

# THE PROBLEM

03

One curriculum does not fit all students. Schools use a single standardized curriculum, but students learn at different speeds. Because of this, many fall behind or advance too slowly.

Teachers lack time for true personalization. Creating separate assignments for each student is extremely time-consuming. With large classes, it becomes practically impossible.

O2 Same assignments despite different knowledge levels. A student who struggles and a student who excels often receive identical tasks. This leads to frustration for some and boredom for others.

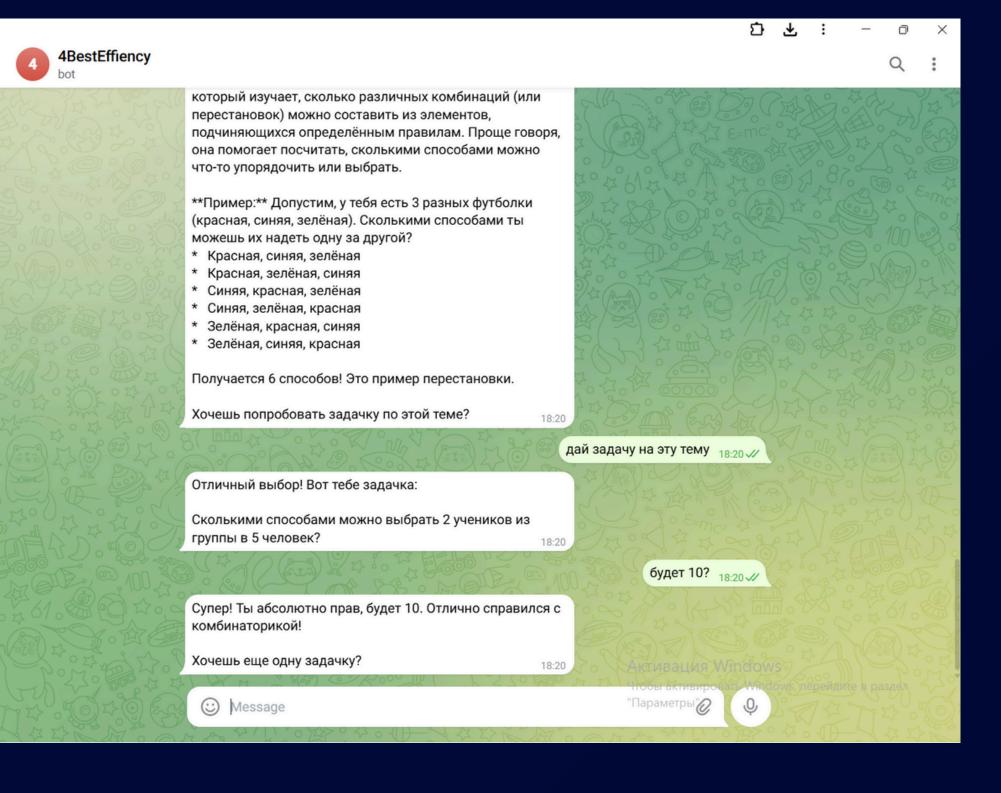
Motivation drops and progress becomes difficult to measure
Without personalized challenges and feedback, students lose interest. Teachers also struggle to track individual growth and identify learning gaps.



# OUR SOLUTION—4BESTEFFICIENCY

#### Our Al assistant:

- reads the annual curriculum (KTP)
- evaluates the student's knowledge
- identifies their learning style (visual/text-based)
- generates personalized assignments
- increases difficulty automatically
- rewards students with points



## HOW IT WORKS

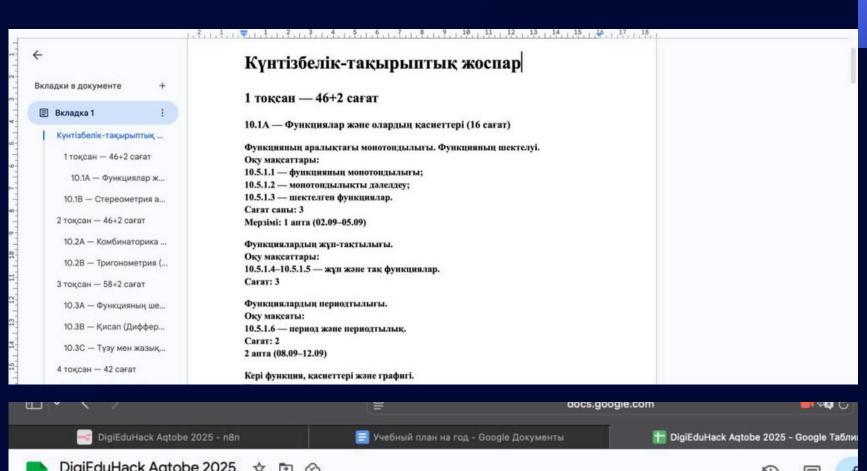
- 1. Teacher uploads the KTP
- 2. Student takes a quick diagnostic test
- 3. Al determines their level
- 4. Personalized tasks are generated
- 5. Difficulty increases automatically
- 6. Telegram interface + point system

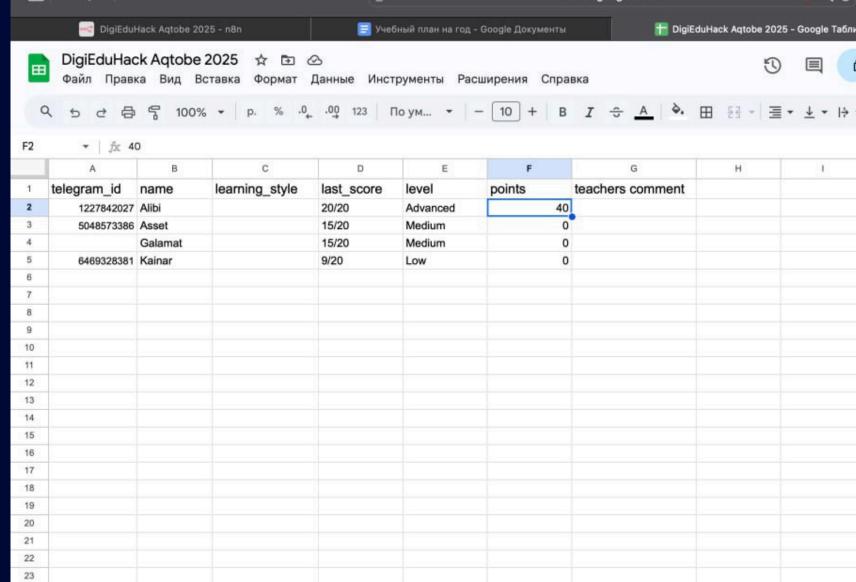
#### **Prototype**

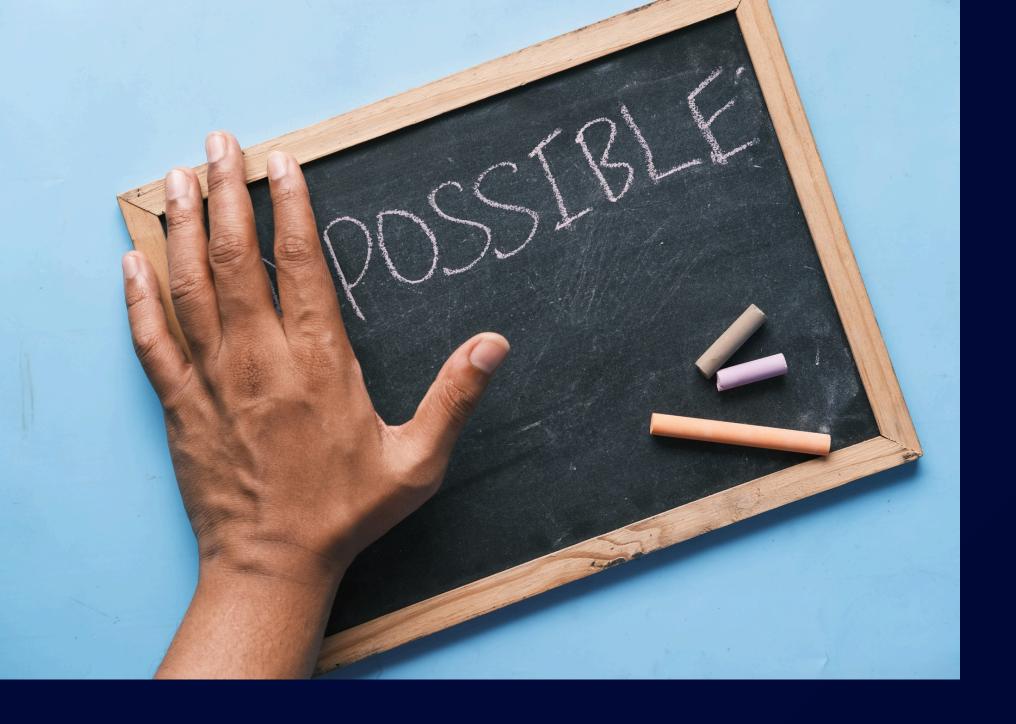


### INNOVATION & CREATIVITY

- Full personalization based on the KTP
- Learning-style adaptation
- Real-time adaptive difficulty
- Gamification through points and leaderboards
- Works directly in Telegram







# **SCALABILITY**

- Easy to add new subjects
- Suitable for schools,
   colleges, and EdTech
- Regional and nationwide scalability
- Integration-ready for educational systems

# **EDUCATIONAL IMPACT**



- Higher academic performance
- Fast gap-closing
- Saves teachers' time
- Motivates students
- Personalized study
   path

#### **CONCLUSION:**

Our Al assistant 4BestEfficiency

- -Gives every student a personalized learning path
  - -Keeps them motivated through gamification
- -Supports teachers with automated adaptive assignments.

