

# Incorporating Mind Education to Develop A Better Human

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**Abstract:-**A web application to find out the mental ability of a person and provide mind education strategies would be formulated. It has been seen that there is no automated system/software for analyzing the mental ability of a person. A survey depending on student's age is done which consists of scenario based questions and categorization (weak, average or bright) is done based on that. Once categorized, mind education strategies can be incorporated. The methodologies used can be reading comprehension on motivational articles, role play, various group activities, visit to rehabilitation centers, prison, hospital etc. After completing every task, the student has to report their experience. Once they complete all the tasks, assessment can be done by providing task on "how they tackle the given situation". By this the change in students are noticed and suggestions are provided.

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## 1 INTRODUCTION

A Web Application or web app is a client-server computer program in which the client (including the user interface and client-side logic) runs in a web browser. Web application development is the process and practice of developing web applications. Just as with a traditional desktop application, web applications have varying levels of risk. Education is about caring and cultivating, Century Mind Education is committed to improving the core literacy of the youngsters and even the entire population. There exists a challenge to study and understand the processes in virtual education. Industrial engineering students need to think both creatively and critically. Ghosh (1996), cites recent changes by the US Accreditation Board for Engineering and Technology

(ABET), which aim towards the adoption of practices that creativity. These changes include for instance open ended design problems and challenging examinations. Mind mapping was originated by Tony Bouzan of the Learning Methods Groups in England (Bussan, 1983; Bussan). The technique is based on research findings, which demonstrated that the brain works by beginning with a central focal point and working outward in a random yet organized fashion. This article facilitates learning and acquisition of knowledge. Mind Education is a tool that can take place in formal or informal thereby improving concentration and confidence. It encourages thoughts to flow more smoothly. The ability to remember is increased and creativity is enhanced and can be used to take notes, plan a project, solve a problem, and summarize a book.

## 2 SYSTEM ARCHITECTURE

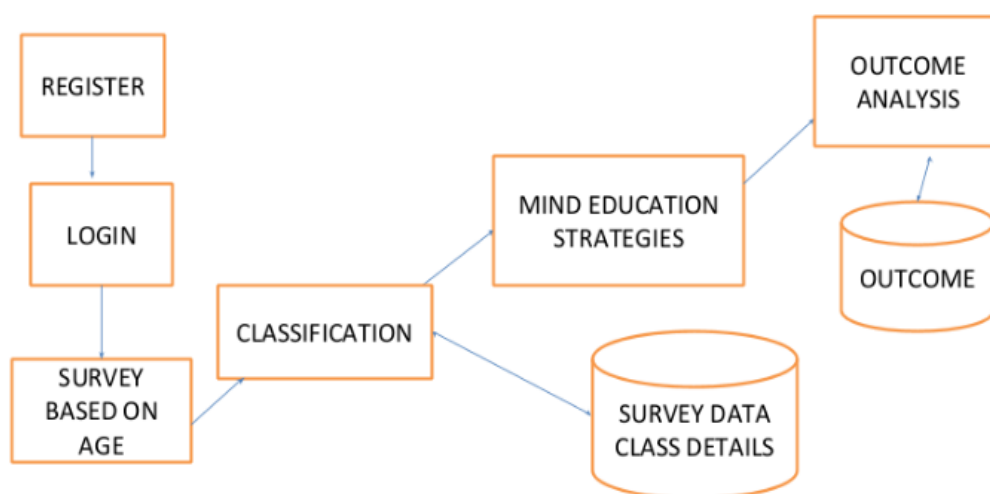


Fig 2.1 Overall Block diagram

The registration is done by the student. Once registered a separate login is created with password. Survey is done based on age. The students are classified depending on their rating. Mind education strategies are implemented. Depending on their scores, the mental ability is understood and suggestions can be provided. To ensure good achievement of the students, educators need to be alert to the learning environment experienced by each student during the learning process.

### 3 PROPOSED SYSTEM

To provide solutions via events and technology – so they can access mind education. And to provide tasks for students who want to become a better human for the society. It's also a vision with hopes and beliefs: that one day our students will become more knowledgeable. It aims to have a positive impact on the physical and mental wellbeing of young people and adults. We aim to do this through the design, delivery and distribution of educational programme, and by working with schools and colleges.

#### Advantages:

Broadens perspective is one of the key advantages of Mind education. Even if we consider economic benefit of education but its most important contribution that it helps in changing minds of people. Education makes people understand other cultures, religions, places and culture. It helps gain understanding of what the world is all about.

- Improves creative thinking
- It makes students more excited to learn
- Confidence based learning.

### 4 FUTURE SCOPE

Future research may provide a clearer picture of the students and their differences, as well as, impact and satisfaction with recommendations. Thus, our next steps are focus on experimenting with past student logs in order to validate the model to predict the actions of new students; implementing the mechanisms to detect if students are capable of understanding and inspecting their own learner model through different visualization in order to create awareness about their learning process; integrating the components to adapt contents, activities, and tools, according to the pedagogies.

### 5 CONCLUSION

A major goal of school and college is to prepare students for flexible adaptation to new problems and environment. Student's abilities to transfer what they have

learned through real world scenarios. This situations based learning provides an important index of adaptive, flexible learning; seeing how well they do this can help educators to evaluate and improve their instruction. Instructional differences become more apparent when evaluated from the perspective of how well the learning transfers to new problems. Learning with understanding is more likely to promote knowledge than simply memorizing information from a text or a lecture. Many classroom activities stress the importance of memorization over learning with understanding. Many, as well, focus on facts and details rather than larger themes of causes and consequences of events. The shortfalls of these approaches are not apparent if the only test of learning involves tests of memory, but when the transfer of learning is measured, the advantages of learning with understanding are likely to be revealed. Designing effective education system includes considering the goals for learning and goals for students.

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