



Virtual peer

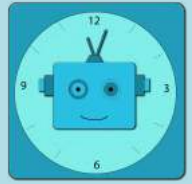
an application for students

“Let’s do it now!”



Partners & Supporters: DigiEduHack is an EIT initiative under the European Commission's [Digital Education Action Plan](#), led by EIT Climate-KIC and coordinated by Aalto University. This year the main stage event is hosted by the German Presidency of the Council of the European Union

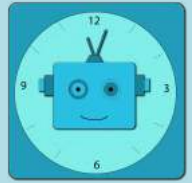
Virtual peer - “Let’s do it now!”



The challenge

It’s difficult for students to organize their daily routine productively and effectively especially during the pandemic. Many activities are not allowed, recommended or available anymore for example: team sports, fitness studios, part time jobs or even meeting with friends. Most of students are not used to that much of free time at home, so they get confused and don’t know how to handle it. How can students keep an overview of their activities? How can they know when it’s best to do what? How to organize a daily routine productively and effectively for their soul, body and career?

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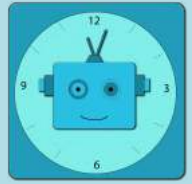
We are

We are students from different universities in Germany (Hochschule Emden-Leer, Technische Universität Berlin, Jade Hochschule) and come from different field of studies(Medieninformatik, Energie- und Prozess Technik).

We join Hackathon to get to know other potential colleges, to gain new experiences and to submit our idea to the community.

Even though these differenties, we all sharing the same impressions, experiences and difficulties in home-learning during the pandemic. That’s why we came together and work on this idea.

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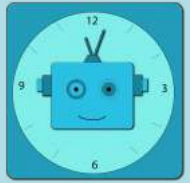
The problem

This year because of the pandemic, every universities in Germany and many other universities over the world have to take place online. Learning from home is a big challenge by reason of other personal interests and objectives distractions.

In the following slides are example of students, who have shared their experiences in online-learning and their daily routine during the pandemic.

They are the reason why this applications idea came up.

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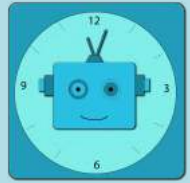


Solution

A mobile application names “virtual peer” with the slogan “Let’s do it now!” will be an organizer and a reminder of activities for students during their day. It will be created to be a close virtual friend to the students, due to using colloquial language. With the implementation of artificial intelligence, the app should be able to generate a better productive daily plan for each student depending on their habituations and current moods.

The proposed activities from the app are based on scientific studies as well as common practices from academic advising, psychological counseling and student mentoring

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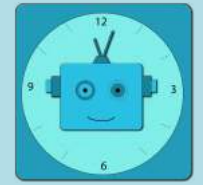


Main features

1. Propose activities and prevent from overdo activities

- VP generates individual activity suggestions based on the user given feedback. These aim to balance the life of student between studying, essential needs and free time.
- AI will make decisions/suggestions optimized by collected and categorized information

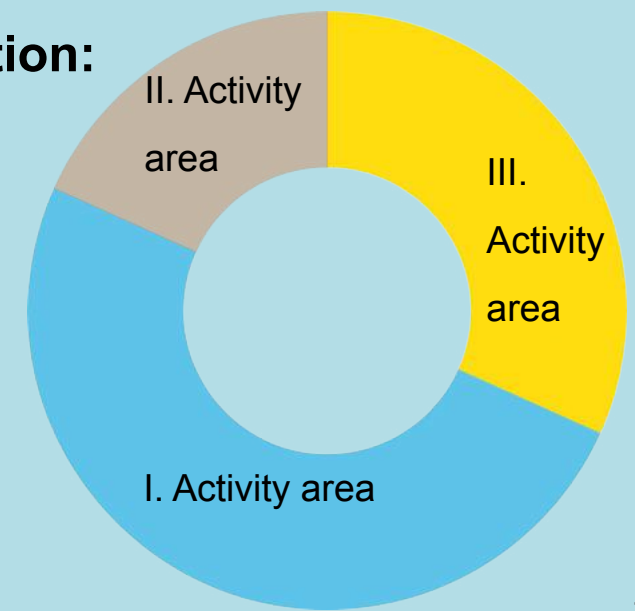
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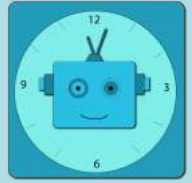
Main features

2. give an overview of own activities and emotion:

- Circle indicates 24-hours day
- the more intense the color, the happier/ more productive user was



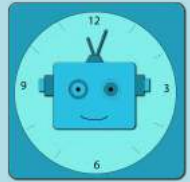
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Main features

3. Evaluate own habituation

- Based on user behavior and decisions “virtual peer” will give them an evaluation of their own habits.
- After that it will give the user advises on how to reduce bad and increase good behaviors.



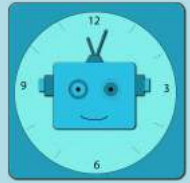
Main features

4. Agile responsiveness, planning and interface

- Filling out the same survey every time is not cool, that's why VP will give many options to give a response about your feelings: for example as “slide”, as emoji, thumbs up/down, as text (which will be recognised by AI) etc.
- Example for slide:



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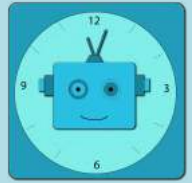


Database

Activities pool/areas

- I. Working (Studying): for example Pomodoro and other time management techniques, motivation quotes (from other users too) etc.
- II. Daily (essentials): nutrition, sleeping, hygiene
- III. Entertaining (rewarding): ideas for fun or relaxing activities/events/rewards

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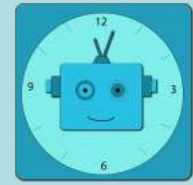


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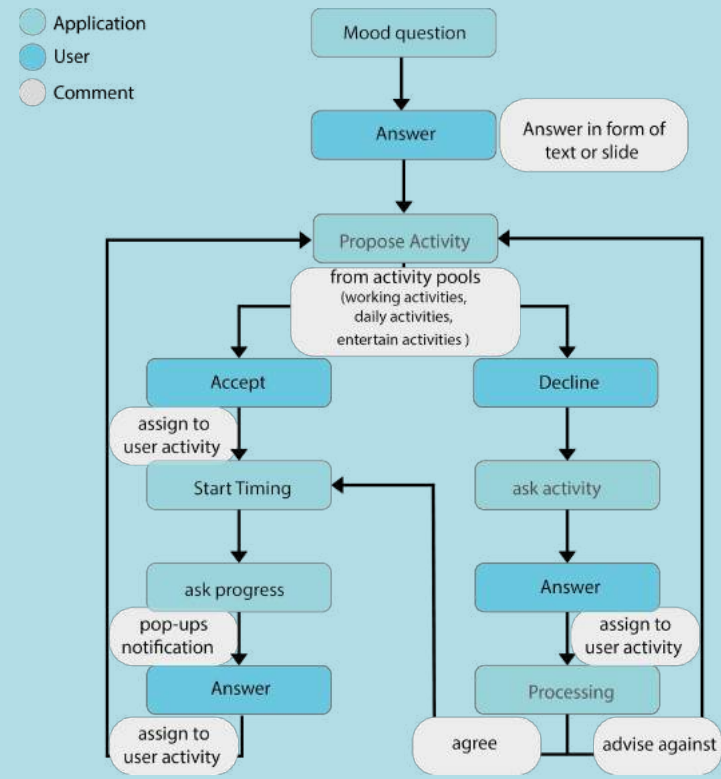
Criteria

- I. Time: for each activity area
- II. Mood
- III. Success (productivity)
 - Mood and success will generally arranged from 0-10 scale and positive/neutral/negative
 - Also phone-usage (apps,screen time,unlocks) will be tracked and categorized

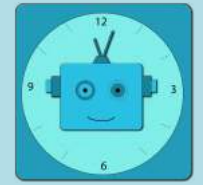
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Functional diagram

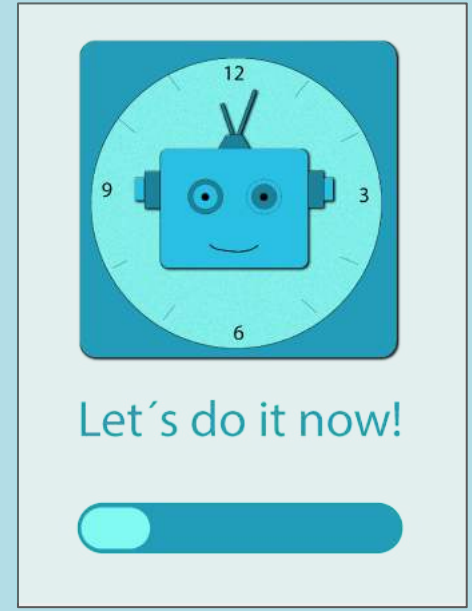


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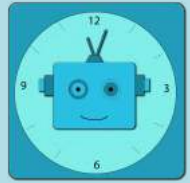


Possible gained benefit

1. Organized daily routine
2. Increased productivity during the day
3. Emotional support during pandemic
(reason: by lack of human contact)
4. Have a overview of own activities in a day
5. Learn more about yourself

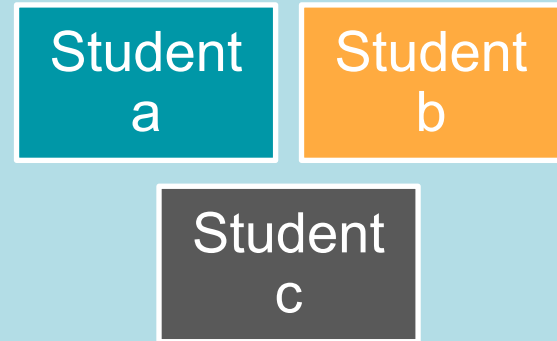


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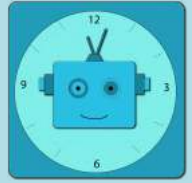


Explaining on examples

- Defining time spending preferences - based on **answers**
- Using environmental information combined with answer analysis - **relevant proposals**
- The following examples explain the concept in the praxis.



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Student A

- Course: economics

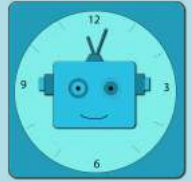
Time balance:



A is an economics student, spending the most time on studying. Program proposes to go out to balance the schedule. After a „no“ it reminds that student needs a break and continues to make suggestions.



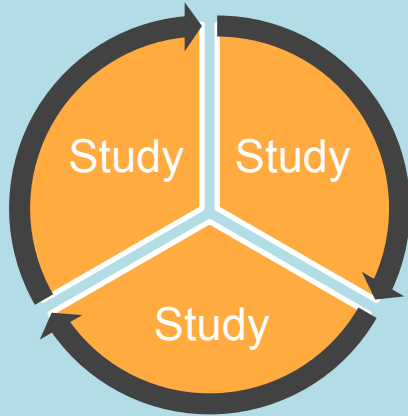
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Student B

- Course: mechanics

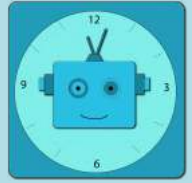
Time balance:



A is a mechanics student,
spending almost all the time
on studying.
Program proposes to take a
free day.
Student agrees.



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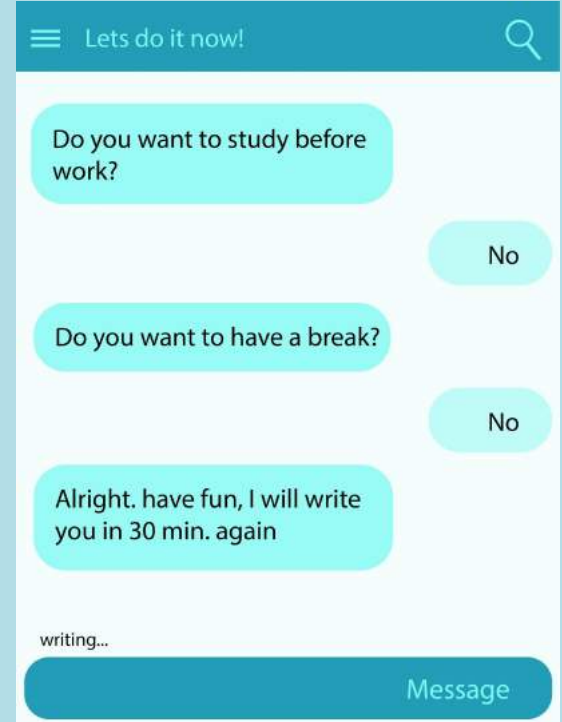
Student C

- Course: medicine

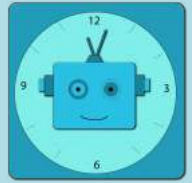
Time balance:



C is a medicine student, having balanced life. VP suggests to study before going to work. After student declines, the app is proposing to make a break. But the student is going to work and VP wishes good luck.



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Realisation plan

November - December: Collecting first data for activity pools

November - December: program rough model for the app

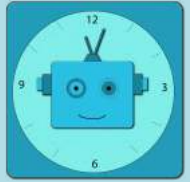
November - January: contact universities/scientific department for collaboration

January - March: test the app on a local university

January - March: first training artificial intelligence model

March: evaluate Feedbacks

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Financing plan

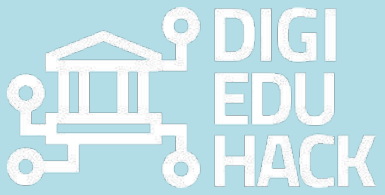
We definitely will need help from research associates and expertises to program this app.

We are calculating for 4 month:

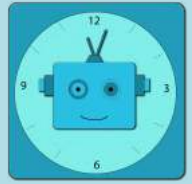
2 student assistant (60 hours per month, TVL-4): about 14.982 Euros (gross)

1 research associate (80 hours per month, TVL-10): about 13.468 Euros (gross)

UX and Corporate design: 5000 Euros



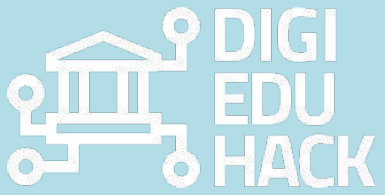
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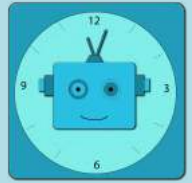
Conclusion

It’s our first time joining Hackathon. At the beginning we were a little bit confused, because we didn’t know how to begin. But with the help of the organization team, we found the idea, which we want to participate. There are so much interesting and creative ideas, which we also want to be part of. But we chose the one we think it is closest to us as students.

We hope our idea will be useful to everyone and especially to students in time like this. **Thank you** all for giving us this opportunity to work with so much talented and motivated people.



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Source

scientific studies:

https://publikationen.uni-tuebingen.de/xmlui/bitstream/handle/10900/85382/Thesis_Digital.pdf?sequence=1&isAllowed=y

<https://ieeexplore.ieee.org/abstract/document/7118184>