AI-Powered Student Proctoring System

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***Abstract*—This study introduces a real-time computer vision-based system for monitoring children's concentration levels during remote learning. Leveraging OpenCV and Mediapipe's Face Mesh for video capture and facial landmark detection, the system evaluates attention through visual cues such as eye movements, blink rates, and head posture. Lightweight machine learning models process these features to classify focus states, offering real-time feedback via a user-friendly Streamlit interface. Designed for affordability and accessibility, the system operates using standard webcams and computers, making it practical for home environments. By bridging a critical gap in remote education, this solution supports caregivers in enhancing children's study habits and ensuring sustained engagement.**

I.INTRODUCTION

The rapid transition to remote learning has revolutionized education, offering flexibility and access to resources regardless of geographical constraints. However, this shift has also introduced challenges, particularly in maintaining students' engagement and focus. Younger learners, in particular, often struggle to remain attentive without direct supervision, a role traditionally fulfilled by teachers in physical classrooms. This lack of monitoring can lead to distractions, reduced academic performance, and weakened learning outcomes.

While various tools have emerged to facilitate content delivery in virtual settings, few address the critical need for monitoring and enhancing student concentration. Existing methods often require expensive hardware, are computationally intensive, or lack user-friendly interfaces, making them unsuitable for widespread home use.

This paper presents a real-time system that leverages computer vision and machine learning to monitor children's focus levels during study sessions at home. Using readily available hardware like standard webcams and affordable computational resources, the system evaluates visual cues such as eye movements, blinking patterns, and head orientation to classify attention levels.

The system is augmented with an intuitive Streamlit-based interface that provides real-time feedback, enabling parents or guardians to intervene and foster better study habits. By addressing the absence of real-time supervision in remote learning, this solution aims to bridge the gap in existing educational technologies, promoting sustained engagement and improving learning outcomes for children.

II. LITERATURE REVIEW

Sukumaran et al. [4] states that student engagement relies on activity perceptions and well-being. This survey reviews engagement detection using computer vision and physiological signals. Vision methods analyze non-intrusive cues like facial expressions, gestures, and gaze, while physiological analysis uses wearables to measure HR, EEG, BP, and GSR, offering emotional insights. Combining modalities enhances detection accuracy, supported by datasets and commercial wearables for real-time assessments. It emphasizes multi-modal approaches for effective engagement monitoring, aiding future research and education improvements.

According to Gupta B et. al [5] ,Effective teaching depends on student attentiveness. While teachers can gauge engagement through facial expressions in physical classrooms, virtual environments pose challenges in detecting attention. They proposed a model to address this by monitoring students' eye states using the histogram of oriented gradient (HOG) method and a support vector machine (SVM) for face recognition. It calculates an adaptive eye aspect ratio (AEAR) to determine attention levels and provides real-time feedback to teachers. Tested on real-time datasets, the model achieves over 92% accuracy using classifiers like SVM, decision trees, and random forests.

Ahmad I et al. proposed [6]an online proctoring system utilizing deep learning for monitoring students during virtual classes and exams. The system employs biometric techniques, including

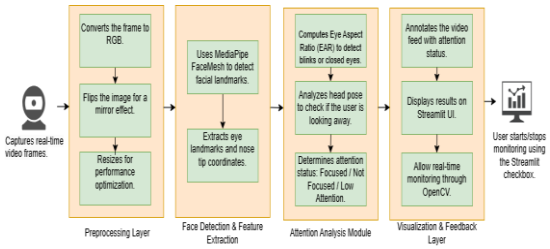
HOG-based face detection and OpenCV for face recognition, achieving up to 99.3% accuracy. It integrates eye-blinking detection to prevent spoofing through static images and detects unauthorized devices such as phones and laptops to ensure exam integrity. Evaluated on FDDB (Face Detection Data Set and Benchmark) and LFW datasets (Labelled Faces in the Wild), the system offers a robust alternative to physical proctoring, addressing challenges in maintaining fairness during online learning and assessments.

Ozdamli F et al. [7] discussed the development of systems for recognizing facial expressions and student behaviour during online tests, achieving high accuracy in emotion classification and behaviour detection. Key datasets used include FER2013 (32,300 images for emotion recognition), a dataset of 13,500 images for face verification, and various others for testing machine learning models. The results indicate the effectiveness of algorithms like k-NN, CNN, and SVM in real-time applications for emotion and behaviour recognition.

Mudawi N et al. [8] presents a system that enhances behaviour identification in educational settings, achieving an accuracy of 89.2% on the Motion Emotion Dataset (MED) and 85.5% on the Edu-Net dataset, outperforming conventional techniques. It emphasizes the significance of understanding student behaviour in e-learning environments, particularly in the context of the COVID-19 pandemic. The study utilized two datasets: one with approximately 44,000 video clips of normal and abnormal behaviours, and another comprising 7,851 video clips from various educational settings, including YouTube and actual classrooms.

III. ARCHITECTURE

The proposed focus monitoring system comprises several key components that work together to analyse and assess user attention in real-time. The Input Layer uses a webcam to capture live video frames, which are then processed in the Preprocessing Layer by converting them to RGB format, flipping the image for a mirror effect, and resizing it for performance optimization. In the Face Detection & Feature Extraction module, the system uses MediaPipe FaceMesh to detect facial landmarks, specifically extracting eye landmarks and the nose tip coordinates. The Attention Analysis Module plays a crucial role in determining the user's focus by computing the Eye Aspect Ratio (EAR) to detect blinks or closed eyes and analysing head pose to check if the user is looking away, ultimately classifying attention status as Focused, Not Focused, Low Attention and No Attention. The Visualization & Feedback Layer overlays the analysed data onto the video feed, displaying the attention status on the Streamlit UI and enabling real-time monitoring via OpenCV. Finally, the User Interaction & Control module allows users to initiate or terminate monitoring using a simple Streamlit checkbox, ensuring seamless control over the system's operation. The architectural diagram is stated as below.



IV. EXISTING SYSTEM

Current systems designed to monitor student engagement and focus in remote learning environments fall into several categories, each with distinct strengths and limitations. However, these solutions often fail to meet the practical needs of home users due to high costs, complexity, or privacy concerns.

Eye-Tracking Devices: Eye-tracking systems use specialized hardware to monitor gaze direction and pupil movement, providing precise attention metrics.

Strengths: High accuracy in detecting focus shifts. Effective in research and usability studies. Limitations: Expensive and inaccessible for most households. Require calibration and controlled environments for optimal performance.

Engagement Metrics in Learning Management Systems (LMS): Platforms like Blackboard and Moodle incorporate engagement metrics, such as time spent on a task and quiz participation rates. Strengths: Offer detailed reports on user interaction with digital content. Seamlessly integrate into existing educational workflows. Limitations: Focus only on interaction with the system, neglecting visual or physical signs of distraction. Limited to activities within the LMS, ignoring off-screen behaviour.

Video-Based Behavioural Analysis: Advanced platforms use artificial intelligence to analyze video data for behavioural cues like eye contact, facial

expressions, and posture. Examples include enterprise-level solutions with AI plugins for platforms like Zoom.
Strengths: Real-time monitoring capabilities. Effective for assessing group dynamics and engagement in virtual classrooms.
Limitations: Computationally intensive, requiring high-end hardware. Privacy risks due to reliance on cloud-based data processing.
Wearable Technology: Devices such as smartwatches and headbands use biometric data (e.g., heart rate, brain activity) to infer focus and alertness levels.
Strengths: Provide additional physiological data for engagement analysis. Useful for detecting fatigue and stress.
Limitations: Expensive and invasive for children. Limited adoption due to the need for additional hardware.
Gamified Learning Tools: Applications like Kahoot and Quizizz use interactive and gamified content to maintain student engagement.
Strengths: Enhance engagement during specific activities. Accessible and easy to use without additional hardware.
Limitations: Effective only for structured, activity-based sessions. Do not support continuous monitoring during traditional study sessions.

Key Limitations of Existing Systems
Cost Prohibitive: Specialized hardware like eye-trackers or wearables restrict accessibility for individual households.
Limited Scope: Many solutions address specific aspects of engagement but fail to provide holistic monitoring.
Privacy Concerns: Systems that process video or biometric data externally raise significant privacy issues.
Complexity: Advanced solutions often require technical expertise, reducing usability for non-technical users.
The Need for an Alternative: The limitations of existing systems highlight a critical need for a solution that is: Cost-effective and accessible for home use. Capable of continuous monitoring without invasive or specialized hardware. Privacy-conscious, ensuring local data processing. User-friendly, requiring minimal technical expertise to operate

V. PROPOSED SYSTEM

The proposed system is designed to monitor children's concentration levels during remote learning using a cost-effective and privacy-conscious approach. By leveraging computer vision techniques and lightweight machine learning models, the system analyzes visual cues such as eye movements, blink rates, and head posture to evaluate focus. The solution is accessible to households, requiring only a standard webcam and a computer, and provides real-time feedback through an intuitive Streamlit interface.
Key Components of the Proposed System
Computer Vision Module Technology Used: OpenCV and Mediapipe's Face Mesh.
Functionality: Detects and tracks facial landmarks in real-time. Processes visual cues such as gaze direction, blinking frequency, and head orientation. Captures video input efficiently using basic hardware.
Attention Assessment Model
Technology Used: Lightweight machine learning models like Logistic Regression and Random Forest.
Functionality: Classifies focus levels based on extracted visual features. Operates with minimal computational resources, making it feasible for home use.
Real-Time Feedback System
Technology Used: Streamlit framework.
Functionality: Displays attention metrics in real-time using graphs and visual alerts. Notifies caregivers about periods of distraction, enabling timely intervention.
Privacy and Security Features
All video processing occurs locally on the user's device, ensuring no sensitive data is transmitted externally. The system allows users to control and pause monitoring at any time, enhancing transparency and trust.

System Workflow
Video Input: Captures video feed from a standard webcam.
Facial Landmark Detection: Extracts key facial features such as pupil position, blink rate, and head posture using Mediapipe.
Feature Extraction: Processes visual cues and normalizes coordinates to account for varying camera setups.
Attention Classification: Uses pre-trained machine learning models to classify attention states (e.g., "Focused" or "Distracted"). Provides a confidence

score for each classification.
Feedback Generation: Displays real-time metrics via Streamlit. Generates alerts for prolonged distraction, helping caregivers engage with the child.

Advantages of the Proposed System
Cost-Effective: Eliminates the need for specialized hardware by utilizing standard webcams and consumer-grade computers.
User-Friendly: Offers an intuitive interface accessible to non-technical users, ensuring broad applicability.
Real-Time Monitoring: Provides immediate insights into attention levels, enabling prompt corrective actions.
Privacy-Conscious: All data processing occurs locally, addressing concerns related to video data security.
Scalable: The modular architecture can be expanded for use in classrooms or group settings.

Potential Use Cases
Home-Based Learning: Assists parents in monitoring and improving their child's focus during independent study sessions.
Virtual Classrooms: Enables teachers to identify and address disengaged students in remote group learning scenarios.
Special Education: Offers personalized feedback for children with attention-related challenges.

VI. METHODOLOGY

Monitoring focus and attention during online learning is crucial for effective engagement. This project uses Mediapipe's Face Mesh and OpenCV to track facial landmarks and analyse eye openness using the Eye Aspect Ratio (EAR). Additionally, it estimates head orientation by tracking the position of the nose tip. Mediapipe assigns index numbers to 468 key points across the human face. Each of these points represents a specific region of the face (e.g., eyes, lips, eyebrows, nose, jawline). For this experiment, three landmarks are used. They are Left Eye Landmarks, Right Eye Landmarks, Nose Tip Landmark.
Mathematically, we define the left eye (L) and right eye(R) as sets of six points each:

L= {P1, P2, P3, P4, P5, P6}
R= {P7, P8, P9, P10, P11, P12}
Here, Pi is a 2D coordinate representing an (x, y) position on the face. The actual Landmark Indices Used for Eye Tracking are:

Eye	Landmark Indices (Mediapipe)	Description
Left Eye	L= {33,160,158,133,153,144}	Points for left eye
Right Eye	R= {362,385,387,263,373,380}	Points for right eye boundary

To detect gaze direction, we use the nose tip landmark. It is calculated using Non-Photorealistic Rendering (NPR) that emphasizes key features rather than making them photorealistic. It is defined as

$$NPR = \frac{x_n}{W}$$

Note that x_n is x-coordinate of the nose tip and W is the width of the image. The value of NPR represents the focus level of the kid.

NPR<0.3	Looking left (Not focused)
NPR >0.7	Looking right (Not focused)
0.3 <=NPR <=0.7	The user is looking straight

Another factor to look for the concentration level is Eye Aspect Ratio (EAR). It is used to measure eye openness based on the relative distances between specific eye landmarks. It is based on the Euclidean distances between six specific eye landmarks extracted using Mediapipe Face Mesh. The landmarks define the upper and lower eyelid positions relative to the horizontal eye width as defined above.
The EAR formula is defined as:

$$EAR = \frac{\|p_2 - p_6\| + \|p_3 - p_5\|}{2 \times \|p_1 - p_4\|}$$

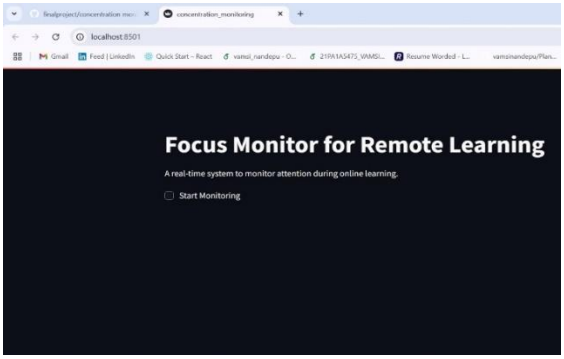
$\|p_2 - p_6\|$ is the vertical distance between the top and bottom of the eye.
$\|p_3 - p_5\|$ is another vertical distance between the top and bottom of the eye.
$\|p_1 - p_4\|$ is the horizontal distance between the two eye corners.
The denominator normalizes the ratio, ensuring that different face sizes do not affect the measurement.

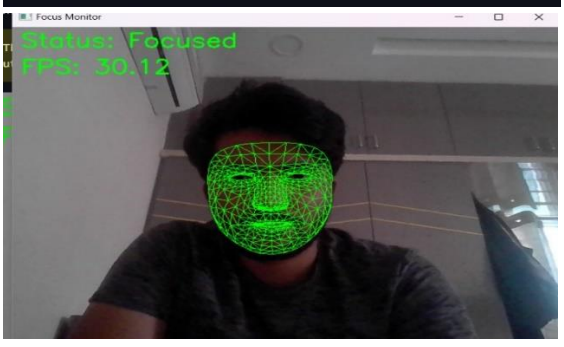
The value of EAR defines if eye is open, partially closed and fully closed. Its levels are as follows.

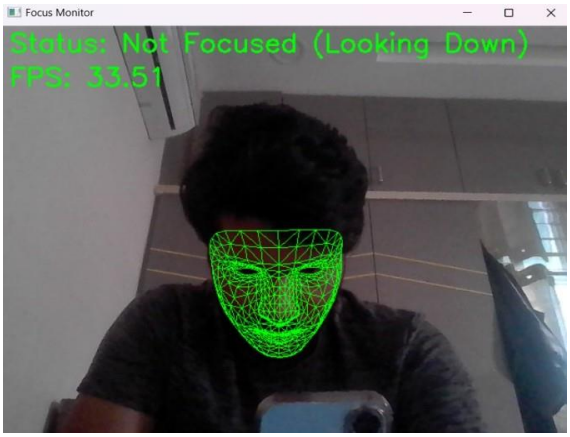
Higher EAR (~0.3 - 0.4)	Eyes are open.
Lower EAR (< 0.25)	Eyes are partially closed.
Very Low EAR (~0.15 or less)	Eyes are fully closed (Blink detected).

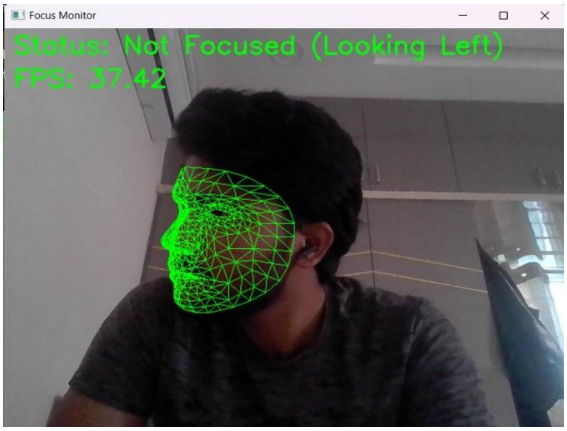
VII.RESULT

The proposed model is a real-time attention monitoring system designed for remote learning environments, using MediaPipe Face Mesh for facial landmark detection and OpenCV for video processing. The system analyzes eye aspect ratio (EAR) to detect blinks and closed eyes, while also evaluating head position to determine if the user is looking away. Based on these factors, the model classifies attention levels into four categories: "Focused", "Low Attention (Possible Blink or Closed Eyes)", "Not Focused (Looking Away)", and "No Face Detected". A webcam captures the user's face, and the processed video feed is displayed both in a Streamlit interface and an OpenCV window, overlaid with facial landmarks and attention status. Users can start and stop monitoring through a checkbox in the Streamlit UI, and the system continuously evaluates focus levels in real time. Below is a simple front page using python streamlit.









VIII.CONCLUSION

The proposed system presents an innovative and accessible solution for monitoring children's concentration levels during remote learning using computer vision and lightweight machine learning techniques. By leveraging readily available hardware like webcams and employing cost-effective, privacy-conscious technologies, this system bridges a critical gap in remote education supervision.

Key highlights of the system include its ability to provide real-time feedback on attention levels through a user-friendly Streamlit interface, offering parents and caregivers actionable insights to improve study habits. The system's lightweight design ensures that it can operate efficiently on standard consumer-grade devices, making it accessible to a broad audience.

This project contributes significantly to addressing the challenges of maintaining engagement in virtual learning environments.

By analysing visual cues such as gaze direction, blink rates, and head posture, the system offers a reliable means of classifying attention states. Its privacy-conscious design ensures that all video processing is conducted locally, alleviating concerns about data security and user confidentiality.

While the system demonstrates high accuracy and usability, future enhancements, such as integrating advanced machine learning models, emotion recognition, and multi-device compatibility, will further improve its robustness and scalability. Expanding its functionality to accommodate group monitoring and special education needs can also make the system more versatile and impactful.

In conclusion, this project represents a significant step toward improving children's remote learning experiences. By providing a practical and effective tool for monitoring and enhancing focus, it empowers parents, educators, and caregivers to foster better learning outcomes and engagement in digital education settings.

IX. FUTURE WORK

Integration of Advanced Machine Learning Models:

Deep Learning: Implement deep learning models such as Convolutional Neural Networks (CNNs) and Long Short-Term Memory networks (LSTMs) for more accurate detection of subtle changes in focus and micro-expressions.

Adaptive Models: Introduce reinforcement learning techniques to enable continuous improvement of classification accuracy based on user feedback.

Emotion Recognition and Behavioural Analysis: Incorporate emotion recognition to assess the emotional state of the child (e.g., frustration, boredom) alongside attention levels. Include metrics for behavioural analysis, such as facial fatigue and stress detection, to provide a holistic view of engagement.

Multi-Device and Platform Support: Expand compatibility to include mobile devices, tablets, and low-power hardware to ensure wider usability. Develop platform-specific applications for Android, iOS, and web browsers to improve accessibility.

Enhanced Feedback Mechanisms: Implement predictive analytics to offer personalized recommendations for improving focus, such as optimal study schedules or break times. Enable integration with learning management systems (LMS) to provide teachers with aggregated insights into student engagement.

Group Monitoring in Educational Settings: Extend the system to monitor multiple users simultaneously in virtual or physical classroom environments. Include tools for teachers to track overall class engagement and identify students needing additional support.

Privacy and Security Enhancements: Implement federated learning to allow the system to learn from distributed datasets while preserving individual privacy. Introduce end-to-end encryption for data processing to ensure compliance with data protection regulations like GDPR and COPPA.

Real-World Testing and Adaptation: Conduct large-scale testing in diverse environments, including homes, schools, and special education settings, to refine model accuracy and usability. Adapt the system to cater to specific needs, such as attention-deficit disorders or learning disabilities.

Scalability and Cloud Integration: Develop cloud-based options for resource-constrained devices, enabling off-device processing without compromising real-time performance. Offer scalable solutions for institutional use, accommodating high volumes of concurrent users.

Comprehensive Analytics Dashboard: Build a detailed analytics dashboard providing long-term trends, engagement summaries, and actionable insights for parents, educators, and administrators.

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