E-Learning platforms are increasingly used in universities, colleges and companies seeking effective and continuous training of their employees without constraint of time and space. The effectiveness of such a learning system depends mainly on the degree of information assimilated by the learner at the end of training. In this project, the focus is on the implementation of a system for measuring competence for computer sciences. This system uses the model of item response theory. The results provided by this system are presented to the student, as a dashboard. They will allow the teacher or tutor to have the necessary elements to monitor their learning by identifying the causes blocking and checking its achievements. The emphasis of this project is to enable the learner to understand and simultaneously implement the concepts that have been designed by the content author or teacher. It is primarily geared towards enabling students to use an interactive E-Learning system that uses an algorithm based approach to assess skill levels. This system can also help to improve the recruitment process of companies using it in the selection process of candidates for jobs.
References


Index Terms

Computer Science Information Sciences

Keywords

Adaptive Assessment Approach ,E-Learning, skill level, item response theory, learner model, measuring skills, unit