beginning with extremely essential ideas and dynamically and progressively developing his/her Knowledge to the level of current cutting edge approaches. The MASTERS Virtual Lab is planned to be useful both to guides giving in-class shows and to understudies contemplating at home and performing research center reasonables. In-class showings utilizing the intuitive MASTERS' GUIs can supplement addresses, offering a prompt visual understanding of the ideas talked about. The MASTERS Virtual Lab is joined by an itemized manual that gives a basic synopsis of the hypothetical ideas driving each analyze, depicts the structure and usefulness of every GUI, and gives an arrangement of unworked practices that can be utilized as homework assignments.

#### 2.1.2 Relationships and communication in a digital environment

The literature suggests that relationships and the way students and teachers interact and communicate change in a digital learning environment. As students take greater control over and responsibility for their learning in e-Learning settings, the relationship between the student and teacher changes, where the teacher becomes less of a teacher and more of a facilitator in student learning. The literature also suggests that teachers are often finding that they have to work harder to create relationships with their students because of the lack of face-to-face contact, although some of

the literature noted instances where teachers still felt conscious of the need to create face-to-face opportunities beyond those initiatives that were already in place.

### 2.1.3 Collaboration

The literature refers to the importance of collaboration for successful e-Learning on a number of levels. One level refers to collaboration as a teaching and learning practice, while another talks about how collaboration is a process of interaction and development between resources and participants or users of such resources. One further level, that is discussed here, refers to the importance of collaborative relationships – between and across communities, schools and institutions – to facilitate the provision of e-Learning services and products.

### 2.1.4. Pedagogy

The literature identified that there was a lack of sound pedagogical knowledge relating to eLearning. In particular, the literature suggested that emphasis in e-Learning was focused more on the technology, where professional development for teachers was often focused on learning how to use new technology rather than understand how the technology impacts on teaching and learning experiences. Some of the literature pointed to a need to address this concern with a greater focus on pedagogy in e-Learning.

## 3. MODULE IMPLEMENTATION

The Virtual Classroom is a collaborative teaching tool to assist the students to learn in an interactive manner. It aims to complement the efforts of teachers to integrate technology into their classrooms and link the students to the Internet in educationally productive ways and provide them a stimulating, positive and enjoyable environment to study.

It contains the following elements:-

### 1. Student Login:

It enables a person to login as a student or sign up if he/she has not registered for the classroom.

Once logged in a student has the following features:-

a) Edit Profile:

It allows modifying the details

b) Study Material & Video Lectures:

It displays a list of ppts & interactive video lessons categorized by subjects as

posted by the faculty

c) Ask doubts:

It enables the students to ask questions

d) Answers:

It shows the answers by the teachers to the questions asked by various students

### 2. Faculty Login:

It enables a person to login as a faculty member or sign up if he/she has not registered for theClassroom.Once logged in a faculty member has the following features:-

a) Edit Profile: It allows modifying the details

b) Study Material & Video Lectures: It allows the faculty members to post & remove ppts & video lessons

c) Doubts: It shows all the questions asked by the students

d) Answers: It enables teachers to answer the questions asked by the students

### 3. Administrator Login

The administrator is the ultimate controller of the application with the highest authority. He/she has the following features:-

a)Student/Faculty: It displays a list of students/faculty members registered for the classroom

b)Student/Faculty req: It displays a list of students/faculty members whose sign up request is still pending

c)PPT (pload/del)/Video(upload/del):It displays a list of ppts & videos posted by the faculty members. The administrator has the power to remove ppts/videos from the list and upload according to wish

d)Question/Ans It displays a list of questions asked by students/answers to questions by teachers. The administrator has the power to delete questions/answers from the list.

## 4. CONCLUSIONS

Virtual classroom causes the member to get the information from the topic specialists
whenever, and anyplace. They have the benefit to communicate with the specialists despite the fact that it is virtual.The virtual classroom learning condition would not just enhance access to cutting edge instructive encounters yet additionally would enhance the productivity of the cost of instruction conveyance.The accompanying advances might be taken to make the virtual classrooms more successful:

Exploring the advancement of an estimation framework for VCR. Breaking down the achievement and having an assessment structure for the same will be useful.Exploring the alternative to confirm the intrigue level at the member's end. Exploring the choice of mixed learning .To put it plainly, we can state that VCR makes it conceivable to infuse the correct information, to the perfect individual, at the correct time.

## 6. REFERENCES

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