ASC27

JMCGROUP®
TECHNOLOGY DESIGNER

BOOSTEREYE

An **artificial intelligence** built to assist **Teachers** and **Students** through the **learning process.**

What the **learning process** really is **Brief Overview.**

IN PHILOSOPHY:

"The mind is not a vessel to be filled but a fire to be kindled". *Plutarch.*

IN DICTIONARES:

TO TECH
To impart knowledge to or instruct (someone) as to how to do something.

TO LEARN
To gain or acquire knowledge of or skill in (something) by study, experience, or being taught.

IN THE REALITY:

"A REALLY DIFFICULT TASK."

BOOSTEREYE

Teach&Learn between 2 individuals are really difficult human tasks. Them require that involved actors understand each other, pay attention to the discussion, do not loose the focus during the process.

So, assume for instance that between 2 individuals the "Difficulty Level" is 7 out 10.

Now, consider a classroom of 30 attendees and do the Maths:

$$P(30,2) = \frac{30!}{(30-2)!} = \mathbf{870}$$

The number of **Permutations is really high**, we have reached an impressive **870 out 10 in the "Difficulty Level "**

BOOSTEREYE

AI as an e-Learning SuperCharger for TEACHERS.

SIMPLIFY THE COMPLEXITY.
BoosterEYE uses the **AI** to act as a forefront for **Teachers** that
have to interact with many *Students* at the same time.

BOOSTEREYE

PRIVACY MODE ON

Privacy Mode ON, anonymize all the student's identities.

PRIVACY MODE OFF

Privacy Mode OFF, enable the Teacher to access individual student's information

BOOSTEREYE

EVERYONE on a BAND.

BoosterEye creates 4 bands. 1 with the teacher(s)/speaker(s) and 3 for the attendees. The attendees, accordingly with the Privacy MODE they have choosen, will be splitted in 3 different bands accordingly to their «Attention Level>.

Teacher
BAND

High Attention
BAND

Moderate Attention
BAND

Poor Attention
BAND

THE STUDENT BAND

The BAND reports if he is looking to the screen or not, is taking a smartphone, is answering to a question, is smiling, is bored and more.

BOOSTEREYE

BLEND TOGHETER WITH AI

THE TEACHER

Have a RealTime, progressive overview about the Audience attention. RealTime indicators provides direct feedbacks about the audience attention levels.

THE STUDENTS

Have a RealTime, progressive overview about their attention level, they could provides feedbacks to the Teacher and interact with him.

REPORT GENERATION

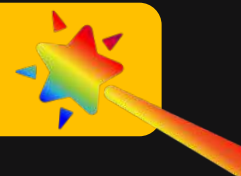When the lesson finishes, the Teacher will receive a report about the whole timeline

The Report explains to the Teacher how the lesson has gone, accordingly to the privacy settings of the attendees. The Teacher and BOOSTEREYE learn from that!
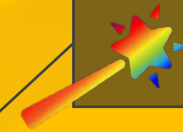
Learn Togheter! The Teachers constantly collect feedbacks from
BO⚡STEREYE . Using it and receiving its reports they could
understand how the attention level of the attendees was moving
during the lessons.
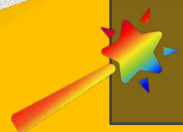
Here comes the magic!

AI suggestions! during upcoming lessons,
BoosterEye could automatically suggest to the
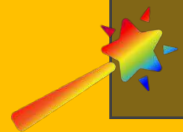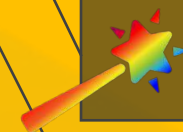Teacher how to gain the attention level of the
attendees.

BO⚡STEREYE