



KD MAP

THE WEB APPLICATION FOR SEARCHING CLASSROOMS

Tharntype Ma-aekhain , E-sa Susdee , Aseesa SusdeeAdvisor : Pichaya Khaidasang

PROBLEM

KhuanDonWittaya School is an examination venue for students from many schools and many areas. Therefore, students who come to take the exam at Khuan Don Wittaya School cannot know the examination room because there are many rooms and many buildings. Therefore, we created the KD MAP website to provide convenience to users of the place. It is an application for searching classrooms and examination rooms using AI to help find classrooms.

FRAMEWORK

This project is an artificial intelligence computer project that helps in finding classrooms or rooms that need to contact the government to make it easier to search. It will be a map inside the school and can search and use a microphone to search.

The voice search system will use AI from Teachable Machine to help make it easier to search.

This project has limitations. The data used to classify sounds may not be enough, so the use of the voice search system may have errors. Therefore, it takes time to train the data for AI for accuracy.



1. Hardware

1.1 Computer specifications used to develop the website

- CPU: Intel core i5-10400f
- GPU: AMD Radeon RX 6400
- Mainboard: ASUS PRIME H510M-K
- RAM: Kingston Fury Beast DDR4 16GB

1.2 Notebook specifications used to develop ai teachable machine

2. Software

- 2.1 Visual Studio Code program
- 2.2 HTML CSS JavaScript language
- 2.3 Teachable Machine program

FINDING

1. Study Content: Develop a school map website using HTML, CSS, JavaScript, and integrate Teachable Machine for classroom search via microphone.
2. Website Design: Sketch web pages using Canva.
3. Planning and Design
 - 3.1 Plan and train the AI.
 - 3.2 Develop and create a user-friendly website.
4. Website Development: Build the website according to the plan.
5. Performance Testing
 - 5.1 Test AI training efficiency.
 - 5.2 Test website performance.
 - 5.3 Evaluate user satisfaction.
6. Improvement: Refine and enhance the website for completion.

INTERPRETATION AND CONCLUSION

The KD Map project aimed to develop an AI-based application for searching classrooms at Khuandonwittaya School using Teachable Machine. Its objectives were 1) to create an app for external users to search for classrooms, and 2) to study user satisfaction with the application. The results showed that the KD Map application functioned as planned, meeting the objectives. Testing and data collection revealed a high level of user satisfaction, with an average rating of 3.92.

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