



# ThreadSetters -

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# Analysis

Taking into consideration the learning process, we asked ourselves what were the fundamental approaches and behaviors to live the learning experience at its best

The critical issues on which our research focused most are:

- Lack of focus or motivation
- Ineffective review habits

## Acquisition



## Testing and Reviewing

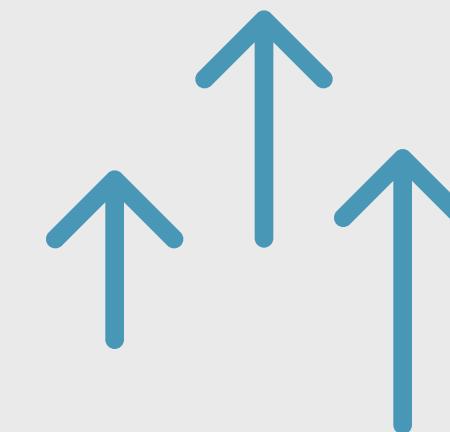


# User needs and Reason why

Moving towards the research of the specific needs of the user, we focused more on the university students of STEM subjects or technical subjects.

Although Braynr already offers a comprehensive acquisition and learning experience in the tool of flashcards and generation of questions, we wondered how this tool could have a more effective implementation in terms of application and reviewing of our technical skills.

## Into a testing stack



What are the five ways that speed-reading methods try to increase reading speed?

Reveal answer

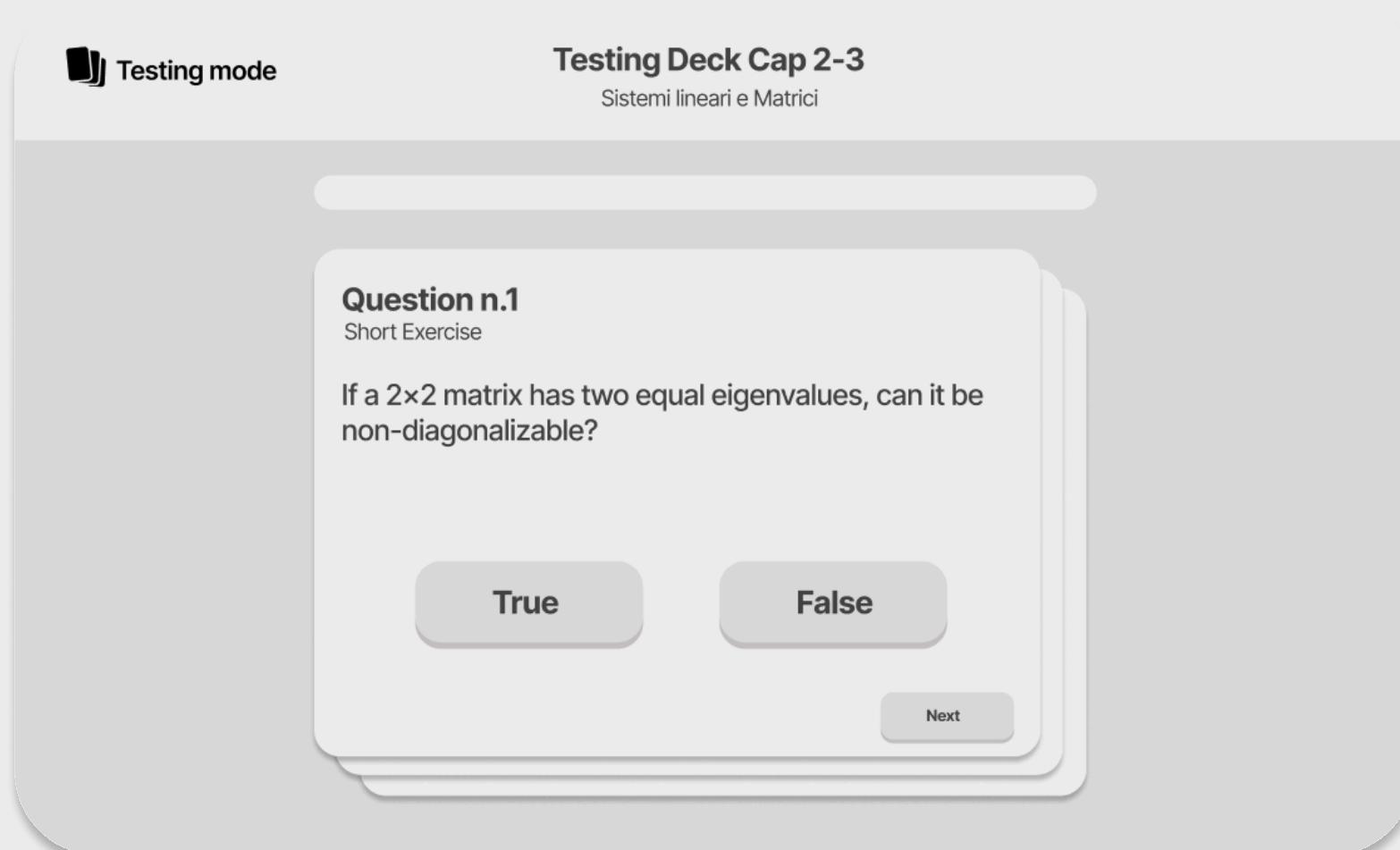
Flashcards

# Our concept

## Testing Deck

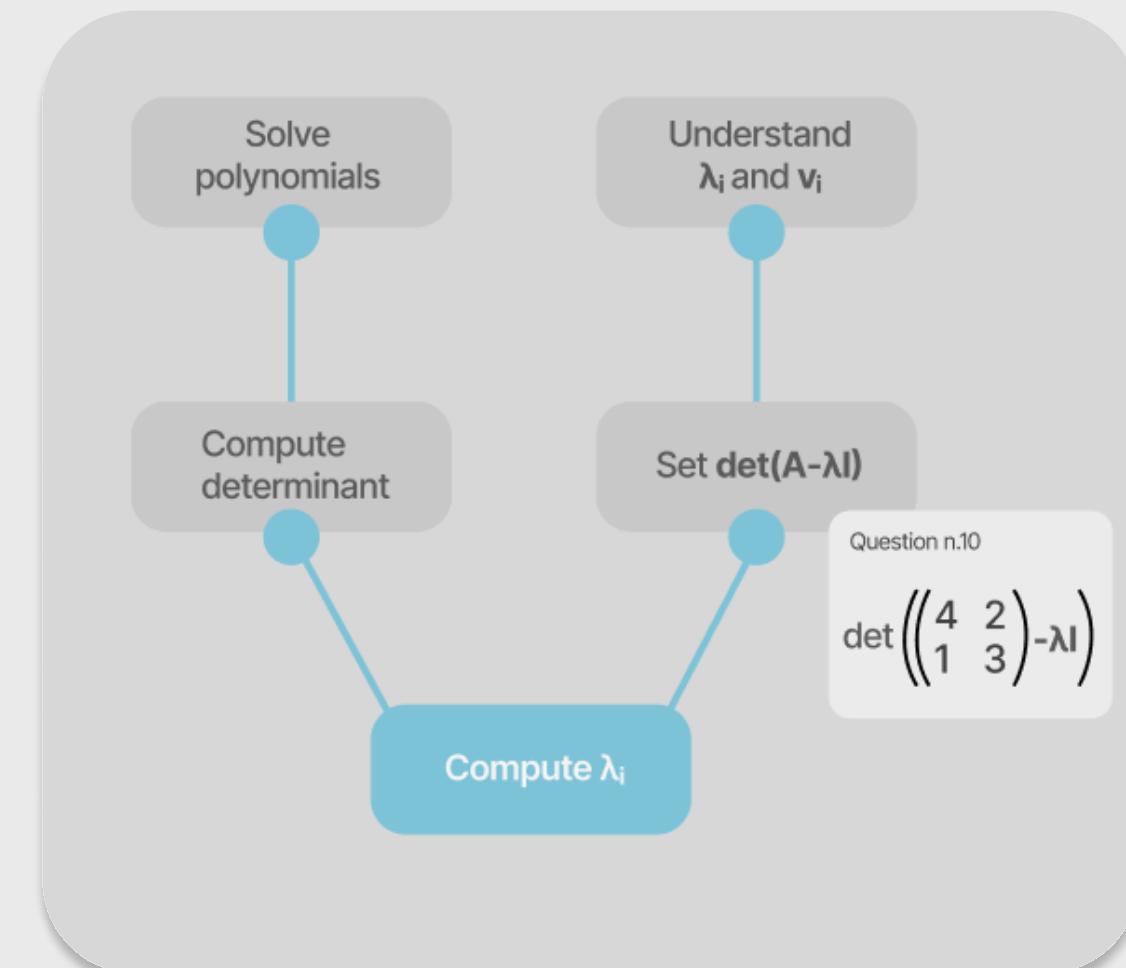
We propose introducing a testing mode that enhances the functionality of flashcards by offering practical exercises/questions

- Exercises (suitable for problem solving, theorem proofs)
- True or false
- Multiple choice



## Knowledge Tree

The graph is made up of nodes representing the concepts and topics necessary to master and understand a subject. Each node is linked to the section or paragraph of the text that explains it (a book from the library or an external source), and also to the step in the exercise where that knowledge is required.



# How the AI Agents works

