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TECNOLOGY

TEACHING OF THE FUTURE BETWEEN 3D AND ARTIFICIAL INTELIGENCE

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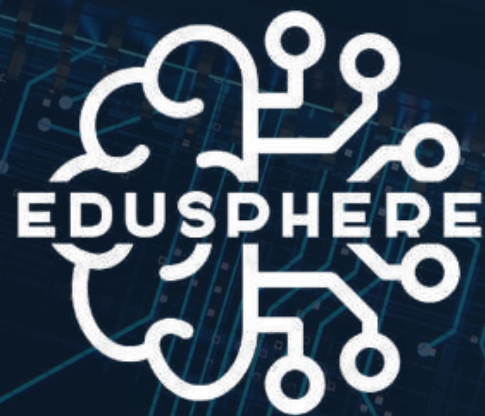
Problem

- **Emotional** management

- **Non-customizable** teaching;

- Learning limited by **location** and **time**;

TARGET:

- High school students

- University students

- those taking exams/competitions

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Our Solution

- **virtual teacher** (AI)

- **simulation test/exam** takes place;

- improved **emotional management** (anxiety, stress, etc.)

Pro:

- **Immersive** and engaging experience

- Support in managing **individual difficulties**

- **Advanced simulations** and visualizations

- **Motivation** and engagement

- Immediate and measurable **feedback**

- Professional **psychological support**

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Innovativeness

- **multiple objectives** in a single project;

- better **manage emotions** in situations of stress/panic and tension;

DIGITAL TWIN

Future Prospects

- Mobile development via **apps**

- High **scalability**

- Vastly **expanded functionality**

- Usable in other **contexts/disciplines**

- Continuous upgrades of the **virtual interface**

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Our Team

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WORK MONITORING

Maurizio Mazzotta

SOFTWARE DEVELOPER

Francesco Mazzei

COHESIONIST DEVELOPER

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IMPLEMENTER - FINALIST - PROMOTER

THANKS FOR THE ATTENTION!

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