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CHILD MORTALITY PREDICTION USING MACHINE LEARNING TECHNIQUES

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ABSTRACT

The principle point of this undertaking is to plan the controlling and monitoring the child safety using IoT. This venture is actualized Arduino Uno, Node Mcu, and progressed locally available regulators for safety application. Now a day's child safety is important, so we can develop the "CHILD SAFETY WEARABLE DEVICES". The devices consist of a child safety. This device is programmed for daily activity in child. Any dangerous or go to unknown location for child when this device automatically send alert on the parent mobile, because the device programmed for particular location on child daily activity. The devices very help to school children. It working devices, iot based solution using magnetic sensor to identity the child position in real time using for temperature sensor. This work for

physically analysis of body temperature, heartbeat etc. The daily activity of children and also help find the child using Wi-Fi This is followed some characteristics of high reliability, short response time, high accuracy. The requirements enable to children's safety.

1.INTRODUCTION

With the rapid growth of technology, colleges and universities are continuously looking for innovative ways to enhance communication and collaboration among students, faculty, and staff. The digital transformation has impacted every aspect of academic life, and educational institutions are increasingly adopting online platforms to facilitate various activities such as academic communication, social interaction, event management, and resource sharing. Traditional methods of communication and collaboration in academic settings, such as face-to-face meetings, paper notices, and physical bulletin boards, are being replaced

2.LITERATURE SURVEY

by digital platforms, which offer more dynamic, efficient, and scalable solutions.

A college networking platform, like "Campus Connect," aims to bridge the gap between students, faculty, and staff in a unified digital space. The platform serves as a central hub where all members of the college community can interact, exchange ideas, access educational resources, and stay updated on events, announcements, and opportunities. This platform can enhance the overall academic experience by providing an easy-to-use interface, real-time communication, and seamless integration of various campus functions.

Flutter, a popular open-source UI software development kit (SDK) developed by Google, has gained significant traction for building cross-platform applications. With its ability to create natively compiled applications for mobile, web, and desktop from a single codebase, Flutter is an ideal choice for developing a college networking platform that is accessible across different devices. Its rich set of pre-built widgets, hot reload feature, and fast development cycle make it an efficient tool for building high-performance applications.

In this context, the development of "Campus Connect" using Flutter will not only provide a streamlined and cohesive platform for communication and collaboration but also showcase the capabilities of modern technologies in solving real-world problems. This platform can improve how students and staff connect, share knowledge, and stay engaged with the college ecosystem.

In recent years, the use of digital platforms for communication and engagement in academic institutions has grown rapidly. These platforms allow students, faculty, and staff to access information, connect with each other, and collaborate on various academic and extracurricular activities. The growth of mobile applications and the increasing use of social media have further amplified the need for universities to create integrated online spaces for communication.

A significant body of work has emerged on the design and development of campus networks, and these studies have often explored the role of technology in improving student engagement, academic performance, and overall satisfaction. For instance, research by Brown and McMillian (2018) explored the impact of mobile apps on student engagement and concluded that well-designed apps significantly enhance student interaction, both socially and academically. The authors highlighted the potential of mobile technologies to provide personalized experiences and increase student participation in campus activities.

Other studies, such as those by Tran et al. (2019), emphasized the importance of integrating various campus services into a single mobile platform. These platforms often feature features like academic schedules, event notifications, campus maps, and a communication system that connects students with faculty and peers. In their work, they also discussed the need for scalability and ease of use, which are critical

factors for the success of campus mobile platforms.

Several institutions have already implemented similar platforms, and there are numerous examples of college apps developed to improve the student experience. For instance, "UCLA Mobile" and "University of Melbourne's myUOM" are mobile applications that provide students with easy access to academic materials, schedules, and announcements, while also offering social networking functionalities to help students connect with peers. However, most of these platforms still lack comprehensive features for academic collaboration, real-time communication, and personalized campus experiences, which leaves room for improvement.

In the context of the technical side, Flutter has become a prominent choice for developing mobile and web applications due to its rich feature set and cross-platform development capabilities. Developers have widely adopted Flutter for educational platforms due to its flexibility, ease of use, and performance. Research by Patel and Thakkar (2020) suggested that Flutter enables the rapid development of high-performance apps while maintaining native-like performance. This makes it a suitable framework for building a comprehensive college networking platform like "Campus Connect."

Several works have also discussed the importance of integrating social features into academic platforms. For example, Beale and Yoon (2021) noted that providing students

with social interaction opportunities in an academic environment is crucial for improving engagement and well-being. Their work discussed how online forums, chatrooms, and social media-like features can play an important role in creating a sense of community among students. Similarly, Johnson et al. (2020) explored the role of gamification and social networking in enhancing student participation and motivation. These studies underline the importance of having a social component in a college networking platform, which would be a key feature of the proposed "Campus Connect."

The literature suggests that combining educational tools, social interaction features, and institutional information into a single mobile application can significantly improve the user experience and enhance the overall learning environment. Building upon these studies, "Campus Connect" can bring together all of these features into one seamless platform, ensuring better communication, collaboration, and engagement for the entire campus community.

3. EXISTING METHODS

Various campus networking platforms and applications have been implemented by universities and colleges worldwide to enhance communication, streamline administrative tasks, and foster academic collaboration. These platforms are often designed to be integrated with institutional systems, offering features like course information, schedules, grades, and

announcements. However, many of these applications focus primarily on administrative functions and lack a comprehensive approach to integrating social, academic, and extracurricular elements into a single platform.

One of the most popular existing methods for campus networking is the development of mobile applications specifically designed for each institution. For example, platforms like Blackboard, Moodle, and Canvas are widely used to manage course content, assignments, and grades. While these platforms are efficient for academic management, they often do not offer social networking features, making it difficult for students and faculty to communicate outside of formal settings. Similarly, platforms like Microsoft Teams or Slack are often used in educational settings for collaboration but are not fully integrated with other campus services.

Some universities have developed custom-built mobile apps to address these gaps. These apps typically offer features such as event calendars, campus news, emergency alerts, and access to academic resources. For example, the "UCLA Mobile" app provides real-time information about the campus, including dining hall hours, library locations, and campus maps, along with academic features like course schedules. However, most of these platforms are limited in scope and focus primarily on providing static information or serving as one-way communication channels rather than fostering meaningful interactions between students, faculty, and staff.

Another existing method of campus networking is through online forums and discussion boards. Platforms like Piazza and Stack Exchange are commonly used in academic settings to facilitate peer-to-peer learning and collaboration. These forums offer valuable tools for students to ask questions, share knowledge, and engage in discussions with peers and faculty members. While these platforms can enhance academic interaction, they are often siloed from other campus activities, such as event management or extracurricular engagement, leaving a gap in the holistic student experience.

While current methods provide some benefits in terms of academic management and communication, they often fail to create a comprehensive and unified platform that combines academic, social, and administrative aspects. "Campus Connect" aims to address these shortcomings by incorporating a wide array of features into one unified system, leveraging Flutter's cross-platform capabilities to ensure seamless accessibility across different devices.

4. PROPOSED METHOD

The proposed method for developing the "Campus Connect" platform focuses on creating an all-encompassing campus networking solution that integrates academic tools, social features, event management, and administrative functions. The platform will serve as a one-stop hub for students, faculty, and staff to interact, collaborate, and

stay informed about everything happening on campus.

The platform will be developed using Flutter to ensure cross-platform compatibility, enabling users to access the app on both iOS and Android devices. This choice of framework will also ensure rapid development, maintainability, and high performance. The application will consist of several modules, each catering to different aspects of the campus experience.

The first module will be the academic module, which will allow students to view their class schedules, grades, assignments, and course materials. Faculty members will also have access to tools that enable them to upload lectures, manage assignments, and communicate with students. This module will be integrated with existing institutional systems to ensure real-time data synchronization and consistency.

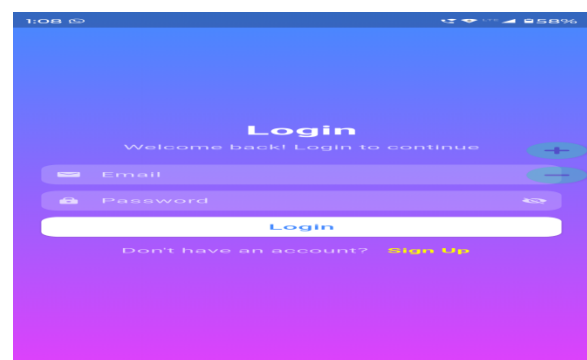
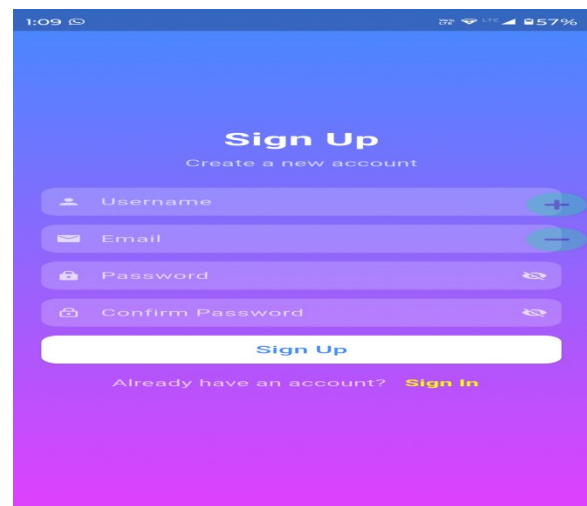
The second module will be the social module, which will include features like discussion forums, instant messaging, and group chats. This module aims to foster social interaction among students, faculty, and staff, helping to create a sense of community and support on campus. It will also provide features like user profiles and notifications about campus events, ensuring that students are always aware of important updates.

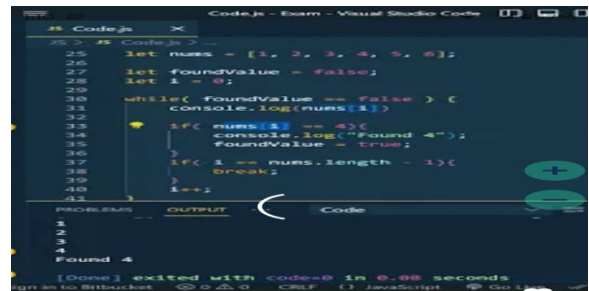
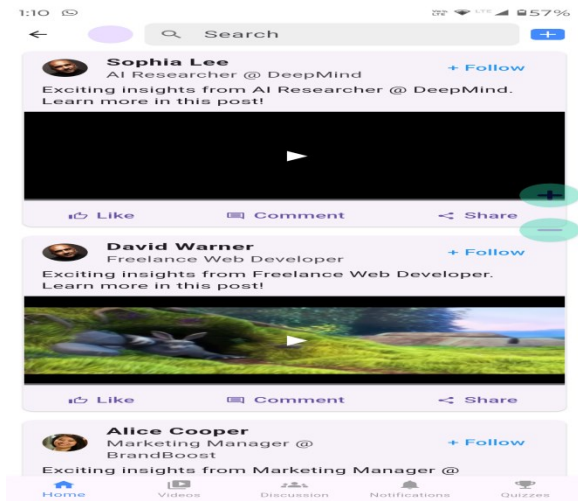
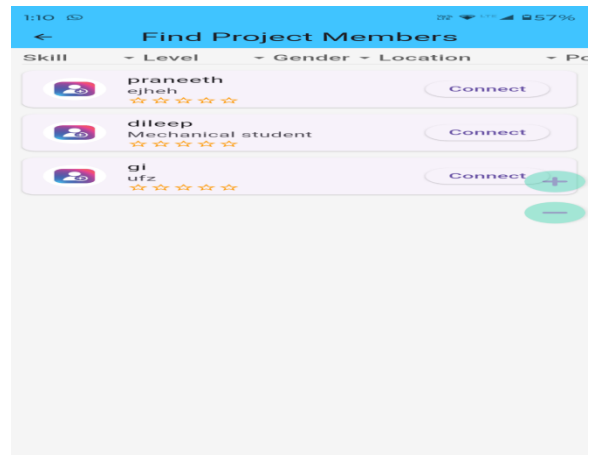
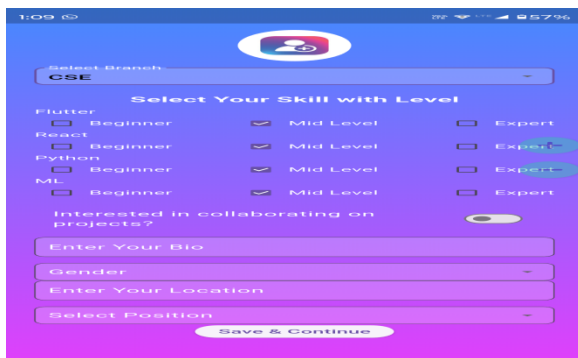
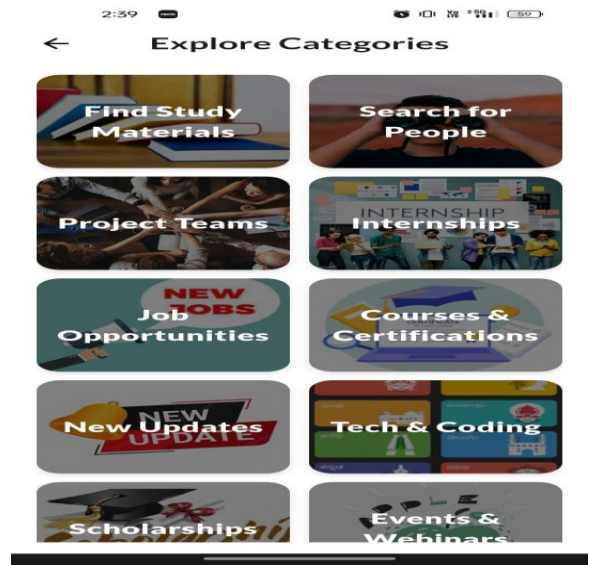
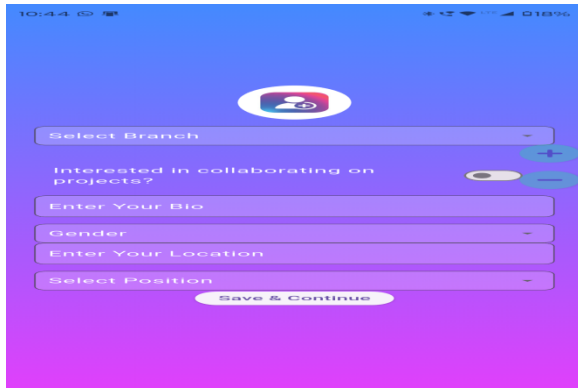
Event management will be the third module, where students and staff can post, view, and RSVP to campus events. Whether it's a club meeting, a guest lecture, or a student social

gathering, the event management module will keep students informed about campus activities and provide an easy way to stay involved.

Finally, the platform will include administrative features, such as campus news, emergency alerts, and access to library resources. This will provide students with everything they need in a single, easily accessible location.

5.OUTPUT RESULTS





6. CONCLUSION

In conclusion, the development of a college networking platform like "Campus Connect" using Flutter will significantly enhance communication, collaboration, and engagement among students, faculty, and staff. By integrating academic tools, social networking features, event management, and administrative functions into one platform, it will streamline the overall campus experience and provide a seamless and accessible way for everyone to stay connected. This approach will not only improve the efficiency of campus operations but also foster a greater sense of community and collaboration among all members of the college.

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