ASC27

BOOSTEREYE

An **artificial intelligence** built to assist
Teachers and **Students**
through the **learning process.**

ASC27

13 PEOPLE TEAM

20' YRS EXP

8 DEV

5 AI

AVERAGE AGE IS **31** YRS OLD

ASC27 S.r.l., the AI company

"We Build Knowledge"

Artificial Intelligence

From the Research to the Industry.

What the **learning process** really is **Brief Overview.**

IN PHILOSOPHY:

"The mind is not a vessel to be filled but a fire to be kindled". ***Plutarch.***

IN DICTIONARES:

TO TECH
To impart knowledge to or instruct (someone) as to how to do something.

TO LEARN
To gain or acquire knowledge of or skill in (something) by study, experience, or being taught.

IN THE REALITY:

"A REALLY DIFFICULT TASK."

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Teach&Learn between 2 individuals are really difficult human tasks. Them require that involved actors understand each other, pay attention to the discussion, do not loose the focus during the process.

So, assume for instance that between 2 individuals the "Difficulty Level" is 7 out 10.

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Now, consider a classroom of 30 attendees and do the Maths:

$$P(30,2) = \frac{30!}{(30-2)!} = \mathbf{870}$$

The number of **Permutations is really high**, we have reached an impressive **870 out 10 in the “Difficulty Level ”**

BOOSTEREYE

AI as an e-Learning SuperCharger for TEACHERS.

SIMPLIFY THE COMPLEXITY.
BoosterEYE uses the **AI** to act as a forefront for **Teachers** that have to interact with many *Students* at the same time.

BOOSTEREYE

AI as an e-Learning SuperCharger for STUDENTS.

Keep things simple. **BootEYE** uses the AI to interact with the **Students** and to provide feedbacks to the **Teacher**.

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PRIVACY MODE ON

Privacy Mode ON, anonymize all the student's identities.

PRIVACY MODE OFF

Privacy Mode OFF, enable the Teacher to access individual student's information

NVIDIA technology is able to fully accelerate the process.

Video conferencing applications may benefits from the GPU computational horsepowers.

The **Gooogle Cloud Platofrm** allow BoosterEye to use **AI** at scale to exactly understand what's the people behavior during the lessons, what they are doing, where they are looking, if they pay attention or not, if they are using a smartphone or if they are taking notes, etc

Google Cloud

MEMBER
GCP Partner Program

ASC27 is a selected member of the **NVIdia Inception Program**. The AI Major League for Startups!

BOOSTEREYE

EVERYONE on a BAND.

BoosterEye creates 4 bands. 1 with the teacher(s)/speaker(s) and 3 for the attendees. The attendees, accordingly with the Privacy MODE they have choosen, will be splitted in 3 different bands accordingly to their «Attention Level».

Teacher BAND

High Attention BAND

Moderate Attention BAND

Poor Attention BAND

What BOOSTEREYE can identify.

AI POWERED, COGNITIVE **EMOTIONAL** AND **ENVIROMENTAL** RECOGNITION.

SILENCE

AMBIENT NOISE

RYTHM OF SPEECH

IS PRESENTATION ON?

GAZE

GESTURES

YAWN

FACIAL EXPRESSIONS

LEAVE THE CHAIR

OTHER PEOPLE AROUND

IS AT DESK?

SMARTPHONE

BOOSTEREYE

What's a BAND?

A BAND describes what happen on any attendee side
Whatever he does, wherever he looks, whatever object appears in his hands,
how much attention he pay, and more.

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THE TEACHER BAND.

The BAND reports if he is talking, is presenting slides, what's the rhythm of the speech, what's the volume, what's the noise level and more

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THE STUDENT BAND

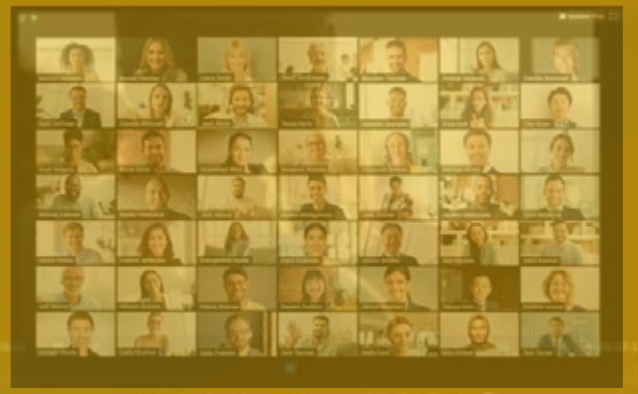
The BAND reports if he is looking to the screen or not, is taking a smartphone, is answering to a question, is smiling, is bored and more.

BOOSTEREYE

BLEND TOGHETER WITH AI

THE TEACHER

Have a RealTime, progressive overview about the Audience attention. RealTime indicators provides direct feedbacks about the audience attention levels.



THE STUDENTS

Have a RealTime, progressive overview about their attention level, they could provides feedbacks to the Teacher and interact with him.

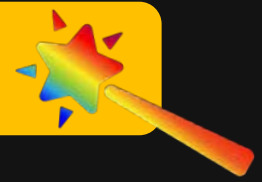
REPORT GENERATION

When the lesson finishes, the Teacher will receive a report about the whole timeline

The Report explains to the Teacher how the lesson has gone, accordingly to the privacy settings of the attendees. The Teacher and BOOSTEREYE learn from that!

Learn Togheter! The Teachers constantly collect feedbacks from BOOSTEREYE . Using it and receiving its reports they could understand how the attention level of the attendees was moving during the lessons.

Here comes the magic!



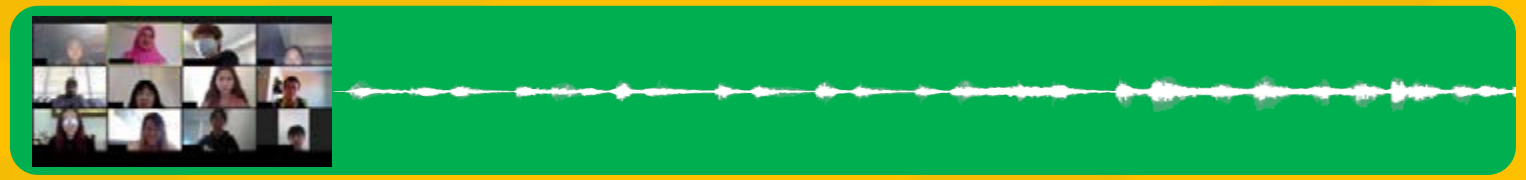
AI suggestions! during upcoming lessons, BoosterEye could automatically suggest to the Teacher how to gain the attention level of the attendees.

BOOSTEREYE

BOOSTEREYE

Here comes THE MAGIC

Hey Teacher, the audience is getting really interested! Well done!



Hey Teacher, the audience is looking around, consider to make a break!

Hey Teacher, good job, the attention level is rising!

Hey Teacher, consider to talk slowly, the attendees are rushing!

Hey Teacher, consider launch a poll, the audience looks get bored!

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WITH MAGIC

THANK YOU!

www.asc27.com