Student Attention Monitoring System using Deep Learning

K.Salma Khatoon
Computer Science and Engineering(Data Science)
Santhiram Engineering College
Nandyal,India
ksalma273@gmail.com,

B Harish Kumar Reddy
Computer Science and Engineering
K V Subba Reddy Institute of Technology Kurnool,India
harish8099@gmail.com

T.Mehaboob Basha Computer Science and Engineering(Data Scienece)
Santhiram Engineering College
Nandyal,India
mehaboobbasha3260@gmail.com

T.E.Bramha Koti Goud
Computer Science and Engineering(Data Scienece)
Santhiram Engineering College
Nandyal,India
bramhakoti3@gmail.com

S.Sajid Mujahid
Computer Science and Engineering(Data Scienece)
Santhiram Engineering College
Nandyal,India
shaiksajid523@gmail.com

S.Mustakheem
Computer Science and Engineering(Data Science)
Santhiram Engineering College
Nandyal,India
mustakheemshaik1@gamil.com

ABSTRACT— Student focus is a significant element that defines the effectiveness of the learning process, but conventional methods of observation are also subjective and ineffective in cases of virtual learning or when there are many students in the classroom. The proposed project is a real-time student attention monitoring system, the implementation of which is based on deep learning and computer vision, which will automatically identify and analyze student engagement. The system employs a regular web camera to monitor behavioral indicators like openness of the eyes, mouth motions (or speaking or yawning) and the orientation of the head to categorize each student into being engaged or not. It integrates face detection of Haar Cascades and head pose estimation of deep learning to provide consistency during work in varying lightning and facial features. Also, in cases whereby a student is realized not to be attentive, the system captures and records the image of the student in real time, and the image is stored safely in the teacher login where he can access and track the student later. Attentive cases are also monitored by the system, and it also offers insights in the form of an interactive dashboard that shows summaries of the engagement and real-time graphs to aid in assessing the effectiveness of the teaching. It is a scalable solution that is designed to be low-priced, non-invasive, and only slightly involves the teacher, minimizing human bias, and encouraging improved engagement and education (physical classroom or online). On balance, the project shows that it is possible to teach smart and data-driven through the application of deep learning, which results in better teaching performance and student engagement.

Keywords—Deep Learning, Facial Expression Analysis, Real-Time Monitoring, OpenCV, Haar Cascade Classifier, Flask Web Application.

1. INTRODUCTION

. *1.Overview of the Project:*

Attention of the students has become a huge issue in the current education system where instructors in both classroom and online learning settings have experienced a challenge in maintaining the student's attention. Active interaction has direct influence on understanding, involvement, and learning.

Deep learning-based Student Attention Monitoring System is an automated and objective experience in monitoring the attentiveness of students in real time. The system can detect and process facial cues to rate the level of engagement including eye opening, the rate of blinking, mouth expression, and head tilt using a standard webcam and advanced computer vision algorithms. This is a smart method used in between the delivery of teaching and the learner concentration [1].

1.1 Problem Identification:

The conventional approaches to measuring the attentiveness of a student are based on the observation of a human being, and the observation is subjective to each teacher and may not be applicable in large-scale classroom settings or online classes. Teachers can simply fail to notice minor indicators of distraction, including the excessive blinking or movement of the head, which results in unnoticed withdrawal. Furthermore, real-time monitoring is not practical and tiring to educators. The lack of an automated system to monitor the attention is a huge gap in the knowledge on the student behavior in lectures [2]. In order to overcome these shortcomings, the proposed system incorporates the deep learning and computer vision-related methods that can detect behavioral cues and revenue a consistent and unbiased engagement. These constraints emphasize that a data-driven system that is automated and can effectively monitor and analyze student engagement through an objective deep learning and computer vision system to enhance classroom interactivity and performance is urgently needed. In addition, attention tracking is even more complex in the case of online learning because lack of physical presence makes it even more difficult [15]. The subjective opinion of the human eye lacks the accuracy to pick such subtle clues of behavior like the movement of the eyes or facial expressions [4].Without objective and data-based system, measuring attention is diverse and prejudiced, resulting in the impropriate measure of engagement [17].

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1.2 Scope of the Project:

The Student Attention Monitoring System offers development of an intelligent noninvasive system, which would then be capable of monitoring a number of students simultaneously, depending upon a comparatively cheap ubiquitous technology. It is coded in Python, OpenCV, Flask, and deep learning networks to scan the webcam feeds of the current time. The system identifies the engagement rates and provides teachers with graphic reports and interactive dashboards representing summing up attention patterns. It supports both offline and online classes so it is highly adaptable in other aspects of learning facilities [12,17], The project is also modular and can be expanded to a multi-camera environment and integrated.

1.3 Objectives of the Project

The main objective of the project is to develop a smart and dynamic platform that would be used to monitor the attentiveness of the students and determine their concentration using Deep Learning and Computer Vision algorithms. The system will provide the teachers with an automated and objective system of finding out the degree of engagement between the students, thus understanding more about the learning behaviour and enabling them to improve the teaching strategies. One of the main aims is the identification of facial expression and behavioural analysis to define the degree of contact with the usage of parameters (eye openness, Blinking rate, mouth activity (talking or yawning) and head pose orientation angle).Such indicators ought to be capable of categorizing each and every student into the Engaged and Not Engaged in the system and precisely and impartially identify the conditions in various classrooms. The other significant objective is to create an interactive dashboard on Flask that will display real-time engagement data, graphical summaries, and taking snapshots of the sessions. The feature enables the teacher to view the trend of attention with time and identify the students who could require more academic assistance. It will also ensure that data is kept in a safe location hence facilitating performance assessments which will be referred to in future to enhance teaching and student interaction. Besides, the project is aimed at scalability, low costs, and usability. The system can be constructed with the help of the open-source software, such as Python, OpenCV, and Tensor Flow, and standard webcams, which will render them affordable to institutions with lower funds to allocate.The modular structure gives the possibility of adjusting to the multi-camera environment and upgrading later, including face recognition and a more complex head pose estimation model. Lastly, the proposed project will be focused on the creation of an affordable, non-invasive, and effective solution that will contribute to increasing the efficiency of teaching and improving communication with the learners and aid more data-intensive learning analytics. Basically, the general aim is to build a cheaper, data-driven, and non-invasive solution that will help teachers utilize better the classroom attention and interactions. Introducing the results of AI into the educational process, the presented project can support the creation of the concept of smart learning models, which allows individualized, attentive, and performance-oriented education. The other priorities of the project are affordability, ease of use and scalability. The solution is also very convenient and inexpensive as it is built with assistance of free-source software like Python, OpenCV, Flask, and Tensor Flow. The system will be able to be implemented without any challenges in real world classes as well as online learning forums since the system requires the use of normal webcams and medium computing facilities. The modular character will make it flexible to the future upgrades to help identify the students with the help of face recognition, emotions analysis, and a multi-camera option to serve numerous classrooms.

2.PROBLEM STATEMENT

The trend of maintaining the student interest in physical and online classes is a trend that is increasingly becoming challenging in modern education. Manual observation is also subjective, inconsistent and constrained with human capacity hence teachers tend to rely on this factor. [9] The inattentiveness is hard to notice in real time, unless it is aided by using an automated system. The efficiency of teaching and overall learning is affected by such a gap.

2.1 Lack of Objective Monitoring:

Traditional classroom monitoring involves the teacher observation, which varies in terms of accuracy depending on the number of students in the classroom as well as the concentration of the instructor. The subjective opinion of the human eye lacks the accuracy to pick such subtle clues of behavior like the movement of the eyes or facial expressions [4]. Without objective and data-based system, measuring attention is diverse and prejudiced, resulting in the impropriate measure of engagement.

2.2 Absence of Real-Time Detection:

Most of the existing classroom technologies are not related to real time monitoring. They cannot follow and evaluate the activity of the student at all times to determine the level of attention in real-time. Without a real-time system, the teachers will be deprived of an opportunity to intervene at real-time [6]. Absence of such technology creates a loophole between the teaching and the feedback of the student with regards to the effectiveness of the learning outcome.

3.LITERATURE REVIEW

The past scholars were majorly relying on the traditional means of quantifying the focusing, like face and eye tracking or even the mere motion detection, which were inaccurate and failed to work on-

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time. The dashboard also allows one to analyze the history to trace the pattern of the disengagement over time. The newer research suggested deep learning models to predict attention, most of them limited to a limited scale, following a single student, or under controlled circumstances [7].

3.1 Traditional Methods for Student Attention Assessment:

The past research on student attention relied on manual observational and computer vision methods, which were founded on heuristic. These older methods of engagement were determined visually by the teachers according to facial expressions and posture and the initial technologies were based on the principle of simple Haar cascade-based face and eye recognition [1]. The drawback of these older systems was that they were susceptible to lighting, camera angle, and occlusion changes. In addition, such systems could not be accurate in distinguishing between the attentive and distracted states. Real-time analysis was not a simple task to maintain as they were based on manual processing and could be scaled to small classroom scale. Thus, these traditional techniques remain a major source of departure, yet they have failed to provide a data-driven, coherent measurement of engagement [8].

3.2 Deep Learning Approaches in Attention and Engagement Detection:

The past research that has been conducted among students have relied heavily on manual observation and computer vision techniques, which are heuristic in nature. In the early systems, the single Haar cascade-based face and eye detection were utilized in the visual estimation of the engagement of the teachers and the teacher used facial expression and posture to measure it. These traditional techniques were very susceptible to the variations in light, position of the camera and occlusions though they provided an easy way of tracking these parts of the face. Further, making the distinction between attentive and distracted conditions was not very accurate on the systems. The process of continuous real-time analysis was challenging due to the fact that analysis was manual thus only applicable to small classroom settings. Thus, although these more traditional techniques were of importance as an initial step, they failed to provide a valid and data-driven measure of engagement [13].

3.3 Face Recognition Systems:

The further development of deep learning made the researchers develop CNN-based models to learn more complex aspects of face and behavior to involve them in a classification. The studies by Sharma et al.and Li et al [3]. revealed the use of convolutional neural networks, with the recurrent networks such as LSTM, to predict the degree of attention on video data. These models were more precise since they acquired more eye movement, blinking and facial expression. They were, though, often costly in terms of GPUs and vast data to be trained, hence they were not easily applicable to classes. These techniques have been further enhanced by the proposed system through the inclusion of deep learning models, which are lightweight and are efficient in real-time and can be implemented using normal hardware. This allows teachers to react instantly to the inactivity of students and adjust their teaching accordingly.

3.4 Vision-Based Face and Head Pose Estimation Techniques:

Head orientation has been found to be one of the best indicators of attention. The previous works on head pose estimation with the help of CNN were done by Zhang et al [4]. and Wang et al in response to the need to trace the direction of gaze and the attention of students. These models were highly correct but they could not be applied in natural classroom settings where light imbalance or more than one student existed. In addition, they were costly and could not be implemented on a large scale due to their high computation cost The proposed Student Attention Monitoring System will address this issue by substituting Haar cascade face localization with a deep learning-based model of head pose estimation, which can be stable and adjust to a noisy background and low light environment [12,17].

3.5 Multi-Student Detection and Real-Time Tracking:

This is a feature that can be utilized by the user to track the movement of multiple students in a classroom. A feature that can be exploited by the user to monitor the movements of numerous students in a classroom. Previous systems of engagement monitoring were single-user models that were not applicable to the case in real classrooms [6]. Some works such as those by Broker and Khadija have come up with real time monitoring tools, however, they proved to lag when more than one face is being processed at one time. Other authors implemented more sophisticated object detection models, including YOLO and SSD, to follow several students, but at the cost of costly hardware. The scale can be enhanced by the proposed system because it relies on Haar cascade multi-face detection and optimized frame by frame analysis making it possible to process multiple students simultaneously with minimal lag, which makes it feasible in both small classroom and large classroom settings [16].

3.6 Dashboard Integration and Data Visualization in Smart Classrooms:

Some recent research proposed data visualization classroom monitoring systems but most of them did not have real time feedback. According to research by Chauhan et al and Verme et al [8]. The teacher dashboards showed the engagement statistics after the session and were not used to support live interaction. The proposed system is developed to go further and provide an interactive dashboard based on Flask to visualize the attention graphs, summaries of the engagement, and snapshot logs in real time [3].

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4.METHODOLOGY

Virtual Gesture AI was developed according to a well-defined software engineering and computer vision development cycle. The methodology can be categorized into four important stages, namely, System Architecture Design, Hand Tracking Implementation, Virtual Write System Development, and Application Integration [11,17].

4.1 System Architecture and Module Design

The system is built based on a modular structure in one integrated Python-based space. This architecture embraces reusability, maintainability and scalability to the future Figure 1.

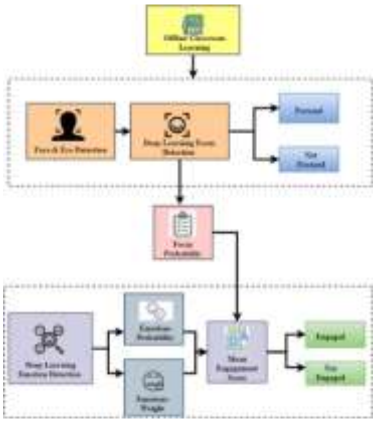

Fig.1. Student engagement detection model

The core components are:

1. **Camera Interface Layer:** This is in charge of video capture using an ordinary web camera. It controls the initialization, frame rate, and clarity and consistency of preprocessing of images in changing light conditions.

2. **Processing Modules:** Modules devoted to every functionality

• **face_detector.py:** It is used to identify several faces in real-time via Haar cascade.

• **eye_mouth_tracker.py:** Monitors the eye openness, eye frequency of blinking and mouth movement.

• **head_pose_estimator.py:** This tool estimates the orientation of the face of the student with the help of deep learning models to find the orientation of attention.

Fig.2. Eye Movement Detection

• **attention_classifier.py:** labels students as Engaged or Not Engaged according to the parameters that were detected.

The workflow of unified gesture interaction is shown in Figure 3.

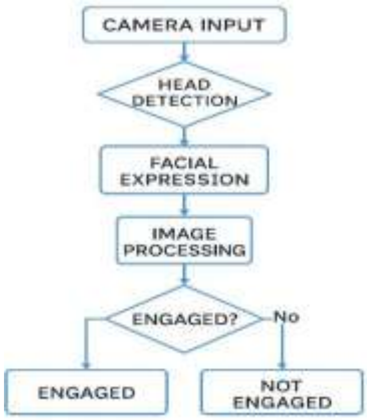

Fig.3. Coherent Gesture Interaction Workflow

4.2 Attention Detection & Feature Extraction Process:

• The system sets up the Haar cascade frontal face and eye classifiers.
• There are multiple faces that are detected every frame. Each of the regions of interest is then cropped.
• Functions such as eye openness are considered, which determine drowsiness or distraction.
• Extracted features (Ey Open, Blinks, Mouth, Head Pose) are used as inputs for classification logic.

4.2.2 Mouth and Head Pose Detection:

• The mouth movement process is traced to detect speaking and yawning actions.
• For head pose estimation based on deep learning, a computation of the following angles is required to check if the student is turning forward and backward.
• The model classifies long-duration head turns or mouth openings as signs of inattention.

4.2.3 Engagement Classification:

• These extracted facial features (eye openness, blinking, mouth activity, head position) are used to input a classification logic.
• The system assigns the student the status “Engaged” or “Not Engaged” depending on conditions and behaviors.

4.3 Extraction Workflow:

4.3.1 Model Implementation:

The attention classification engine combines rule-based analysis and deep learning techniques.

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Model Integration: Pre-trained EMNIST model does the processing of Figure 4.

• **Confidence Scoring:** Confidence scores are associated with the recognition results for the level of confidence

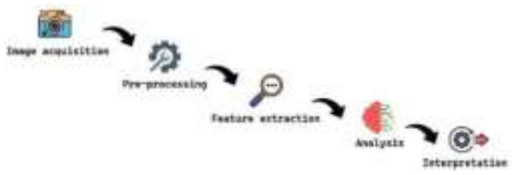

Fig.4. Extraction Workflow

4.3.2 Behavioral Rule Engine:

A lightweight rule-based system has been developed to determine user engagement states based on time thresholds:

• Eyes closed for >1.5s → Not Engaged
• Head turned for >0.7s → Not Engaged
• Mouth open for >0.7s → Not Engaged
• Eyes open and facing camera → Engaged

The system categorizes each student as either "Engaged" or "Not Engaged" according to threshold levels of Figure 5.

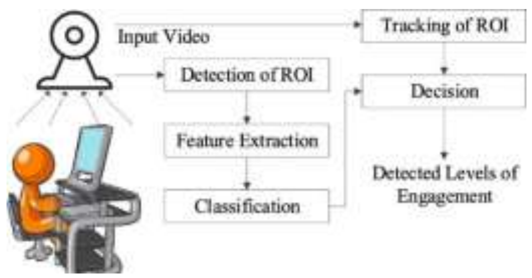

Fig.5. Detection of Attention and Feature

4.4 Tools and Technologies:

The system is implemented using open-source and platform-independent tools. Such technologies are selected because of their power, flexibility, and low cost of calculations.

• Python
• OpenCV, NumPy, Matplotlib
• Flask
• Tensor Flow / Media Pipe
• HTML, CSS, JavaScript
• Standard Webcam

Virtual Gesture AI was developed according to a well-defined software engineering and computer vision development cycle. The above-mentioned points prove that the system is robust in analyzing various engagement metrics simultaneously. The dashboard also allows one to analyze history to trace the pattern of the disengagement over time as shown in Figure 6.

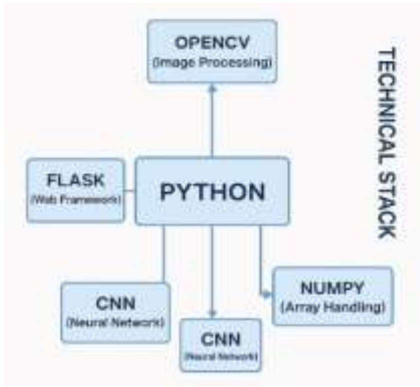

Fig.6. Technology Stack Architecture

By combining all these technologies, one can now afford to have a real-time, low-cost and accurate attention monitoring platform which will run successfully in the classroom and on-line learning environment.

5.RESULTS AND DISCUSSION

A close testing process was carried out in the classroom-like environment and controlled conditions to test the Student Attention Monitoring System in regards to its accuracy and efficiency and follow Deep Learning. The experiments were aimed at testing the quality of the system in evaluating the degree of engagement, the state of attention and the consistency of the performance in different settings.

5.1 Experimental Setup:

• **Dataset:** A customized dataset of 400 video samples was created, referring to classroom simulations, in which a group of students took part (Engaged and Not Engaged).

• Engaged Samples: 220 videos (focused, facing forward, open eyes).

• Not Engaged Samples: 180 videos (head turned, eyes closed, yawning, or talking).

Environment: Experiments were done in a normal computer with an Intel Core i5, 8GB RAM and in- built graphics at a 720p web camera and at 30 FPS with varying light of 150-500 lux conditions to determine the differences in bright and dark classroom environments.

Software Installation: The software installed to implement the system was Python 3.10, OpenCV, Tensor Flow and Flask, which makes the system cross platform and real-time responsive. The accuracy of blink rate analysis was 93% and could detect both short and long blinks, which had blinking time greater than1.5 seconds and was classified as inattentive behavior.

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5.2 Performance Metrics:

In all functional modules, Table 1 shows the summary of the overall functioning of the systems.

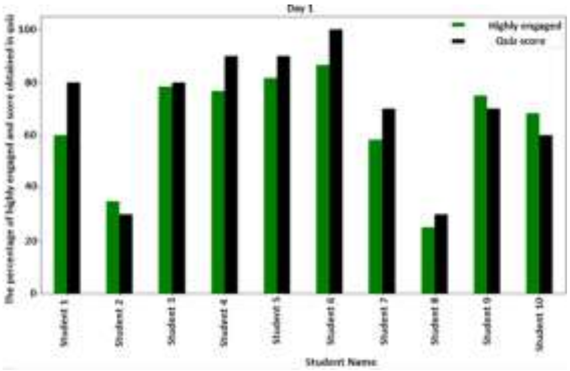

Fig.7. Performance Comparison Across Different Modules

Module	Function	Accuracy (%)
Face Detection	Haar cascade frontal face detection	96.2
Eye and Blink Detection	Eye openness and blink duration tracking	93.4
Mouth Detection	Talking and yawning activity analysis	91.8
Head Pose Estimation	Attention direction (yaw, pitch, roll)	92.6
Engagement Classification	Final attention state prediction	94.1

Table.1. Overall System Performance Metrics

5.3 Detailed Analysis and Discussion

• *Attention Classification Accuracy:*

The performance level of the attention classification model was high in distinguishing either the Engaged or the Not Engaged categories among the students. The face detection using the Haarcascade approach together with the orientation change associated with the head pose estimation using deep learning showed consistency in the identification of the change in the orientation. The model was observed to have an accuracy level of 94.1 with minimal false positives at well-lit environments. The processing speed measured at 100 ms per frame was average with smoothness suitable for classroom usage.

• *Blink, Eye, and Mouth Activity Detection:* The eye tracker and mouth tracker modules could detect micro-expressions of distraction or sleepiness. The accuracy of blink rate analysis was 93% and could detect both short and long blinks, which had blinking time greater than1.5 seconds and was classified as inattentive behavior. The mouth unit had an accuracy of 91.8, which could detect both patterns of yawning and speech. The above-mentioned points prove that the system is robust in analyzing various engagement metrics simultaneously.

• *Environment & Multi-StudentPerformance:* The accuracy (more than 90 percent) in the system also was in place under normal light condition (250-500 lux) when everything was stable. This was slightly lower (between 86 and 88 percent) in cases of low-light (less than 150 lux) conditions but otherwise did not change in cases of histogram equalization to adjust the brightness. When 4-6 individuals were utilized per frame in also the case of multi-student tests, the system was capable of maintaining a real-time tracking of 28- 30 FPS and this proved that the system was scalable and applicable to the classroom setups.

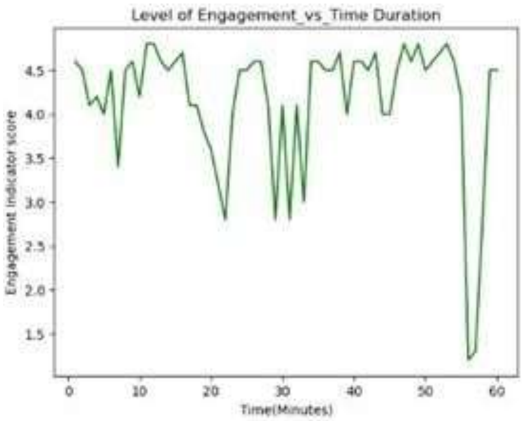

Fig.8. Performance at various lighting condition.

5.4 Performance and Scalability

In fact, Student Attention Monitoring System, which is founded on Deep learning demonstrated an excellent real time performance and stability under all the test conditions. The system had the capacity to store a mean response time of less than 100 ms/frame that ensured the live video streaming. Head pose model Deep learning required somewhat longer to compute but was able to present results in 2 seconds per batch.

Resource usage remained efficient, with CPU utilization around 47% and memory usage stable near 640 MB during continuous operation. The modular design allowed each function—face detection, eye tracking, and engagement classification—to run independently.

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The consumption of resources was also cost-effective since CPU usage was about 47 percent and the memory level was also at 640 MB when the machine was under a continuous load. The modularity of the system implied that individual execution of each of the functions that were involved in face detection, eye tracking, and engagement classification was possible and at 30 FPS at best in a multi-students operation.

Fig.9. Comprehensive System Performance Assessment

6.CONCLUSION AND FUTURE WORK

Student Attention Monitoring System developed using Deep Learning has been capable of providing a real-life and intelligent approach to focus on the interest of the students in real-time. The system can recognize the levels of attention precisely using the computer vision and deep learning techniques with the help of eye openness, the time of blinking, the movement of the mouth, and head orientation. The model is very precise in terms of identifying the Engaged and Not Engaged students and has low response time and resources consumption. The given project proves that the automated system can be an effective instrument in assisting teachers since it can reduce the level of manual tracking and provide objective information about classroom engagements through a deep learning- based system. Its architecture that is modular, real-time dashboard and the usage of standard webcams render it cheap, yet scalable as well as adaptable to accommodate both the physical and the online learning environment. Overall, the system contributes to the appearance of the smart classrooms, in which technology will enhance the efficiency of the teaching process and student's interaction. Moreover, low-cost design and open-source architecture of the system will guarantee the access to the educational facilities with limited resources so that the inclusiveness of technologies sharing can be promoted.

Future work will focus on the following directions:

1. Deep Learning Head Pose Model Optimization: Combine the best CNN-based networks of head pose estimation to enhance the quality of detection in both the dynamic and the low-light factors.

2. Student Identification and Tracking: Interaction snapshots in inter-session face recognition and face embedding between individual students.

3. Cloud-Based Dashboard Analytics: Create a web-based dashboard, which will save the information on the session in a secure place and offer comparative analytics of different lectures.

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