Online Course

Student can refer the following courses to improve their skill and increase their resume weight age also help in placement.

www.coursera.org

Every course on Coursera is taught by top instructors from the world's best universities and educational institutions. Courses include recorded video lectures, auto-graded and peer-reviewed assignments, and community discussion forums. When you complete a course, you'll receive a sharable electronic Course Certificate.

- Online and open to everyone
- Learn a new skill in 4-6 weeks
- Priced at about $29-$99 (Only for certificate)
- Earn a Course Certificate

www.edx.org

Open edX is the open-source platform that powers edX courses and is freely available. With Open edX, educators and technologists can build learning tools and contribute new features to the platform, creating innovative solutions to benefit students everywhere.

www.futurelearn.com

Offer a diverse selection of courses from leading universities and cultural institutions from around the world. These are delivered one step at a time, and are accessible on mobile, tablet and desktop, so you can fit learning around your life.

We believe learning should be an enjoyable, social experience, so our courses offer the opportunity to discuss what you're learning with others as you go, helping you make fresh discoveries and form new ideas.

https://in.udacity.com

- Nanodegree Programs

  Accelerate your career with certifications that will boost your professional success.

- Open Courses

Improve your skills and employability through an innovative and independent learning.

http://www.tutorspace.com.au/tutors

For English Improvement and for other language learning

1. **Taboo** is a word, guessing, and party game published by Parker Brothers in 1989 (subsequently purchased by Hasbro) The objective of the game is for a player to have their partners guess the word on the player's card without using the word itself or five additional words listed on the card.

   The game is similar to Catch Phrase, also from Hasbro, in which a player tries to get his or her teammates to guess words using verbal clues.

2. **www.duolingo.com**
   Everyone learns in different ways. For the first time in history, we can analyze how millions of people learn at once to create the most effective educational system possible and tailor it to each student.

   Our ultimate goal is to give everyone access to a private tutor experience through technology. There are over 1.2 billion people learning a language and the majority is doing so to gain access to better opportunities. Unfortunately, learning a language is expensive and inaccessible to most. We created Duolingo so that everyone could have a chance. Free language education – no hidden fees, no premium content, just free.

3. **http://www.openculture.com/**

   Open Culture brings together high-quality cultural & educational media for the worldwide lifelong learning community. Web 2.0 has given us great amounts of intelligent audio and video. It's all free. It's all enriching. But it's also scattered across the web, and not easy to find. Our whole mission is to centralize this content, curate it, and give you access to this high quality content whenever and wherever you want it. Some of our major resource collections include:

   - 950 Free Online Courses from Top Universities

   - 675 Free Movies Online: Great Classics, Indies, Noir, Westerns, etc.

   - 550 Free Audio Books: Download Great Books for Free

   - 600 Free eBooks for iPad, Kindle & Other Devices

   - MOOCs from Great Universities (Many With Certificates)

   - Learn 46 Languages Online for Free: Spanish, Chinese, English & More

   - 200 Free Kids Educational Resources: Video Lessons, Apps, Books, Websites & More.