

FUTURE TRENDS IN ONLINE ASSESSMENT

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Abstract

Recent emerging assessment technologies could be used to support educators in their profession and to make growing. Key challenges for the measurement and evaluation emerging from the scenarios relate to ethical considerations. This paper concentrates on the essential attributes of online assessment systems have been determined by systematically analysing the systems that support them, the security mechanisms they offer, and the common features they have. In addition to Gamification is to evaluate learners' abilities, knowledge, or competences, in order to select and/or create an online evaluation method for use in online measurement and evaluation, users, outcome, researchers, and system developers are expected to use trends in the characteristics of online assessment systems as a reference.

Keywords: Teaching Innovations, online evaluation, Gamification Technology.

I. INTRODUCTION

The globe is gradually changing due to recent technology. The mounting research of the positive effects on educational environments, which have started to have a significant impact. Digital games are one of the most well-known uses of technology in education. Around the world, this kind of game has become an essential component of families, particularly among young people. Moreover, as they have the potential to boost student motivation and participation in the classroom, many trainers perceive digital games as powerful and uplifting environments. The growing popularity offers a chance to employ video games to enhance education and learning. Mainly, there is much excitement in the educational community over game-based evaluation (GBA) because it does not appear that traditional assessment techniques can fully measure all facets of pupils' knowledge, abilities, and traits. With in-game based assessment approaches, more real-world circumstances can be simulated than with traditional teaching exercises like lectures or written assignments.



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