



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



13 PEOPLE TEAM

20' YRSEXP

8 DEV

5 AI

AVERAGE AGE is **31**
YRS OLD

ASC27 S.r.l., the AI company

“We Build Knowledge”

Artificial Intelligence

From the Research to the Industry.

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.”**





Teach&Learn between 2 individuals are really difficult human tasks. They require that involved actors understand each other, pay attention to the discussion, do not lose 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 of 10 in the “Difficulty Level”**



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.





AI as an e-Learning SuperCharger for STUDENTS.

Keep things simple. **BootEYE** uses the AI to interact with the **Students** and to provide feedbacks to the **Teacher**.





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



NVIDIA technology is able to fully accelerate the process.

Video conferencing applications may benefit from the GPU computational horsepower.

The **Google Cloud Platform** allow BoosterEye to use **AI** at scale to exactly understand what's the people behavior during the lessons, what they are doing, where they are looking, if they pay attention or not, if they are using a smartphone or if they are taking notes, etc



Google Cloud

MEMBER

GCP Partner Program

ASC27 is a selected member of the **NVIDIA Inception Program**.

The AI Major League for Startups!



INCEPTION
PROGRAM



JMCGROUP
TECHNOLOGY DESIGNER

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 chosen, will be splitted in 3 different bands accordingly to their «Attention Level».



**Teacher
BAND**

**High Attention
BAND**

**Moderate Attention
BAND**

**Poor Attention
BAND**

What **BOOSTER**EYE can identify.

AI POWERED, COGNITIVE **EMOTIONAL** AND **ENVIROMENTAL** RECOGNITION.

SILENCE



AMBIENT NOISE



RYTHM OF SPEECH



IS PRESENTATION ON?



GAZE



GESTURES



YAWN



FACIAL EXPRESSIONS



LEAVE THE CHAIR



OTHER PEOPLE AROUND



IS AT DESK?



SMARTPHONE

What's a **BAND**?

A BAND describes what happen on any attendee side
Whatever he does, wherever he looks, whatever object appears in his hands,
how much attention he pay, and more.



THE TEACHER BAND.

The BAND reports if he is talking, is presenting slides, what's the rhythm of the speech, what's the volume, what's the noise level and more



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.



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

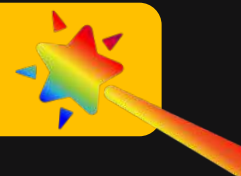


The Report explains to the Teacher how the lesson has gone, accordingly to the privacy settings of the attendees. The Teacher and **BOOSTER**EYE learn from that!



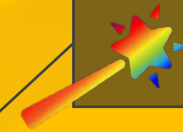
Learn Togheter! The Teachers constantly collect feedbacks from **BOOSTER**EYE . Using it and receiving its reports they could understand how the attention level of the attendees was moving during the lessons.

Here comes the magic!

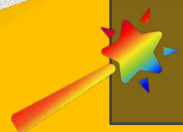


AI suggestions! during upcoming lessons, BoosterEye could automatically suggest to the Teacher how to gain the attention level of the attendees.

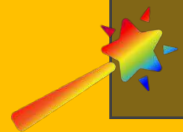
Here comes THE MAGIC



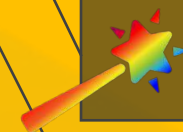
Hey Teacher, the audience is getting really interested! Well done!



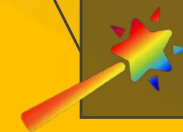
Hey Teacher, the audience is looking around, consider to make a break!



Hey Teacher, good job, the attention level is rising!



Hey Teacher, consider to talk slowly, the attendees are rushing!



Hey Teacher, consider launch a poll, the audience looks get bored!



BOOSTER EYE

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

WITH \ MAGIC

