Facebook EdMod Labs Team

Our Team

Susan Benavidez
AI/NLP, Python, Backend, ReactJS

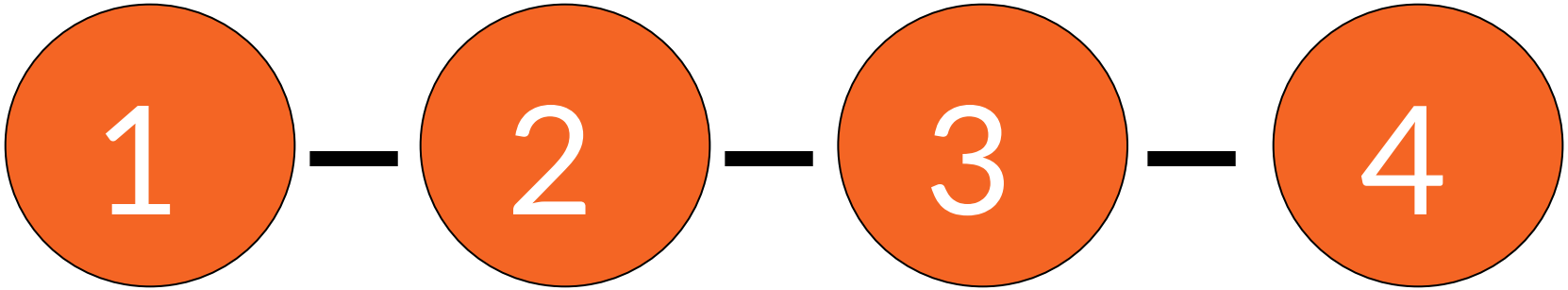
Stephanie Brito
Systems/Backend, Python, AI/ML

Isaiah Bush
AI/ML, Python, Backend

Austin Chow
Python, Java, Javascript, React, Flask

John Chuter
AI/ML, Android, iOS, xPlatform

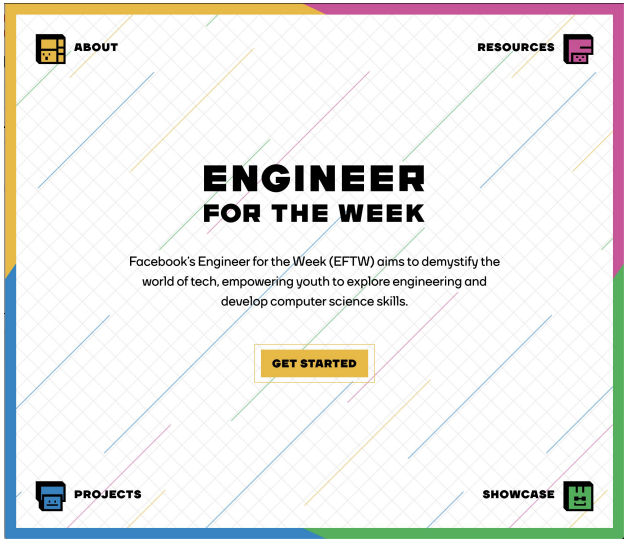
Agenda

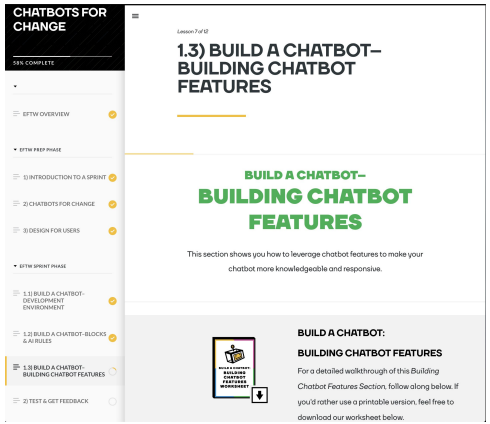


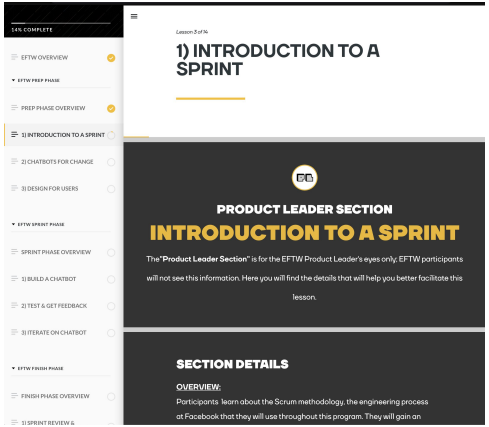
1. Corporate Partner
2. Users and Problem Statement
3. Our Solution
4. Next Steps

1

Facebook EdMod







2

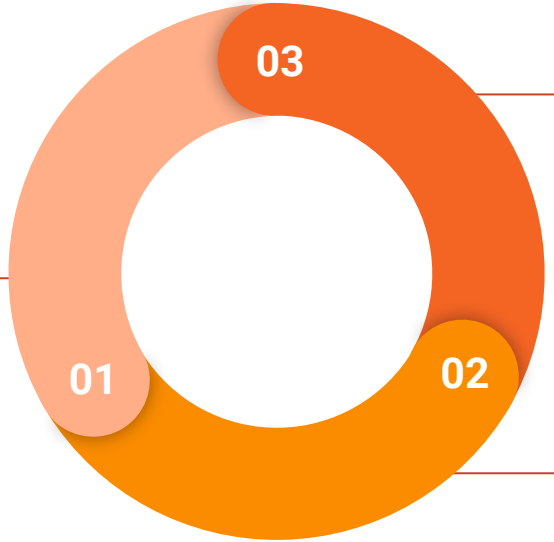
Our Users: Facilitators

“My students are really service oriented. They like helping other people. They like helping their community. That has transferred into the chatbot and the game that they've been working on because both are really focused on helping, in this case, their peers.”

Johanna
EFTW Facilitator

2

Facilitator Needs



Better Organization of Resources

Easier Onboarding

Troubleshooting students' questions

2

Our Users: Learners

“I was closed minded when it came to Computer Science because I always thought, well I never see anyone that looks like me in that field, so why would it interest me? Then I started working on my chat bot. Wow, maybe this is a field that I can work in. Or see myself in. And that maybe I can make a place for other women to be here also.”

Natalie
EFTW Engineer

2

Student Needs

- ➔ *“It would be cool to be able to communicate with other EFTW teams across the US.”*
- ➔ *“[To get help on the project] have servers where you can ask chatbots certain questions.”*

2

Problem Statement

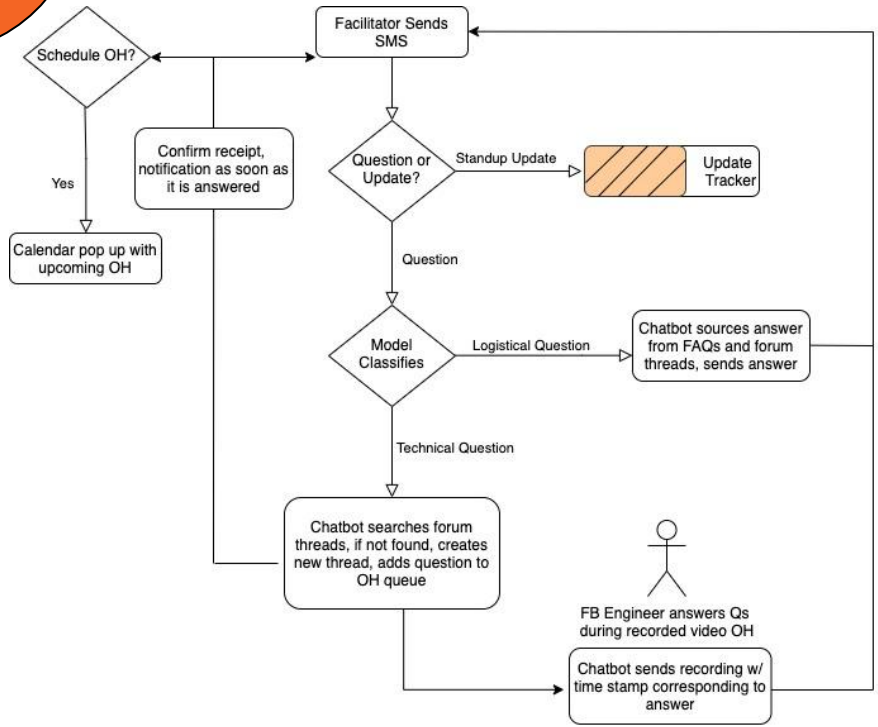
- Resources for facilitators
  - Facilitators may have not have access to FB/laptops
  - Lack of centralized troubleshooting
  - Manual tracking of student logs and progress
- Restricted time availability
  - Lengthy onboarding leads to drop-off
  - Online Office Hours times are not accessible
- Absence of wider community to motivate, inspire and support both students and facilitators.

Our Approach

SMS Integration Point into Web Platform

3

Our Approach: SMS Prototype

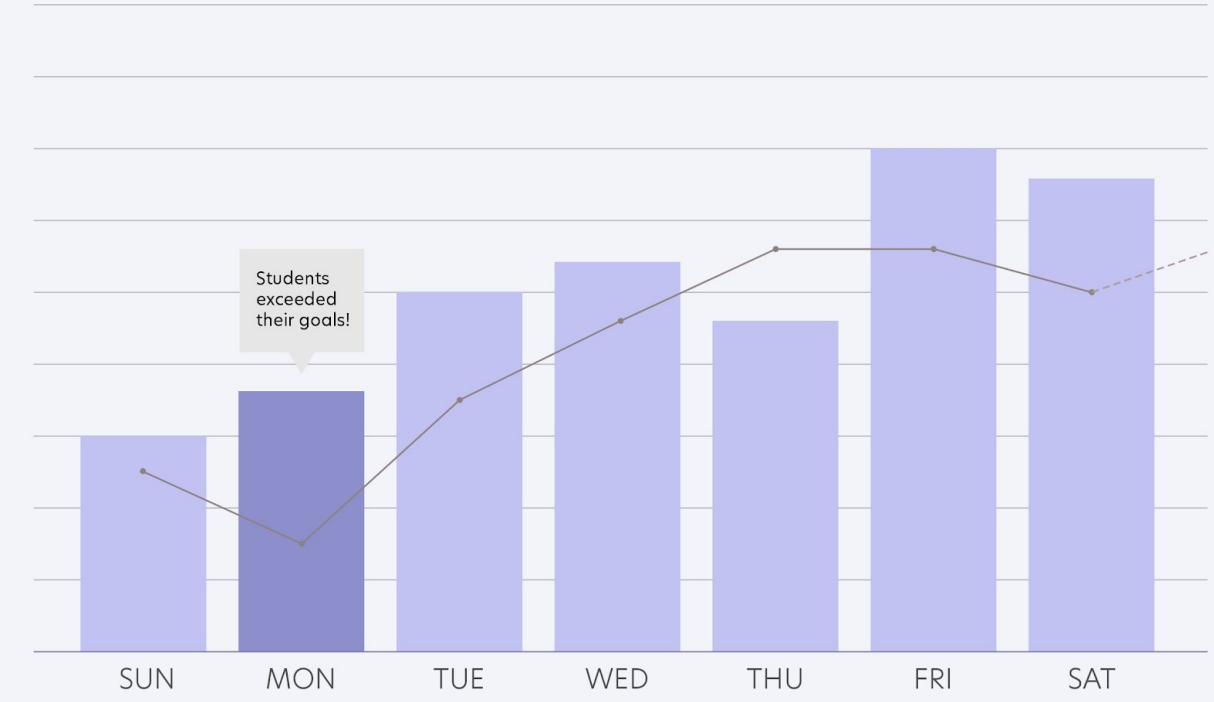


- School firewall
- Limited resources
- Central Q&A repository
- Reliance on human customer service
- Low engagement
- High drop off

Sprint Summary
Progress Graph
Progress by Team
Student Resources
Engineer Profiles
Facility Highlights

Spring Sprint 2020

DAY | **WEEK** | MONTH



Average Progress

Week 3/04 - 3/11

Questions
Tags
Badges

How do I set up Scratch?

I'm working on the social impact game project and I'm having trouble setting up Scratch on my computer. I went through the tutorial, but it keeps freezing past the login screen. I tried restarting my computer, but that didn't help. How do I get past this error?

☐ Include sketch ☐ Include video ☐ I'm new! ■ Include screenshots

I also had that bug when I started using Scratch! You need to go into your cookies and clear them so that Scratch can log you in. I've included screenshots below of how I resolved that same issue. Happy coding :)

12

menu.png

Welcome back, Stephanie! Let's get to work.

son 1

Lesson 2

Reflect on the interactions you had with the previous chatbots. What are potential improvements to any of these chatbots that you think would make for a better user experience?

Your Response

I would improve chatbots by making them understand the way I text. For example, it should recognize "u" as "you" or understand things like LOL or wdym?

Lesson 3

Now that you know how to create user attributes, you have the ability to direct each user to different content based on their answers to various questions. You can do this by using Go to Block cards again, but with an extra feature: filters. Filters on Go to Blocks make sure that you only lead to a particular block if the user meets certain criteria.

What did you do?

- I coded today.
- I felt confused by this part.
- I asked my teammates a question.
- I sketched out my design before coding.
- I solved a big challenge in the project.

Lesson 4

Thank you!

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