

## **PHASE-2**

### **INNOVATIVE IDEAS IN EDUBOTS**

- **ADAPTIVE LEARNING:** Developing a bot that adapts its teaching style and content based on the learner's progress.
  
- **STEM EDUCATION:** Creating a bot focused on Science, Technology, Engineering, and Mathematics (STEM) education.
  
- **CAREER GUIDANCE:** Offering career advice and guidance through a bot, helping students explore potential career paths.
  
- **LANGUAGE TRANSLATION AND PRACTICE:**  
Developing a bot that assists in language translation, allowing users to communicate in various languages and cultures.

- **CODING AND PROGRAMMING COACH:** Providing a bot that helps users learn coding and programming languages.
  
- **HOMEWORK HELPER:** Develop a bot that assists students with homework by providing step-by-step solutions and explanations for various subjects.
  
- **GAMIFIED LEARNING:** Incorporating gamification elements like quizzes, challenges, and rewards to make learning more engaging and enjoyable.
  
- **PEER COLLABORATIVE:** Creating edubots that facilitate group discussions, project management, and collaboration among students in virtual classrooms.