

College Connect with Industry 4.0 Revolution Android App

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ABSTRACT

The revolution of industry 4.0 becomes a new challenge to prepare the students to have high computing technology ability. This demand changes the conventional learning method using more manual tools into the one using digital-based computing ware. Interactive multimedia is a type of media operated using hand-held and mobile computing ware, android-based smartphone. Interactive multimedia can display information in text, image, audio, video, and animation formats. Information can be presented real time anytime and anywhere in real environment setting. Interactive multimedia potentially makes the learning process running effectively. In addition, interactive multimedia potentially improves students' learning motivation and outcome and practices high-order thinking skills such as analytical, critical, and creative thinking skills. The use of interactive multimedia in the learning needs the synergy of technology ware availability, students' preparedness, teachers' preparedness, and school regulation, and stakeholders. The methods employed in this research were observation on learning activity and literature study referring to various relevant sources. Thus, android-based interactive multimedia is one of solutions to improve the quality of learning and to prepare the students for dealing with the competition in industrial revolution era 4.0. In this paper we would like to provide a common framework locally, in order to facilitate interaction between industry experts and academicians. In the beginning, we will actively collect, verify and publish the data of Industry experts and the people who need solution to their problems. The interaction will be more focused and meaningful. New focused Application will serve as one of the tool to

advertise, facilitate, evaluate and monitor execution of the initiative. This portal would have updated real life and localized information of both the stakeholders and would highlight the problem areas where the interaction could be sought and ideas could be worked out to address a practical or conceptual problem faced by either party. Establishing a systematic connect to bridge in the gap for determining the proper resource towards problem solving between industries and various related parties, would be the basic theme behind this concept.

Key Words: Industry 4.0, Education 4.0,

I. INTRODUCTION

Interaction between the institute and the industry is seen as the platform for showcasing best practices, latest technological advancements and their implementation and impacts on the industry. It is basically considered to improve the quality of technical education to meet the needs of the industry. To integrate industrial training and other inputs from the industry with the teaching learning processes, interaction is necessary as it develops students awareness on job functions in the industry, attitudes to adapt industrial environment, proper practical end relevant knowledge, skills and competencies in preparation to becoming self employed. Industrial Revolution 4.0 affects Indonesian people very considerably. Industrial Revolution gives the people who want to go forward and to develop a big opportunity due to the opened access to information and the emergence of various job opportunities never existing before. On the other hand, industrial

revolution 4.0 becomes a threat to community with slow adaptability. Many jobs have begun to be replaced with robot and machine. Such condition is called disruptive era characterized with many uncertainties due to the effect of rapid technology change [1]. The first industrial revolution started with the invention of steam engine in 18th century. Historically, this revolution was noted successfully improving economy dramatically, in which Gross Domestic Product of states in the world increased six folds two centuries following the Industrial Revolution.

II. OBJECTIVES

- The objective of the IIIC is to reduce the gap between the industry expectations and academics so that students and faculty will aware about recent trends and practices.
- Designing the course curriculum based on industry requirements.
- Create employable students “Industry –ready students.”

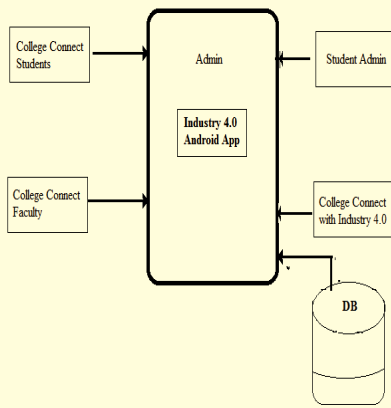
III. PROPOSED METHODOLOGY

The system's goal is to provide users solutions via solution providers. to increase academics' and business people's involvement and participation in web portals. The web platform will offer assistance to those in need. to encourage more people to sign up for our portal. the promotion of diverse industrial activities by staff members and students, as well as the development of strong relationships with industry. In order to keep up with the increasing amount of industrial liaison activities and, more crucially, in order to spur on future expansion and development of the Institute's and Industry's connection. Volunteers will actively gather, confirm, and publish the information provided by industry experts and those in need of problem-solving assistance. We have placed emphasis on the cultivation of strong links with industry and

promotion of various industrial activities by the faculty members and students. In order to keep up with the growing volume of industrial liaison activities, and even more importantly, to catalyze the further growth and development of interaction between the Institute and Industry. There is no such connections between the small-scale industries and the experts which are willing to work for a noble cause without charging loads of money with the intension of helping them. There is a strong need to connect such employees to people who are willing to help them free of cost as well as with the intension of helping the society.

We would like to establish a structure locally that would allow academics and business professionals to communicate more easily. We will initially actively gather, validate, and publish information from industry professionals and those seeking solutions to their issues. The conversation will be more concentrated and significant. One of the tools for promoting, facilitating, evaluating, and tracking the execution of the campaign will be a new, targeted web portal. This portal would feature up-to-date information about both parties' actual situations and locales, as well as problem areas where engagement could be sought and solutions might be developed to deal with a practical or conceptual issue presented by either party. Numerous initiatives aiming at promoting interaction between the department and the industries are taken. This will have great bearing on the Engineering Curriculum, exposure of industrial atmosphere to engineering students and subsequent placement of young graduating engineers in industries across the country. These objectives have

been fulfilled by having fruitful partnerships with a few reputed industries. To improve the quality of technical education adequately to meet the needs of the industry and economy. Technical education system should operate at optimum efficiency and deliver quality product to employers.



DFD-Level-1:College connect with industry 4.0

Methodology:

1. College Connect Students
 - Student Sign up
 - Sign In
 - Profile
 - Choice of connect with Industry
 2. College Connect Faculty
 - Sign up process
 - Sign in
 - Profile
 - Choice of the Connect with Industry
 - List of the Industry
 3. College Connect student Admin
 - Manage Student
 - Manage Faculty
 - College Connect with Industry 4.0
 - Sign in And Sign up
 - Add Company Info
 - Upload new technology
 - Receive the Student result
 - New announcement latest trends
- Sent Notification training expert Talk etc.

IV. CONCLUSION

The use of Android-Based Interactive Multimedia is very relevant to be applied to the learning process. Android-Based Interactive Multimedia can clarify the material learnt interactively including text, image, video and audio, either online or offline, thereby improving the students' learning interest, corresponding to the need of industrial era 4.0.

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