

**WEB BASE STUDENT SOCIAL NETWORKING
COMMUNITY**

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Universiti Utara Malaysia

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**WEB BASE STUDENT SOCIAL NETWORKING
COMMUNITY**

**A project submitted to Dean of Postgraduate Studies and Research
in partial Fulfillment of the requirement for the degree Master of
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By

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ABSTRACT

The Internet users are growing significantly in the field of social networks such as blogs, forums and groups. Online social networks (OSNs) have gained popularity among users from all over the world during the past few years. And E-learning has made learning process quite convenient for users by using the networks. Online learning communities are described as meeting the needs of distance learners, and provide flexibility for students within the campus. In this research, we provide environments that allow new modes of active learning .particularly between the role of teachers and learners to direct and mediate the language learning process in networked communities. SNSs systems and the personal learning environments associated with them, and improve and facilitate interaction and communication between the efficiency of the trainees in the field of information technology to exchange experiences in programming languages.

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LIST OF ABBREVIATIONS

ASP	Active Server Page
E Learning	Electronic Learning
HTTP	Hyper Text Transfer Protocol
IS	Information System
IIS	Internet Information Services
IT	Information Technology
MSc	Master of Science
UG	Usability Guideline
UML	Unified Modeling Language
UUM	University Utara Malaysia
WWW	World Wide Web
OOAD	Object-Oriented Analysis and Design

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CHAPTER ONE

INTRODUCTION

1.1 Introduction

Social networking is a concept that has been around much longer than the Internet or even mass communication. People have always been social creatures; our ability to work together in groups, creating value that is greater than the sum of its parts, is one of our greatest assets (Weaver, Pope, Morrison-Saunders & Lochner, 2008).

After the emergence of the Internet and spread, the world began to move to the virtual world or the so-called second life, this second life started to derive their identity from a real community (Prattichizzo, 2009) such as, the business moved into this world through web sites for various companies engaged in direct sales or the implementation and reservations for service companies, and also media have a large share of the second life through the newspapers and television channels (Kanter, 1998).

Online Social Networking (OSN) web Sites are virtual places that cater to a specific population in which people of similar interest together to communicate, share and discuss ideas. A lot of researchers have studied effects of these networks and most have inferred that they foster relationship building and communications among those involved (Akre, Rizvi & Arif, 2009).

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