

DIGIEDUHACK SOLUTION CANVAS

Title of the solution:	Team name:
Challenge addressed:	Challenge category:

Please describe your solution, its main elements and objectives as well as a brief implementation plan with some key overall

milestones, resources required and eventual barriers foreseen. What is your final product/service/tool/activity? How could the solution be used to enhance digital education in the your challenge area? How could the successof the solution be measured? How will the solution provide benefits to the challenge owner?

What is the problem you are facing? What is the challenge that you are solving?

Team name:	
Challenge category:	
chatterige category.	

Target group

Who is the target group for your solution? Who will this solution affect and how? How will they benefit?

Impact

What is the impact of your solution? How do you measure

Describe it in a tweet

Describe your solution in a short catchy way in maximum 280 characters

Innovativeness

What makes your solution different and original? Can anything similar be found on themarket? How innovative is it?

Transferability

Can your solution be used in other contexts? What parts of it can be applied to other context?

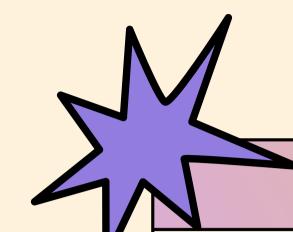
Sustainability

What is your plan for the implementation of the solution and how do you see it in the mid- and long term?

Team work

Explain why you are the perfect team to develop this work and what are the competencies you all bring in so the solution is developed successfully. How well did you work as a team? Could you continue to work as a team in the future?





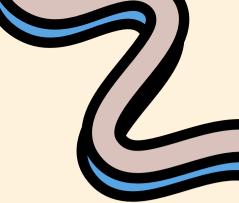


ClassMate Al

The classmate you can always count on

Improving student's education through course material tailoring,



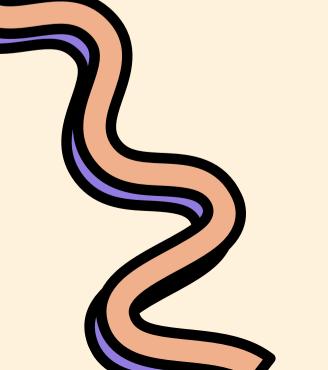


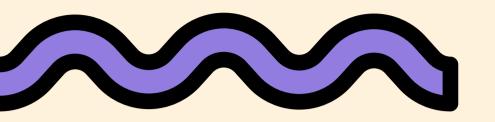
Each one of us learns in a different way.

Also, following along in class is not always easy

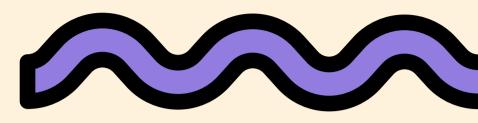
- Language barriers
- Learning impairments
- Difficult subjects

How can we solve these problems?





IN AN IDEAL WORLD...



Every student would have access to a tutor that...

- Is always there
- Knows everything about the course materials
- Can answer all of the questions



Currently, most universities use Moodle as a learning platform, providing access to materials and information on the courses.

So, we designed our solution as a Moodle plug-in



ClassMate AI is a plug-in that acts as a chatbot inside the Moodle course page

helping the Students:

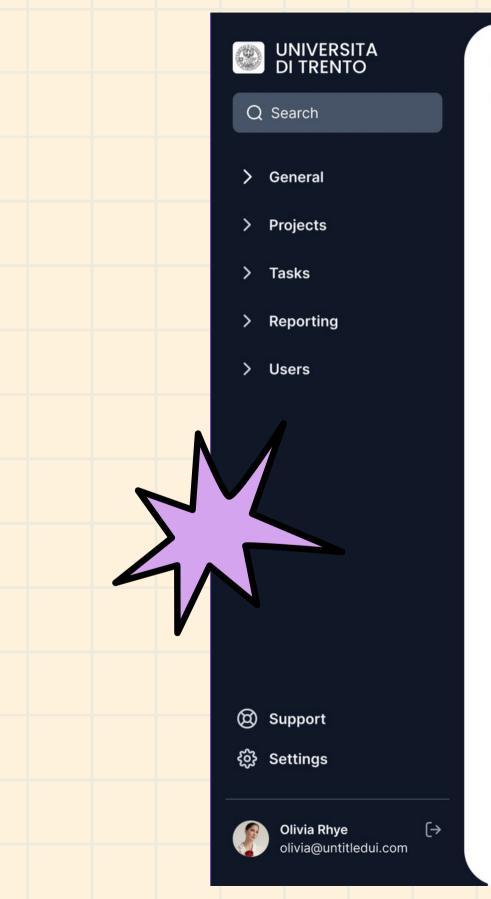
- Lecture transcription
- Answering students' questions about the material
- Material translation
- Personal testing questions
- Suggestions for further material to read
- Mental map creation

ClassMate AI is a plug-in that acts as a chatbot inside the Moodle course page

helping the Teachers:

- Automatic reports on students' usage and questions to ClassMate (anonymized)
- Feedback on course materials (quality, accessibility, ...)
- Initial grading of students' submissions (to be reviewed by the teacher)

High Fidelity UI



Welcome back, Olivia

Track, manage your student portal.

Courses / 2023/2024 / Dipartimento di Psicologia e Scienze Cognitive / Participatory Design [145459] & Design Experience (Module 2) [155000] - 2023-24

Participatory Design [145459] & Design Experience (Module 2) [155000] - 2023-24

Course

Grades

More

> General Collapse all

Relevant information for students who cannot attend

Dear non-attending student, please find relevant information for you in the course wiki. There, you will find a detailed description of the requirements for students NOT attending the lectures. Please, do not hesitate to contact the instructors for clarifications.

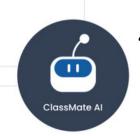
The only dates for the exam are the ones in esse3. Please don't ask to take the exam in a different date.

Course wiki

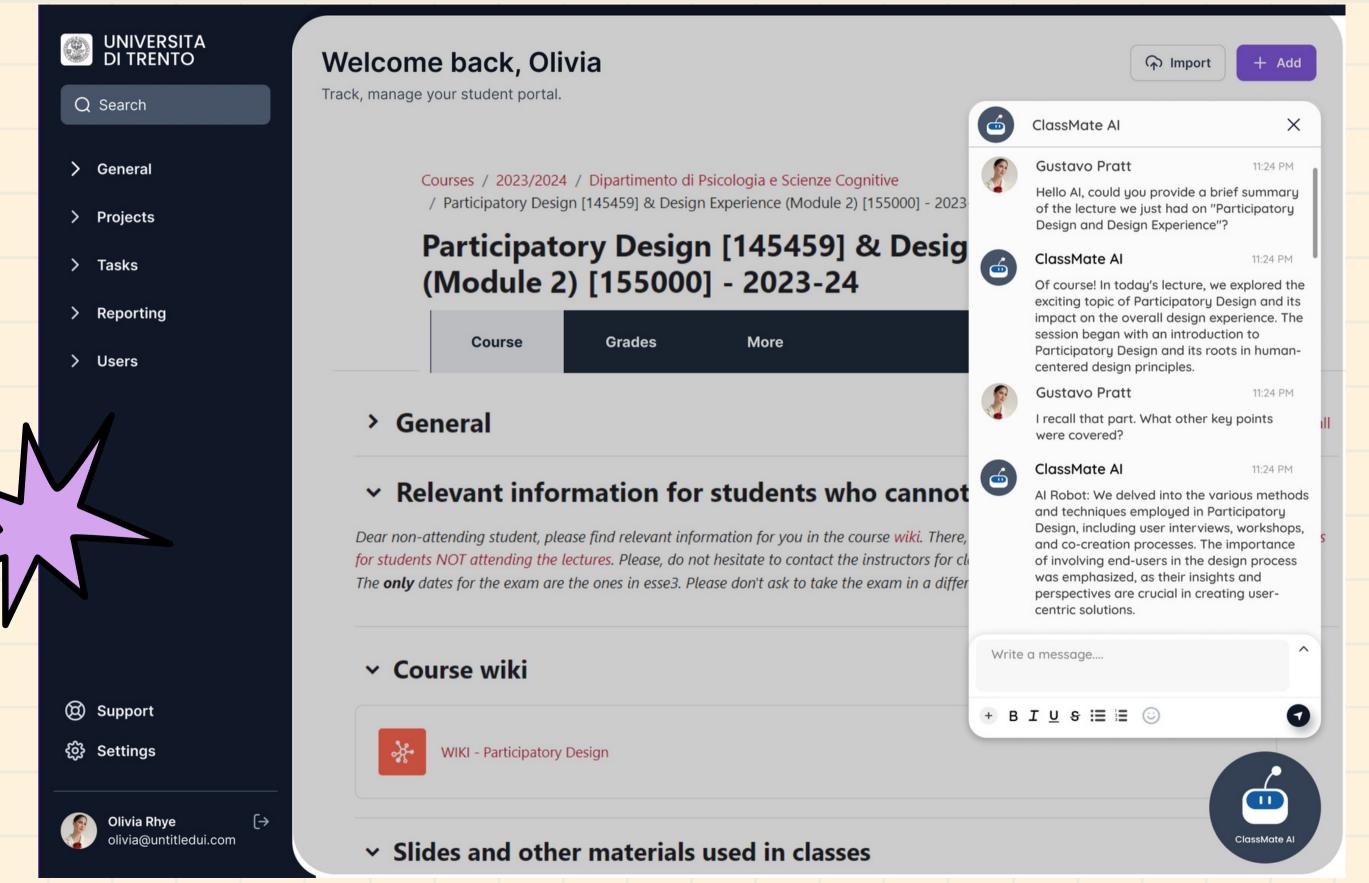


WIKI - Participatory Design

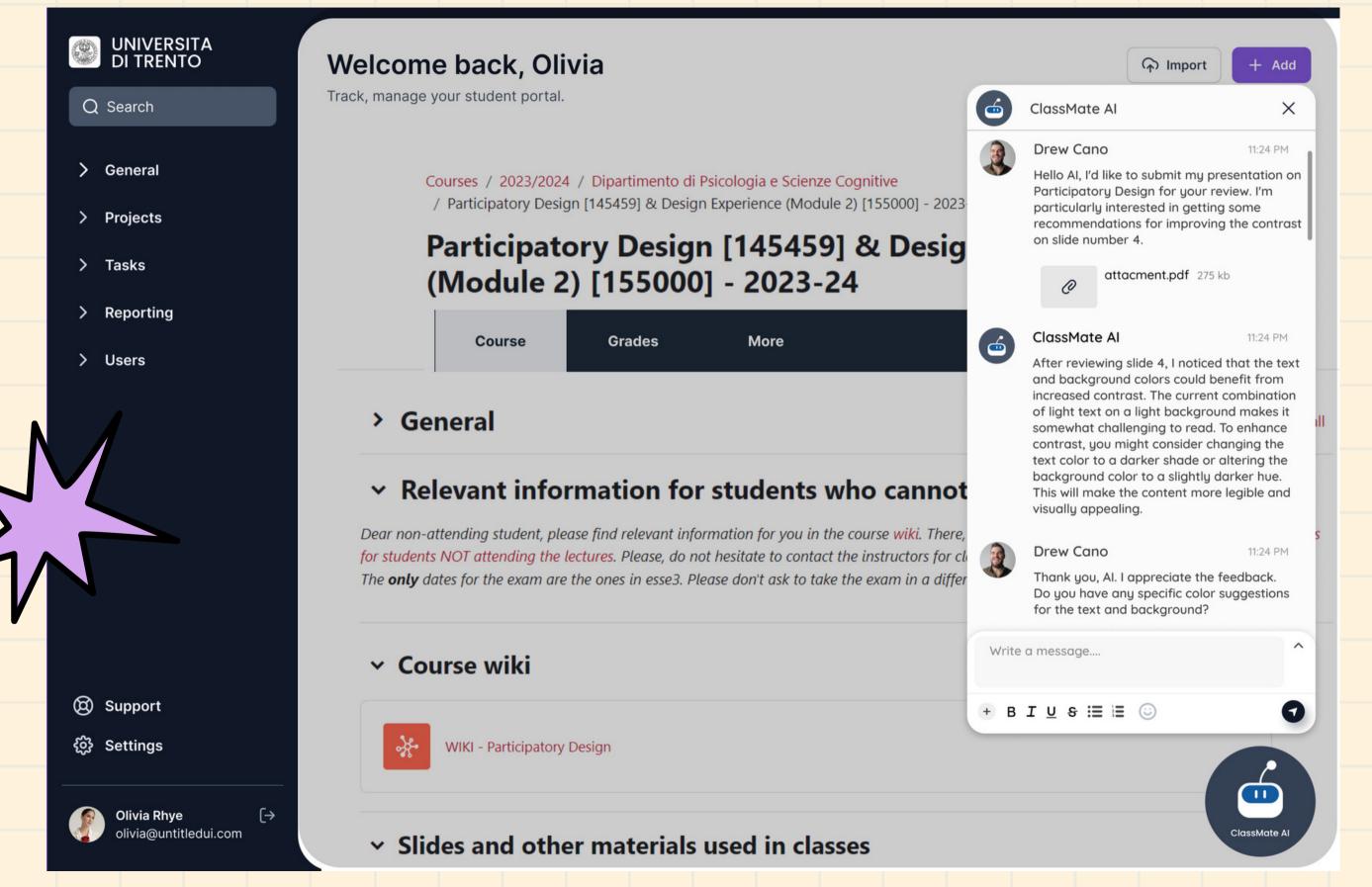
Slides and other materials used in classes



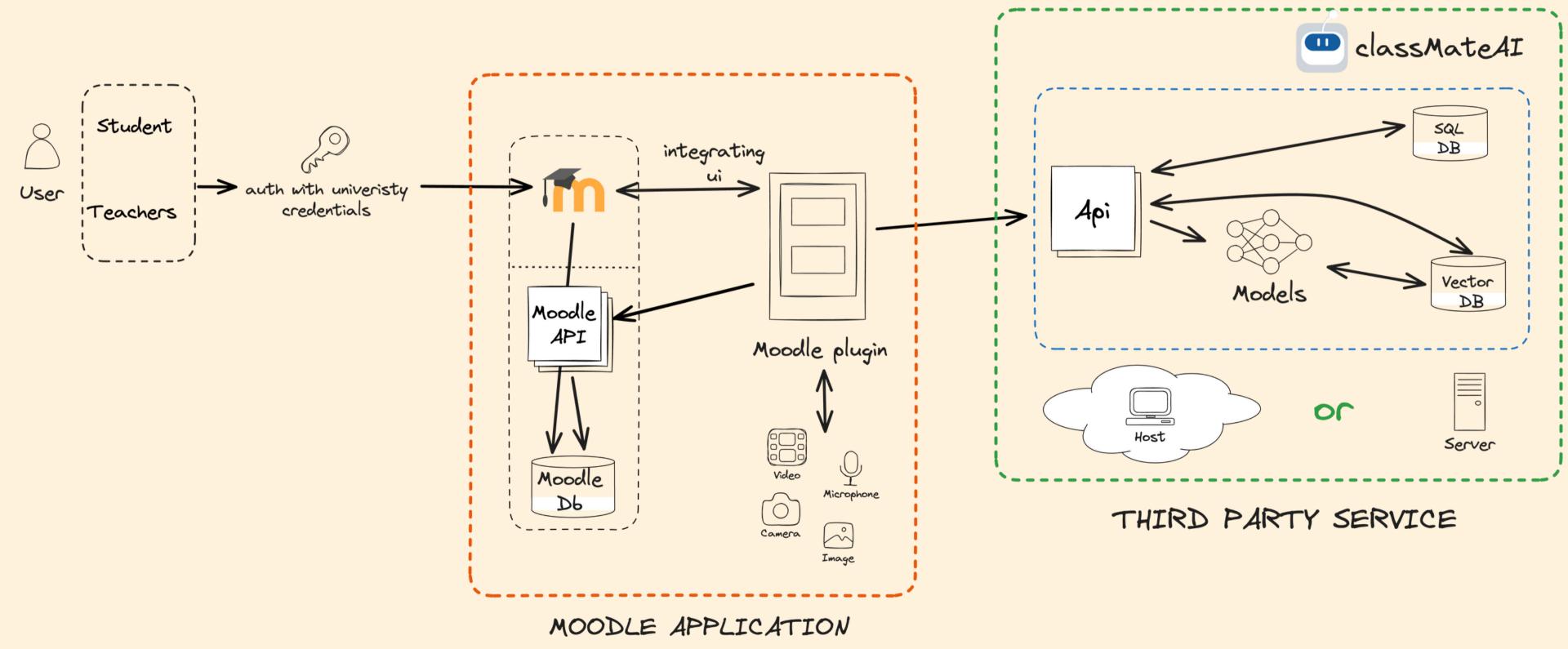
High Fidelity Ul



High Fidelity UI



Architecture

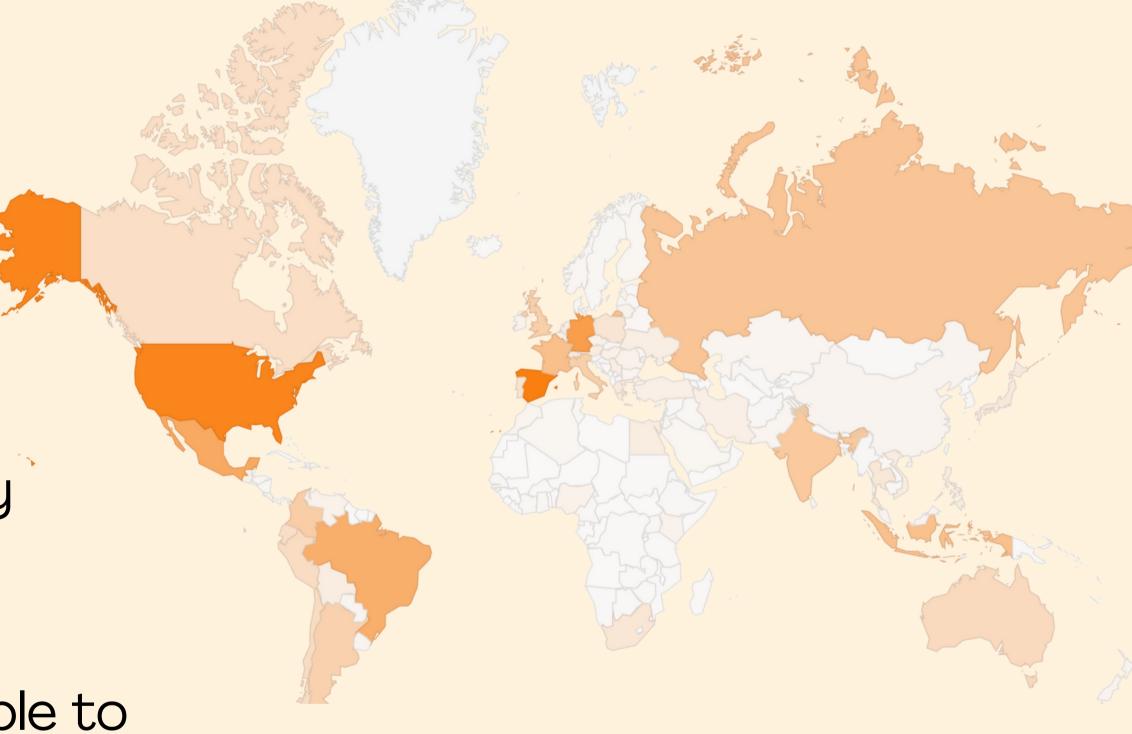


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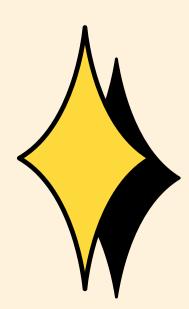
Impact

• 165,993 sites are already registered

• 399milion users will be able to enjoy the benefits

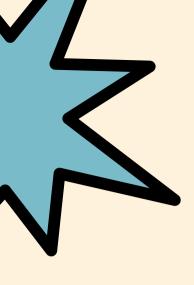


• 238 different countries

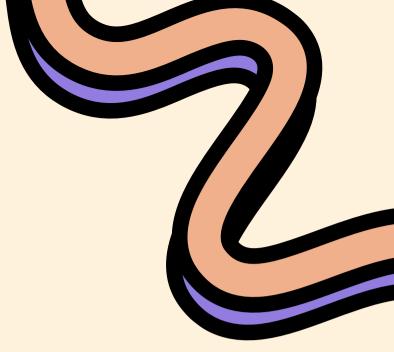


Practical and sustainable

- Hosting Options: Local or cloud hosting of the Al models based on infrastructure availability.
- **Privacy Assurance**: The institution's control ensures material privacy, involving no third-party companies.
- Sustainability: Eco-friendly if the institute uses green energy.
- Flexibility: Scalable and transferable solution.
- Future Outlook: we anticipate locally hosted solutions becoming more cost-effective and simpler to set up.







Making personalized tutoring accessible to everyone with a scalable, easy-to-implement solution.

A Moodle plugin to help teachers and students connect and transform education together.

