SKILL ARIZE

CONNECTION
through *Peer-to-Peer* Learning

DIGI EDU HACK 2023

A?

The Problem

80~95%
dropout rates online

Cho, Choong & Yu, Yang & Kim, Hyeon. (2023). A Study on Dropout Prediction for University Students Using Machine Learning. Applied Sciences. 13. 12004. 10.3390/app132112004.

😩 Feel DIFFICULT
to study *online*

🤝 Feeling of
COMMUNITY

🥰 MOTIVATED
to continue with
peer support

Why peer learning?

Active learning
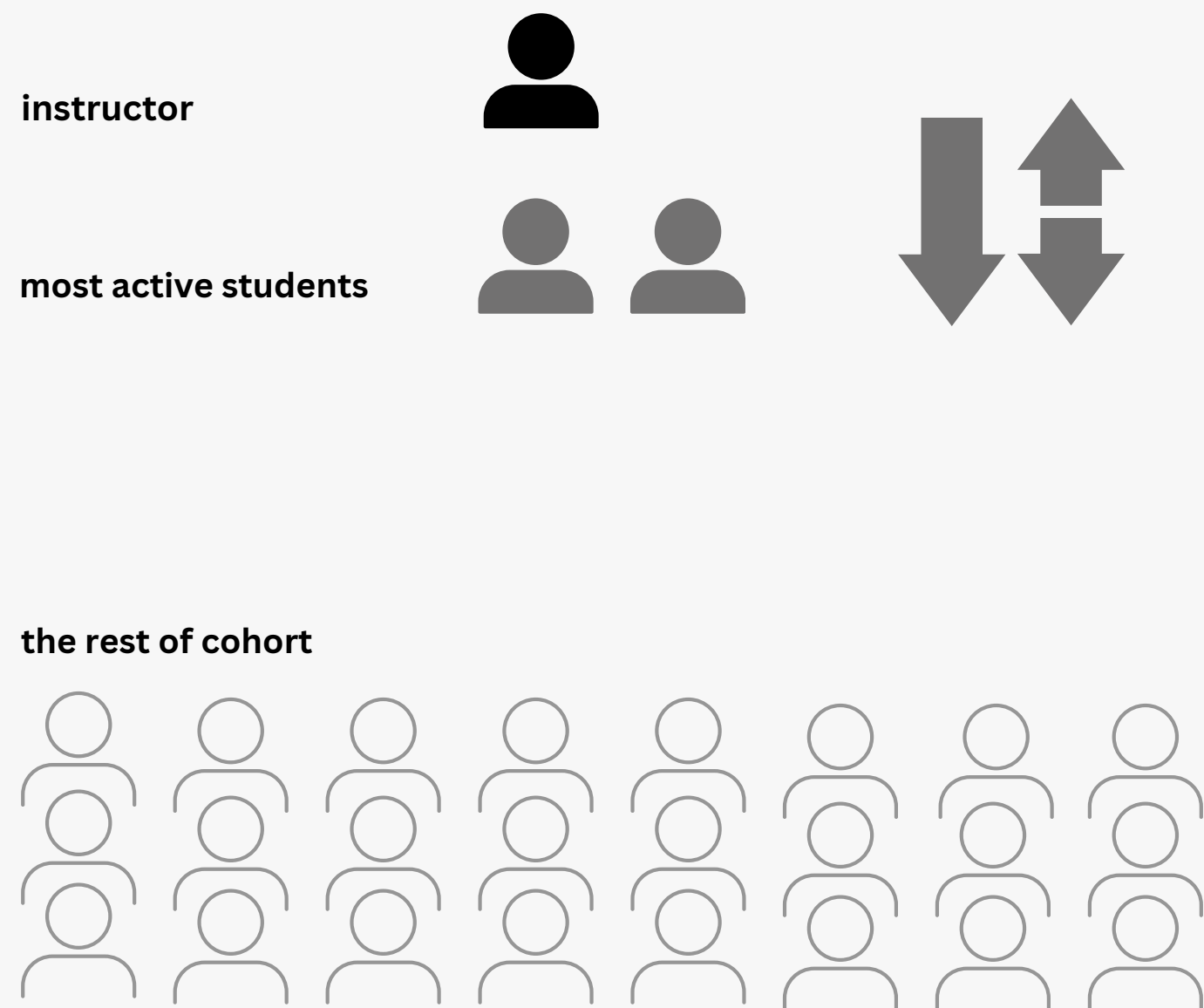
Cognitive diversity
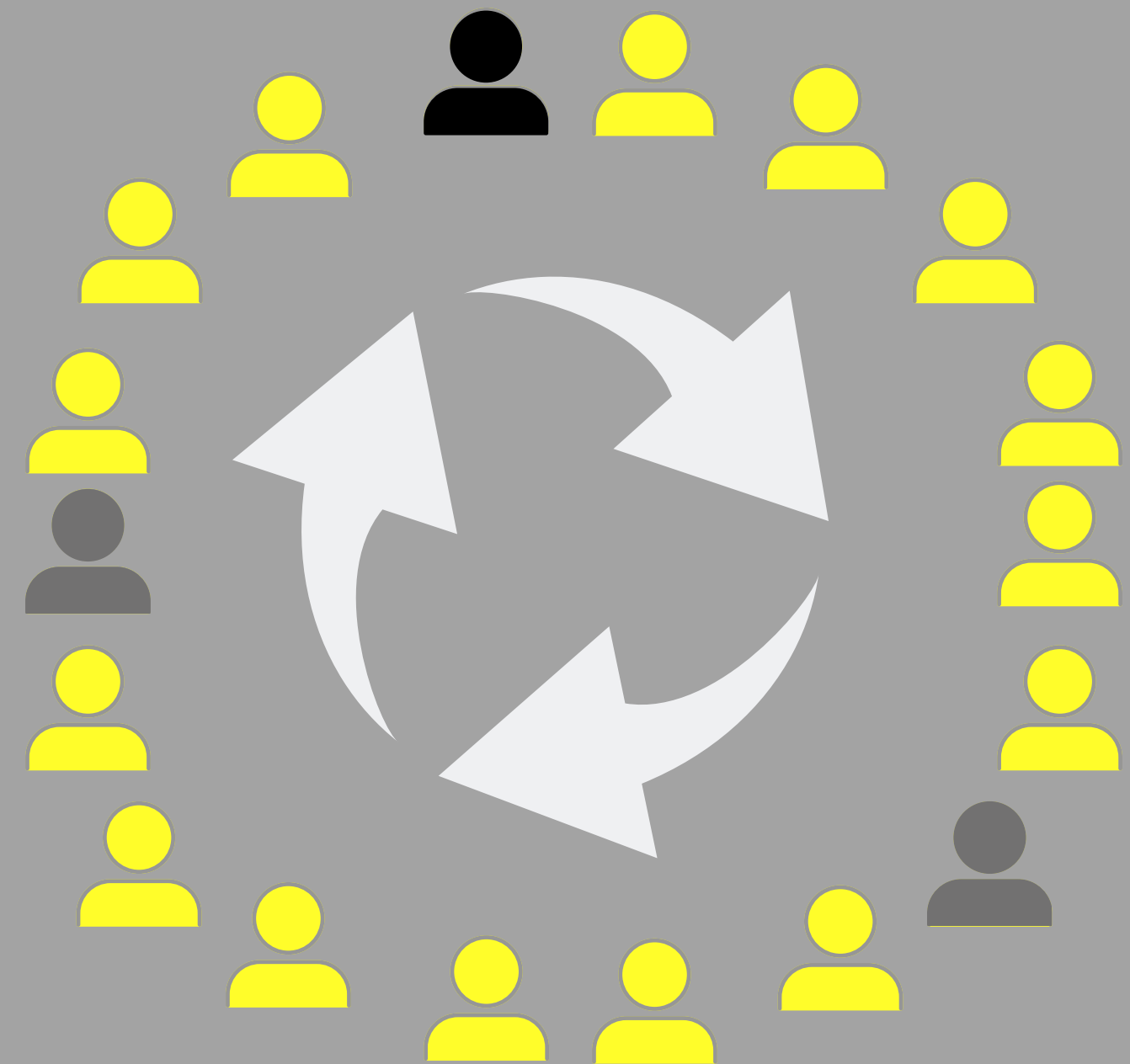
Feedback & reflection

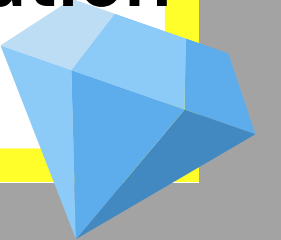Emotional engagement

Social connection

Traditional learning

instructor

most active students

the rest of cohort

Peer learning

The solution

1 **Peer small groups** multiple interaction Themed Gamification XP–Gems

2 **Teacher** Modularization+customize
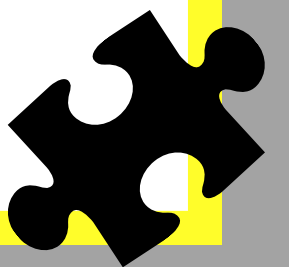
Maria
Student

Learns Online course 😔

Joins Skillarize 🤔

Picks the THEME 😮

Onboards the Peer Group 😊

Regular weekly Group calls 😍

Finish Class, continues to expand knowledge 😊

DELIGHTED

NEUTRAL

FRUSTRATED

Persona 2: Teacher

Tom
Teacher

Key Attribute

Honest

Reliable

Kind

Short Description

Tom is a teacher in a higher education institution. He is a good teacher but obligations at job and at home dont give him enough time to be more present with his students. He is getting frustrated and resentful.

Needs

Need to prepare /update his clases

Need to do admin work

Need to actualize and study

Need to avoid bringing work to home

Challenges

He is burned out

Becoming a bad teacher

Bringing problems at home

Opportunities

Our solution helps Tom to offer new takes to his lessons, making the education process chilled and enjoyable

Our solution helps Tom to save time preparing lessons, allowing him be more present with his students and at home
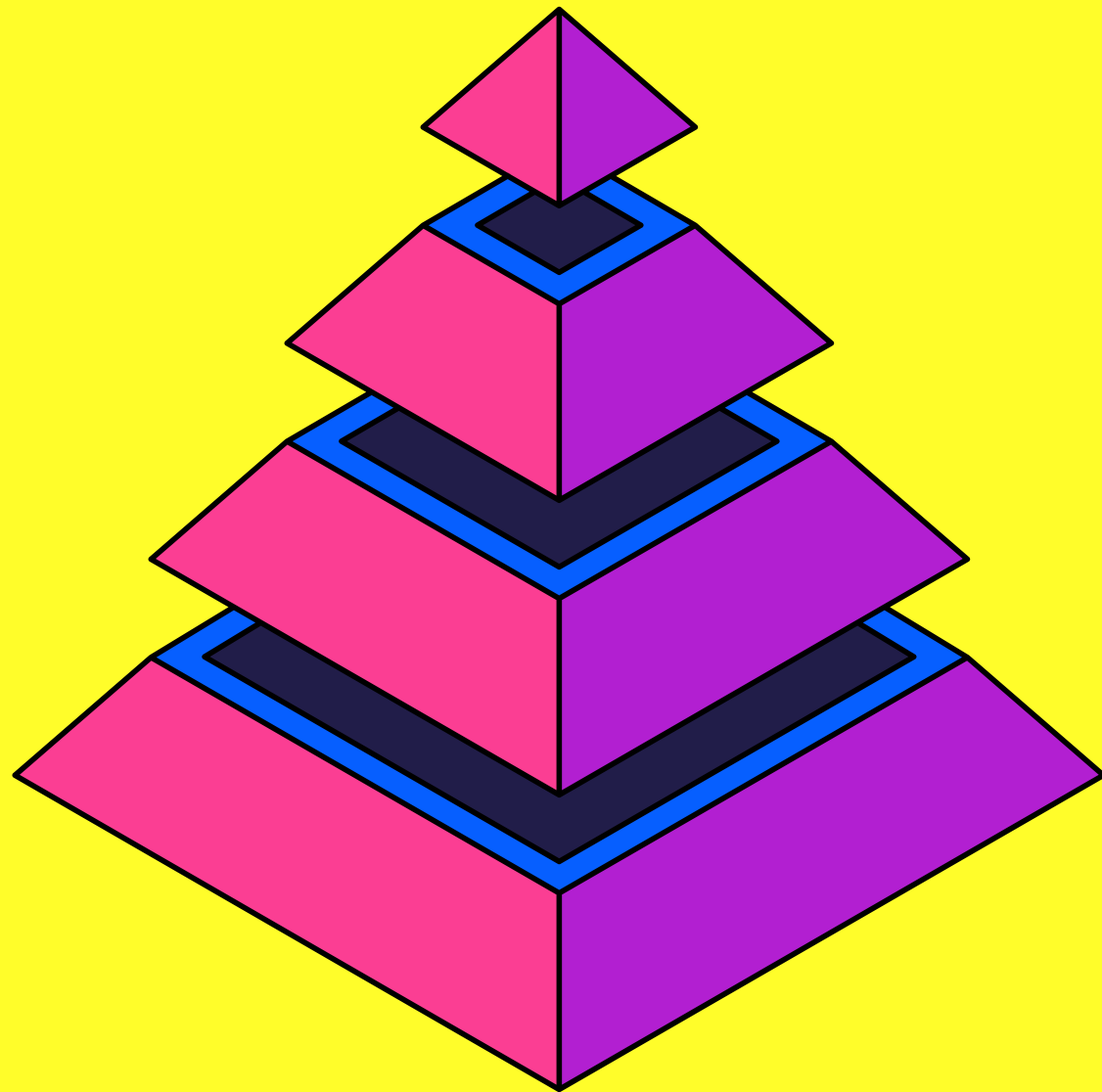
Skillarize

Theme based approach | XP-to-Gems conversion | Dynamic peer interaction

- **Student split to PeerGroups based on different conditions**

- **This pre-determines a set of rules for gamifying the experience**

- **Teachers can easily adapt their lessons in templates that fit the gamified experience**
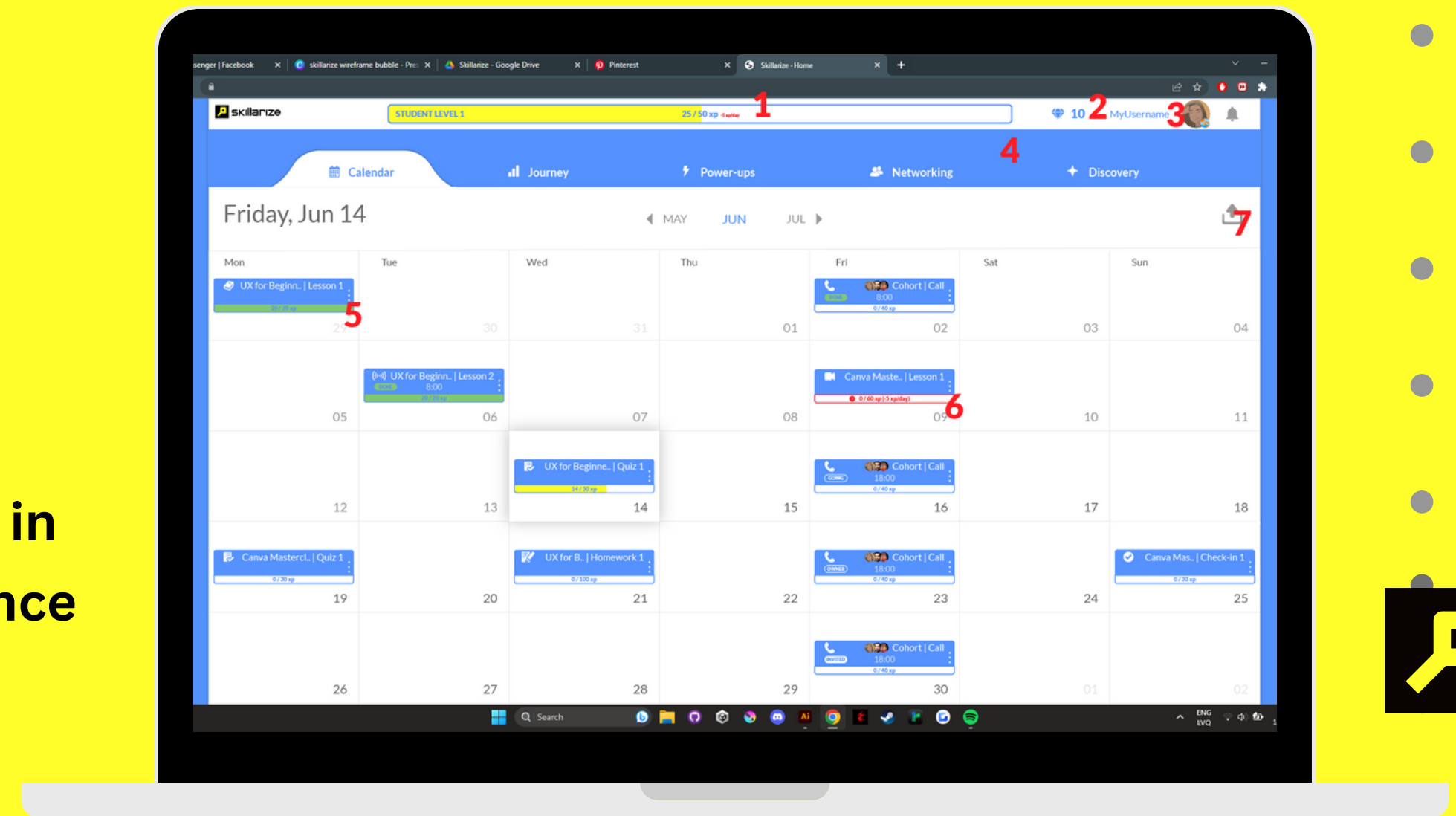
Peer groups: Common ground

Other

Theme: The next connection level is by theme (gamified rules and rewards)

Time slot: The time at which they connect is another connection factor

Course: students create cohorts based on the course they like to take

XP-to-Gems conversion

during Module → **Collect themed experience points XP**

do quiz/lesson, do group call, give feedback, nudge others
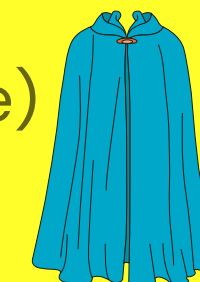
Module end → **Convert XP points to Gems**

XP to Gem linear conversion

throughout → **Spend Gems for in app purchases**

various perks (e.g.avatar update)

Empowerment

Everyone is a champion

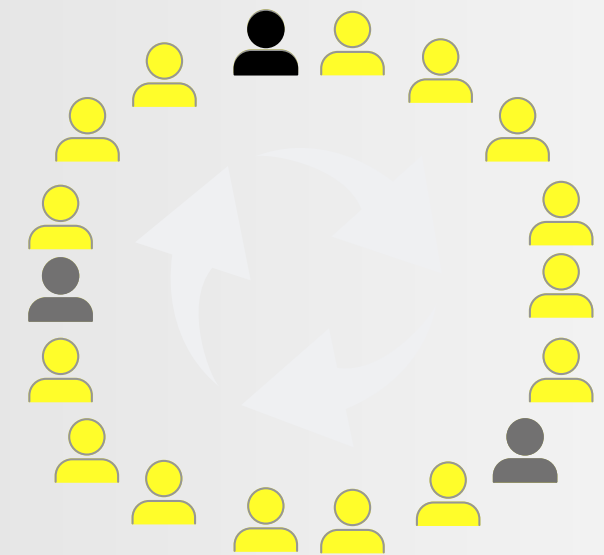**Student generated themes:** students are contributing to new themes (+genAI)

Teachers are creators: teachers use module templates, edit & create own (AI assitant) and share those as templates
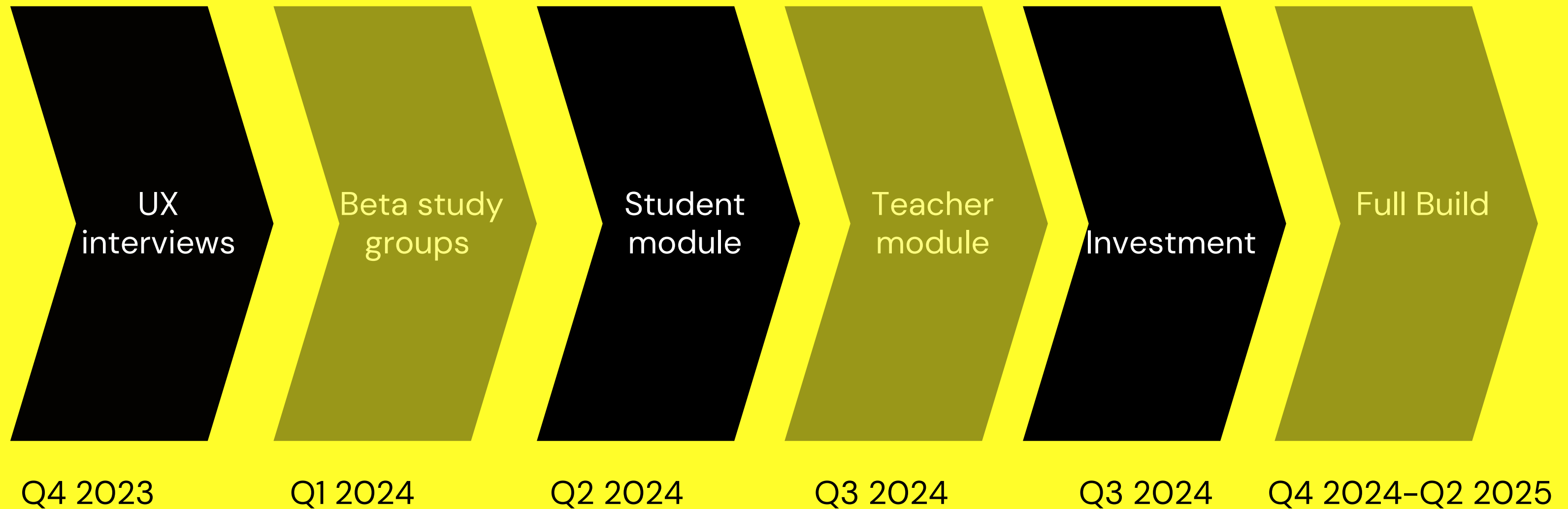
Scalability & Sustainability

Scalable matching algorithm

Diverse learning content and communities

Integrations

Road map

UX interviews

Beta study groups

Student module

Teacher module

Investment

Full Build

Q4 2023

Q1 2024

Q2 2024

Q3 2024

Q3 2024

Q4 2024–Q2 2025

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Design
Human computer interaction

Thank you!

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