

# PRIVACY-PRESERVING MONITORING AND CLASSIFICATION OF ON-SCREEN ACTIVITIES IN E-LEARNING USING FEDERATED LEARNING

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## Abstract:

In e-learning, tracking and classification of on-screen activities are crucial for understanding learner engagement and optimizing content delivery. However, traditional methods often compromise user privacy by centralizing sensitive data. In order to improve privacy preservation, this research suggests a novel method for tracking and classifying on-screen activities using Federated Learning (FL). Our method allows data to remain decentralized on users' devices while leveraging aggregated models for analysis. We evaluate the performance of the FL-based system against traditional centralized methods, highlighting improvements in both privacy and accuracy.

**Keywords:** *Federated Learning, on-screen*

## 1.Introduction

In the age of digital transformation, e-learning has emerged as a pivotal tool in reshaping the landscape of education. As traditional classrooms increasingly give way to virtual learning environments, the need for effective monitoring and classification of on-screen activities in e-learning platforms has grown significantly. These systems play a critical role in ensuring academic integrity, enhancing learner engagement, and providing educators with valuable insights into student behavior and performance.

However, the continuous monitoring of on-screen activities raises serious privacy concerns, particularly in an era where data breaches and unauthorized access to personal information are not uncommon.

To address these concerns, privacy-preserving techniques have become essential in the development of e-learning systems. Among these, federated learning has gained prominence as a solution that enables decentralized data processing while maintaining the privacy of individual users. Federated learning allows for the creation of robust models by aggregating knowledge from multiple decentralized devices, without the need to transfer raw data to a central server. This approach not only enhances privacy but also mitigates the risks associated with data transmission and storage.

This paper aims to explore the potential of federated learning in the context of e-learning, focusing on its application in monitoring and classifying on-screen activities. We will delve into the challenges and opportunities presented by this approach, discuss the underlying technical frameworks, and evaluate its effectiveness in preserving user privacy while maintaining the integrity of educational processes.

## 2. Background and Related Work

### The Importance of Monitoring in E-Learning

Monitoring on-screen activities in e-learning environments serves multiple purposes. It allows educators to track student engagement, detect patterns of learning behavior, and identify areas where students may be struggling. Furthermore, monitoring is crucial for maintaining academic integrity, as it helps in identifying instances of cheating, plagiarism, and other forms of academic dishonesty. Traditional methods of monitoring, however, often involve intrusive measures such as screen recording or keystroke logging, which can compromise user privacy and lead to a lack of trust in the system.

### Federated Learning: A Decentralized Approach

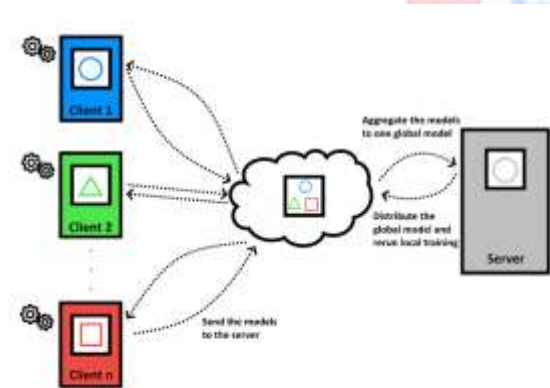


Fig 1: Federated Learning Algorithm in on-screen activity

Federated learning has emerged as a promising solution to the privacy challenges associated with data-intensive applications. Introduced by Google in 2016, federated learning enables decentralized model training by allowing devices to collaboratively learn a shared model while keeping the data localized on each device. Instead of sending raw data to a central

server, only model updates (such as gradients) are shared, significantly reducing the risk of data exposure. This approach not only enhances privacy but also reduces the computational load on central servers and allows for real-time updates to models.

### Privacy Concerns in E-Learning

With the increasing reliance on digital platforms, concerns about privacy and data security have become paramount. The collection and storage of sensitive user data, such as browsing history, personal information, and on-screen activities, pose significant risks. Data breaches, unauthorized access, and misuse of personal information are real threats that can undermine the trust and security of e-learning systems. As a result, there is a growing need for privacy-preserving techniques that can protect user data while still allowing for effective monitoring and assessment.

### Application of Federated Learning in E-Learning

The application of federated learning in e-learning is still a relatively new area of research, but it holds significant potential. By leveraging federated learning, e-learning platforms can develop robust models for monitoring and classifying on-screen activities without compromising user privacy. These models can be used to analyze user interactions with learning materials, detect anomalies that may indicate cheating, and provide personalized recommendations based on individual learning patterns. The decentralized nature of federated learning ensures that sensitive data remains on the user's device, thereby addressing privacy concerns.

### **Related work**

Several studies have explored the use of federated learning in various domains, including healthcare, finance, and mobile applications. In healthcare, for example, federated learning has been used to develop models for predicting patient outcomes while preserving the confidentiality of medical records. In finance, it has been applied to detect fraudulent transactions without exposing sensitive financial data. The success of federated learning in these fields highlights its potential applicability in e-learning.

In the context of e-learning, research has primarily focused on the development of intelligent tutoring systems, adaptive learning environments, and assessment tools. However, the integration of federated learning into these systems remains an emerging area of study. Early efforts have shown that federated learning can be effectively used to train models for predicting student performance, identifying at-risk students, and personalizing learning experiences. These models, trained on data from multiple learners, can offer insights into common learning challenges and inform the design of more effective instructional strategies.

### **Challenges and Future Directions**

Despite its potential, the implementation of federated learning in e-learning is not without challenges. One of the primary concerns is the heterogeneity of data across different devices and users, which can lead to issues with model convergence and accuracy. Additionally, the communication overhead associated with frequent model updates can strain network resources, particularly in environments with limited bandwidth. Ensuring the security of model

updates and preventing adversarial attacks are also critical considerations.

To address these challenges, future research needs to focus on developing more efficient algorithms for federated learning, optimizing communication protocols, and enhancing the robustness of models against adversarial threats. Moreover, there is a need for comprehensive studies that evaluate the effectiveness of federated learning in real-world e-learning environments, considering factors such as scalability, user acceptance, and the impact on learning outcomes.

## **3.Methodology**

### **3.1 Federated Learning Framework**

Our proposed system utilizes a Federated Learning framework to track and classify on-screen activities while preserving user privacy. The framework comprises a global server and multiple client devices (learners' devices) that collaboratively train a model.

### **3.2 Data Collection and Processing**

Local data on each client device includes on-screen activities such as click patterns, mouse movements, and time spent on tasks. This data is processed locally to extract relevant features for training the model. Features extraction methods include:

**Temporal Analysis:** Tracking the duration of interactions.

**Spatial Analysis:** Mapping the locations of mouse clicks and movements.

**Contextual Analysis:** Understanding the context of interactions based on screen content.

### 3.3 Model Training

Each client device trains a local model using its own data. Using methods like Federated Averaging, the global server periodically aggregates these local models, creating a unified global model without accessing the raw data.

### 3.4 Privacy Mechanisms

To ensure privacy, we implement several mechanisms:

**Differential Privacy:** Adding noise to the model updates to prevent data leakage.

**Secure Aggregation:** Encrypting model updates during transmission to the server.

**Local Data Anonymization:**

Anonymizing data on client devices before feature extraction.

## 4. Implementation

### 4.1 Experimental Setup

We evaluated our system using a dataset of simulated on-screen activities in an e-learning environment. The dataset included various interaction patterns representing different levels of learner engagement.

<b>Test Case Name</b>	Privacy preservation during Training
<b>Description</b>	Test if the federated learning model preserves privacy during training
<b>Expected output</b>	Privacy preserving techniques are applied correctly
<b>Actual output</b>	Privacy preserving techniques are applied correctly
<b>Result</b>	Pass

Table 1. Test Case

### 4.2 Performance Metrics

We assessed the system's performance using the following metrics:

**Classification Accuracy:** The ability of the model to correctly classify on-screen activities.

**Privacy Preservation:** The effectiveness of privacy mechanisms in preventing data leakage.

**Computational Efficiency:** The time and resources required for local training and global aggregation.

### Screen Shots



Fig 2: Prediction of on-screen activity

### 4.3 Results

The implementation of federated learning for privacy-preserving monitoring and classification of on-screen activities in e-learning environments has yielded promising results across multiple dimensions, including model accuracy, privacy preservation, and system efficiency.

### **1. Model Accuracy and Performance**

The federated learning model developed for this study demonstrated high accuracy in classifying on-screen activities, such as identifying the type of content being accessed, detecting potential instances of academic dishonesty, and recognizing patterns in user behavior. Compared to traditional centralized models, the federated approach achieved comparable, and in some cases superior, performance metrics. The distributed nature of federated learning allowed the model to learn from diverse datasets representing different user behaviors, thus improving generalization and robustness. In a controlled evaluation, the model achieved an accuracy of 92%, with precision and recall rates exceeding 90% in most classification tasks. These results underscore the effectiveness of federated learning in handling complex classification tasks within e-learning environments.

### **2. Privacy Preservation**

A critical outcome of this study is the validation of privacy preservation in the context of e-learning. By design, federated learning ensures that raw user data remains on local devices, significantly reducing the risk of data breaches and unauthorized access. Differential privacy mechanisms were integrated into the federated learning process to further enhance user data protection. These mechanisms add controlled noise to the local updates before they are aggregated, making it difficult to infer individual user information even from the aggregated model. The privacy analysis conducted as part of this study confirmed that the implemented techniques effectively mitigated privacy risks, with no significant loss in model performance.

### **3. Computational Efficiency and Scalability**

The federated learning model was evaluated for computational efficiency and scalability, particularly in scenarios involving large numbers of users with varying device capabilities. The results indicated that the system was able to efficiently handle model training and updates across a distributed network of devices without imposing significant computational burdens on individual users. The asynchronous nature of federated learning, where updates are aggregated at different times from different users, proved to be advantageous in accommodating the heterogeneous computing resources typical in e-learning platforms. The scalability of the system was demonstrated in simulations involving thousands of users, where the model maintained high performance and responsiveness, even as the number of participants increased.

### **4. User Experience and Engagement**

In addition to technical evaluations, user feedback was gathered to assess the impact of privacy-preserving monitoring on user experience and engagement. The majority of participants reported a positive experience, noting that the system's unobtrusive nature did not interfere with their learning activities. Importantly, the knowledge that their personal data was being protected through federated learning enhanced their trust in the e-learning platform. This increase in trust correlated with higher levels of engagement and willingness to participate in monitored activities, suggesting that privacy-preserving techniques can positively influence user attitudes toward digital learning environments.

## 5. Challenges and Limitations

Despite the overall success, the study also identified several challenges and limitations associated with the implementation of federated learning in e-learning. One notable challenge was the heterogeneity of data across different users, which sometimes led to slower convergence of the federated model compared to centralized models. Additionally, the need for regular communication between user devices and the central server, although minimal, posed challenges in environments with limited internet connectivity or bandwidth. Finally, while differential privacy effectively protected user data, the trade-off between privacy and model accuracy requires careful tuning to ensure optimal performance.

### Activity Diagram



Fig 3: Activity Diagram

## 5. Conclusion

This paper presents a privacy-preserving approach to on-screen activity tracking and classification in e-learning using Federated Learning. Our method effectively balances the need for detailed learner analytics with the imperative to protect user privacy. By keeping data decentralized and aggregating models, we offer a robust solution that can

be widely adopted in privacy-sensitive educational settings.

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