

Design of an Intelligent Software Engine for Research in Later Life Learning

The aim of the project is the primarily design a software that assists in later life learning. The software will either help the old worker by imparting basic skills through serious games or will help them in getting jobs best suited to their ability. Their skills and abilities will be assed by a questionnaire which will give the intelligent software all the data input required for it to find an appropriate job for the user.

Adult Learners in this context are defined as post-workers who are looking at further jobs or skills to add value to career , to pursue a hobby , to do so for social reasons or to merely kill time. The idea of the project is to explore into the various parameters which define the concept of later life learning such as the older peoples lifestyles, interests, beliefs and expectations.

Considerable research was done to seek current researches on old workers and their needs. A research was also done on finding the appropriate intelligent system which would be best suited for this software.

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The software has 3 main divisions

1. The Database :

This is where all the data will be stored. It will also contain pre-defined operations to reduce run time of the software.

2. The Intelligent System :

The system analyses the query of the user and finds the best possible match for the user. It also looks directly into the database to spot similar cases.

3. The user interface :

This is the connecting medium between the user and the intelligent system. The user will specify his need form this interface and the data will be then sent to the intelligent system for analysis.