



DigiEduHack Solution Timișoara - DigiEduSpace: Sustainable education through digital learning spaces

Challenge: Timișoara - DigiEduSpace: Sustainable education through digital learning spaces Challenge 2020

VideoWiki

Video Wikipedia for Learners and Creators

A collaborative platform for learners and educators to secure learning continuity in times of restrictions and beyond.

Team: VideoWiki

Team members

Shivam Dhawan, Nataliia Rzhavska, Bhaskar Dutta

Members roles and background

Shivam Dhawan - Analytics and Strategy background

Nataliia Rzhavska - PHD in Pedagogy and AI

Bhaskar Dutta - Blockchain developer

Contact details

delia.gligor@e-uvt.ro

Solution Details

Solution description

VideoWiki is a AI teaching assistant tool that quickly creates teaching courses to video format that can be shared online while streaming or sharing.

The solution is to tackle the situation by providing the teachers with an assisted course creation tool to develop interactive media lessons for the students. This shift to virtual learning enables students to learn through this digitized media anytime and at any place. In this manner, the teachers, as well as students, can continue the education from a place of safety and protected environment of their homes.

Using AI-based text classification methods, we can identify the context of the content and make queries to public video media libraries using APIs. These can be given back to the teachers as an assisted course creation tool to develop interactive digital media lessons for their students.

We offer a tool for teachers. They copy-paste the content they want to convert to a video.

Solution context

In the education system, more than 90% of students are impacted due to school and university closures. Learning has been disrupted due to the pandemic. There is a requirement for a new education model. The map is a depiction of countries that are experiencing lockdown in terms of a countrywide or a localized lockdown. The education sector is affected by these lockdowns. An estimate of 1.5 billion students have been affected worldwide due to the pandemic.

The importance of education is highlighted in SDG 4 ("Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all"). This goal encompasses various dimensions that are critical to supporting young workers' transition into the labor market and career progression.

Solution target group

The target market for the project is growing very fast. New information technologies and distance learning elements are constantly appearing on it. Not everyone can learn information skills so easily and quickly. Therefore, our project is a kind of adapter for visualizing educational content and letting everyone into the world of digitalization. Extremely important for successful entry into the market is the recognition and support of our company from the educational audience - teachers, administrators, students.

Our target market is divided into five categories.

Teachers

Educational institutions. The official website of the European Union says the following: "There are some 3 300 higher education institutions in the European Union and approximately 4,000 in Europe as a whole, including the other countries of western Europe and the candidate countries

Families who prefer homeschooling. There is quite an interesting group of potential clients educating their children at home. Our site will provide them with the widest opportunities.

People involved in mentoring, coaching, and other individual practices.

Solution impact

Success of the solution be measured by the number of teachers empowered and students taught through this platform.

Solution tweet text

Project VideoWiki is the immersive encyclopedia of the future, sustained and driven by an inclusive global educator community for the next generation of learners.

Solution innovativeness

Kapwing, Article video Robot, Lumen 5 All platforms are paid for video creation. We offer to create videos for free. Because we believe that the donation of knowledge and time is worthy of respect and support. And those who want to use the ready-made educational video have to pay.

- The immersive and applied training is a new concept that will attract the students to gain knowledge.
- A plug-n-play integration with universities with easy adoption.
- Digital content generation can also be expanded to other applications like memos, university announcements, news, etc.
- Teachers are technically challenged and cannot generate their own digital content.
- The tool is extremely simple and has been curated by keeping Customer satisfaction, ease of use as major priorities.
- We have hosted a mock prototype on the IP address - <http://167.71.56.212/>, in this link the working is explained in the video.

Solution transferability

For Students and learners

Create videos for social networks (describe your feelings and thoughts and get an engaging video, add notes and vlog), create and share video messages.

Create video presentations, try changing written text answers for video storytelling.

Analytical text reports are ineffective in the age of visuals.

Create an effective analytic video (visual comparison, video charts).

Create and share notes: Notes can be recorded, shared and published.

For Lecturers / Instructors

Open your Pandora's box with VideoWiki:

VideoWiki is a real Learning Autopilot to create an immersive training video

Generate students' imaginations and shape mindset videos for creativity

A video lecture is not a video message to students, but an immersive system, where video is a way of forming knowledge through practical informational influence.

Theoretical tests are far from practice, create video tests, form the vision of objects of the professional environment.

Share your knowledge, cultivate academic volunteering for the well-being of the world, share your knowledge, and create unique educational video content and make money on it.

We know the technology of brainstorming, brainwriting, the era of video driven decision making has come.

For Researchers

Open science and open innovation is the use of research videos of preparation, conduct, and experimental results. So many researchers are working in parallel on one problem: someone finds

the answer faster, writes a scientific article, waits for the review process, publication, while others see this solution. But this aspect is so necessary for other researchers to solve other problems. They wait, sometimes without waiting. Science can become more dynamic if you use research videos (by the way, they are much easier to protect than scientific text, which lends itself to rewriting and copyright hundreds of times).

For Journalists and Media professionals

News information is becoming outdated by the minute. The enormous work of journalists is so short-lived, but the video clips created can be used to create historical reviews, geographical, political studies. After all, seeing once is better than hearing a hundred times.

For Corporate L&D

Video resume, video business cards, video presentations of projects are a new business culture of video communication and aesthetic brand formation. Encrypt data using video objects.

Solution sustainability

The importance of education is highlighted in SDG 4 ("Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all"). This goal encompasses various dimensions that are critical to supporting young workers' transition into the labor market and career progression.

Target 4.3: "By 2030, ensure equal access for all women and men to affordable quality technical, vocational and tertiary education, including university."

Target 4.4: "By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship."

The main goal of the project is to create an impressive easy-to-use website. The marketing of this site will emphasize its educational value for students, teachers, companies that provide educational services. A feature of the website and pages on social networks will be the presence of a chatbot to improve navigation, technical support, and collect feedback and suggestions from learners.

Solution team work

Shivam Dhawan - Analytics and Strategy background

Nataliia Rheskava - PHD in NeuroPedagogy and AI

Bhaskar Dutta - Blockchain developer

Yes, we plan future work