

QUARTERLY REPORT FOR SEPTEMBER 2024

In this quarterly report, it has been decided to look at the two niche community-based projects being developed in line with the three pillars and ideals of fortune DC, i.e., technology transfer, skills development and job creation.

THE ESSENCE OF E-LEARNING AND ITS ADMINISTRATION

E-learning is flexible learning using ITC resources, tools and applications, and focusing on interactions among teachers, learners and online environment. E-learning usually refers to structured and managed learning experiences, and may involve the use of Internet, CD-ROMs, software, other media and telecommunications.

Main Advantages:

With eLearning, you can study when you want, as often as you want, in your own time. There are other **time-saving elements**, too: no commuting to and from the classroom, the opportunity to choose only the parts of the course you want to learn, and no interruptions.

Learning is a process that leads to a lasting change in **behavior or knowledge**, as a result of an individual's experience or interaction with the world. This definition captures the essence of learning, highlighting its enduring impact and the role of experience.

Incorporation of Digital Devices to Facilitate Self-learning: The aim of the e-learning system is to investigate the paradigm shift in education by incorporating digital devices and facilitating self-learning at self-paced anytime, anywhere. The aim of the e-learning system is to allow students to carry out all activities related to their education from home.

Automation of existing manual systems: The aim of the e-learning education system is also to automate the existing manual system and store valuable data/information for easy access and manipulation and reduce the cost of your degree.

Paperless Procedure: eLearning is a paperless procedure, and it does not contribute to numerous environmental issues linked with paper production. It has a direct impact on the minimization of using paper, minimizing carbon emissions, and consuming a lot of energy to run schools.

Offline and online functionality: Similarly, while eLearning does not require teachers and students to be online at the same time, lessons during online learning are conducted

in real-time. As such, students and teachers can communicate through the online platform via audio, video, or/and interactive whiteboard features.

Identification of why learners are taking our courses: A good eLearning course isn't just about providing information for your learners. Instead, it motivates them. Motivation in eLearning can be achieved by identifying why your learners are taking your courses and tailoring your content to these needs.

Finally, the purpose of learning is about learners being prepared for their future and reaching their fullest potential as lifelong learners. This means that they have a voice with the confidence to express their ideas and opinions so they are heard and taken into account in any situation.

Effective leadership is the most important aspect of school management. Strong leadership sets the vision, cultivates a positive school culture, and *empowers staff* to excel.

Cost of Creating an e-Learning Website

Creating a professional e-learning website involves a detailed process and various cost factors. While a basic website can be developed for **\$500 to \$2,000**, more advanced sites with additional features can range from \$2,000 to \$20,000 or even higher for complex requirements. App budget can be a tricky subject to navigate, but with the right research and planning, you can get a solid understanding of what to expect.

According to Polaris Market Research, e-learning market size has grown rapidly in recent years. It will grow from \$281.22 billion in 2023 to **\$320.96 billion** in 2024 at a compound annual growth rate (CAGR) of 14.1%.

BUILDING A SOFTWARE FOR HIGH SCHOOLS

Whether it is the attendance of students, class schedules, syllabus, exam details, and even personal data of students, everything is stored in our software called Student Database Management System (SDMSLQ40). The resulting technology should allow academy to communicate with students and parents seamlessly and be visually appealing. It's essential to have a minimum viable product (MVP); a product with just enough features to be usable by early customers who can then provide feedback for future releases or **innovation**. Deliver value to your early adopters quickly and build a better product that will resonate with future users.

The rapidly developing area of data analytics is to gather and utilise learning analytics to support teaching inquiry with the intention of improving teaching and learning effectiveness. It's imperative that academics, **administrators, leadership teams** and institutional data analytics **staff** frame the right question. The right question will glean the right data which in turn will provide the most effective strategies to improve a relevant component of teaching and learning practice. Our e-Learning networks should strive to accomplish some of these components.

CREATION OF A PLATFORM and Refurbishing of ecotourismhondevalley.org

Step into the wild world of ecotourism, where vibrant statistics paint a picture of a booming industry that is not just a trend, but a sustainable force to be reckoned with. With an annual growth rate that could make even the most ambitious stockbroker envious—ranging from 20-34% —and a whopping estimated worth of **\$195 billion per year**, ecotourism is not just a **niche market**, it's a global powerhouse. The global market of eco-tourism is projected to reach **\$333.8 billion by 2027**. The average annual growth rate for international ecotourism arrivals is estimated at 6%. And the average length of stay for ecotourists is 10 days, higher than for conventional tourists.

Ecotourism can generate three times more revenue for local communities compared to traditional tourism.

To sum up on the way Fortune DC should react to digital innovation is to allow audience to access the content. This is in contrast to static media (mainly print media), which today are most often created digitally, but do not require electronics to be accessed by the end user in the printed form. It's important to note that the primary electronic media sources familiar to the general public are video recordings, audio recordings, multimedia presentations, slide presentations, CD-ROM and online content.

Furthermore, most new media are in the form of digital media. However, electronic media may be in either analogue electronics data format. Although the term is usually associated with content recorded on a storage medium, recordings are not required for live broadcasting and online networking. Any equipment used in the electronic communication process (e.g. television, radio, telephone, game console, handheld device) may also be considered electronic media.

Electronic media makes communication easy to connect people from one end to other end by getting them together through media facilities. Before some years, people used to perform cultural events in various forms like folk dance, drama, folk events etc. Electronic media provides a wide range of information, entertainment & knowledge.

How electronic media has affected society is that social media wields cultural influence on fashion and food trends, family and adolescent health issues, world news and local events, political and community action events. Social media has spawned a new type of marketing through the use of a unique, virtual public personality: the social influencer—a user on social media who has established credibility in a specific industry. Known for their authenticity and innovative approaches, they use their specialised knowledge and authority to influence target audiences.