YANKA - Al-Powered Multilingual Educational Assistant

1. Project Description

YANKA (Your AI for Knowledge Access) is an intelligent, voice-enabled educational assistant aimed at improving access to quality education in underserved regions, particularly in multilingual communities around the world. The project leverages artificial intelligence to provide a conversational learning interface through mobile and web platforms, supporting both text and voice interactions in multiple local languages.

Unlike traditional e-learning platforms, YANKA doesn't just deliver static content—it can transform any document, link, or idea into engaging Al-generated videos with a realistic Al avatar and voice narration that adapts to the learner's language, cultural context, and brand style.

Key features:

- Al-Powered Conversational Assistant in text, voice, and video in multiple languages (English, French, and selected African/local languages).
- **Voice interaction** (Speech-to-Text for input, Text-to-Speech for output).
- **Interactive video lessons** with real-time AI commentary, translations, and embedded Q&A.
- Personalized learning engine that adapts to user progress, strengths, and weaknesses.
- **Offline-first architecture**, enabling content caching and synchronization for areas with limited internet.
- **Teacher/parent dashboard** for progress tracking, feedback, and content assignment.
- **Gamification layer**: badges, levels, and rewards to improve learner motivation.
- Community content hub where local educators can upload culturally adapted lessons and videos.
- Al Video Content Generator that instantly converts lessons, PDFs, or links into videos tailored to the learner's style.
- One-Click Video Updates: every edit is synced with the original file, avoiding duplicate versions.
- **SCORM Export Support**: Al videos can be integrated into any Learning Management System (LMS).
- Real-Time Analytics: monitor video views, engagement, drop-offs, and completion rates.
- Offline-first Design for low-bandwidth regions, with cloud sync when online.
- Gamified Learning with avatars guiding learners through interactive challenges.

The project challenges include building scalable NLP infrastructure for under-resourced languages, integrating speech components with low-latency performance, and designing for intermittent connectivity and low-end devices.

2. Student Learning Experience

Students will gain unique exposure to **next-generation EdTech systems** by:

- Developing conversational AI and multilingual NLP models.
- Integrating Al-driven avatar and video generation pipelines.
- Designing cross-platform apps for mobile and web with offline-first functionality.
- Applying multimedia standards (SCORM, xAPI) to make content interoperable with LMS platforms.
- Using analytics to optimize educational content delivery.
- Learning about ethics and inclusivity in avatar design and language support.

This is a multidisciplinary, real-world project with clear social impact, giving students the opportunity to apply AI ethically and inclusively.

Meetings & Sponsor Involvement:

- Bi-Weekly virtual sync meetings (1 hour via Zoom).
- Monthly check-ins with the sponsor for feedback.
- Slack or Discord for asynchronous communication and daily collaboration.
- Virtual demo days at the end of each semester

3. Project Deliverables (by end of 2 semesters)

By the end of the two-semester sequence, students will deliver:

- 1. MVP of YANKA (web + mobile).
- Voice- and video-enabled assistant with a realistic Al avatar.
- 3. Al Video Generator that converts documents/links into branded Al videos.
- 4. **One-click video updating system** with cloud synchronization.
- 5. **SCORM-compliant export feature** for LMS integration.
- Learning analytics dashboard for teachers and admins.
- 7. **Multilingual support** (English, French, and one African/local language).
- 8. **Gamified learning interface** with avatars guiding students.
- 9. Technical documentation + user manuals.
- 10. Final demo (live + video showcase + pitch deck).

4. Desired Background

Students should ideally have:

- **Programming**: React/TypeScript, Python (FastAPI/Flask), Node.js.
- Mobile Dev: Flutter or React Native.
- **Al/ML**: NLP (transformers, Hugging Face), familiarity with Al avatar/video tools (e.g., Synthesia, D-ID, or open-source equivalents).
- Speech & Video Tech: STT/TTS APIs, WebRTC, video.js, ffmpeg pipelines.
- Cloud & Databases: Firebase, AWS/GCP, MongoDB/Postgres.
- **eLearning Standards**: Basics of SCORM, xAPI, or LTI (Learning Tools Interoperability).

This is primarily a **software project**, with heavy emphasis on **Al video/avatar generation** and LMS integration.

5. Expanded Realistic Possibilities

To make YANKA more impactful and realistic, the project can also explore:

- 1. Adaptive bandwidth streaming for videos to ensure accessibility.
- 2. **Avatar customization** so learners can choose age, gender, and cultural representation.
- 3. LMS & MOOC integration (Moodle, Canvas, Coursera-like platforms).
- 4. Interactive Al tutor mode where videos pause for dialogue or quizzes.
- 5. **Community content hub** where educators can upload documents that YANKA instantly transforms into Al avatar videos.
- 6. Al Video analytics to track learner engagement and suggest improvements.
- 7. Augmented/Virtual Reality (future extension) for immersive lessons.

6. Impact

YANKA will:

- Revolutionize educational access by turning static content into interactive Al videos guided by realistic avatars.
- Provide personalized, gamified learning with continuous updates.
- Empower teachers and content creators by simplifying video production.
- Ensure scalable adoption through SCORM export and LMS integration.
- Deliver data-driven insights into learner progress for educators and policymakers.

This is primarily a software-based project. No embedded systems or hardware experience is required, though basic understanding of voice interfaces is beneficial.

Full Functional Vision

Core Functionalities (Already Defined)

- Multilingual Conversational AI: Natural conversations in English, French, and local languages.
- Voice Interaction: Real-time STT (Speech-to-Text) & TTS (Text-to-Speech).
- Al Avatar: Realistic, human-like avatar as a tutor/guide.
- Al Video Generator: Instantly turn documents, links, and lessons into Al-powered videos.
- **Interactive Video Lessons**: Al pauses videos for quizzes, discussions, or deeper explanations.
- One-Click Updates: Every change syncs to existing videos, avoiding broken links or duplicates.
- SCORM Export for LMS: Integration with any Learning Management System.
- Analytics Dashboard: Track learner engagement, drop-offs, and performance.
- Offline-First Access: Downloadable lessons with sync when reconnected.

* Expanded & Innovative Functionalities

1. Hyper-Personalized Learning

- Adaptive difficulty: Al adjusts lesson difficulty based on learner performance.
- Al-driven learning paths: Suggests the next best lesson dynamically.
- Gamified tutor: Avatars give encouragement, awards, and certificates.

2. Next-Gen Al Avatar Capabilities

- Emotionally responsive avatars that adapt facial expressions and tone to context.
- **Customizable avatars** so learners can pick their own tutor style (age, gender, cultural clothing, voice).
- **Teacher avatars**: Educators can upload their video/voice and YANKA can clone them as Al tutors.

3. Collaborative Learning Spaces

- Group video lessons moderated by Al.
- Peer-to-peer Q&A sessions with AI support.
- Virtual classrooms with avatars for teachers and students.

4. Content Transformation Superpowers

- One-click conversion of textbooks into Al video series.
- Interactive worksheets → quizzes + video explanations.
- Podcast/audio generator: Lessons can be auto-exported as audio files for on-the-go learning.
- Augmented Reality (AR) modules: For STEM (e.g., 3D molecule visualization, interactive maps).

5. Accessibility & Inclusivity

- Sign language avatar integration for deaf learners.
- Dyslexia-friendly modes (special fonts + audio narration).
- Low-data learning kits for 2G/3G phones (USSD + SMS-based micro-lessons).

6. Teacher & Institution Tools

- Teacher dashboard for assigning, tracking, and grading.
- Automated lesson generator: Teachers can provide a topic → YANKA builds slides, videos, and quizzes.
- Collaboration with LMS platforms for seamless curriculum integration.

7. Al-Powered Analytics & Insights

- Learning outcome predictions (who is at risk of dropping out).
- Heatmaps showing video parts with high learner confusion.
- Content effectiveness scoring (auto-suggests improvements to teachers).

Future-Forward Possibilities

- VR Classrooms: Immersive 3D classes guided by avatars.
- IoT Integration: Voice-based quizzes on smart speakers or feature phones.
- Al Career Coach: Helps learners connect education to job opportunities.
- Blockchain Certificates: Tamper-proof, globally recognized digital diplomas.

Monetization Strategies

To sustain and scale YANKA, here are multiple monetization avenues:

1. Freemium Model

- Free access to basic lessons and Al chatbot.
- Premium subscription for advanced features: Al avatar, analytics, custom learning paths.

2. Institutional Licensing

- Sell SCORM-integrated content packages to schools, universities, NGOs, and governments.
- White-label YANKA for educational institutions with custom branding.

3. Content Marketplace

- Educators can upload lessons (documents, slides) → YANKA converts them into Al videos.
- Marketplace where teachers sell/share their Al-generated video courses.
- YANKA takes a percentage of revenue.

4. Al Avatar Services

- Offer paid avatar creation for teachers, influencers, and companies.
- Educational YouTubers can scale video production with YANKA avatars.

5. Corporate Training & Upskilling

- Sell YANKA for corporate e-learning (compliance training, onboarding, vocational courses).
- Custom avatar videos tailored for company branding.

6. Data & Analytics (Ethical)

- Provide schools and ministries with aggregated learning analytics (dropout trends, subject performance).
- Offer insights as a paid dashboard subscription.

7. Integration Partnerships

- Partner with LMS (Moodle, Canvas, Coursera-like platforms) to become the "Al video engine."
- Revenue-sharing agreements with edtech platforms.

8. Advertising & Sponsorships

- Sponsored educational content (NGOs, publishers, governments).
- Branded AI avatars (e.g., UNICEF avatar teaching health education).

Impact Potential

YANKA isn't just a tool—it's an ecosystem that:

- Empowers learners with voice, video, and Al-driven personalization.
- Equips teachers with supercharged content creation tools.
- Bridges gaps between traditional education and modern Al-driven platforms.
- Can scale from local rural schools to global corporate training.

Business Model Canvas

1. Customer Segments 6

- **Primary Learners**: Students (K-12, higher ed, vocational training).
- Educators & Schools: Teachers, schools, universities seeking Al-powered content creation.
- Corporate Training Providers: Companies delivering compliance, onboarding, and skill-based training.
- NGOs & Governments: Organizations implementing large-scale digital education initiatives.
- EdTech Platforms & Publishers: LMS providers, e-learning marketplaces, textbook publishers.

2. Value Propositions 💡



- For Learners: Personalized, multilingual, voice- and video-enabled education.
- For Teachers: Instant content transformation (documents → AI videos, quizzes, lessons).
- For Institutions: Cost-effective, scalable AI tutor/assistant with LMS integration.
- For Corporates: White-label AI training solutions with avatars matching brand identity.
- For Publishers/EdTech: Integration of AI video generator to modernize existing content.

3. Channels 📡

- YANKA Web & Mobile Apps (PWA + native apps).
- Partnerships with LMS providers (Moodle, Canvas, Blackboard).
- Integrations with marketplaces (Udemy, Coursera-like platforms).
- White-label distribution for schools & enterprises.
- Social media, YouTube, and influencer-driven marketing.

4. Customer Relationships 🤝

- Freemium Model: Basic features free, premium subscriptions for advanced.
- Self-Service: Users create avatars, videos, and lessons independently.
- Dedicated Support: For schools, governments, and enterprise clients.
- **Community Engagement**: Teacher communities, creator marketplace.

5. Revenue Streams 💰

- Subscriptions: Monthly/annual for learners & educators.
- Institutional Licensing: Schools, universities, NGOs, governments.
- Enterprise Solutions: White-label Al avatars & video platforms for corporates.
- Marketplace Commissions: Percentage on educator-created Al video/course sales.
- Al Avatar Creation Services: Premium custom avatars for influencers & teachers.
- Analytics Dashboards: Paid insights for schools & institutions.
- Sponsored Educational Content: NGOs, companies, or government campaigns.

6. Key Resources 🏋

- Proprietary Al models (avatars, video transformation, multilingual NLP).
- Cloud infrastructure (hosting, storage, GPU computing).
- SCORM/xAPI LMS integration technology.
- R&D team (AI, NLP, computer vision, EdTech experts).
- Partnerships with schools, universities, and governments.

7. Key Activities 🚀

- Continuous Al model training and improvement.
- Developing avatar personalization and emotional responsiveness.
- Building integrations with LMS and marketplaces.
- Maintaining privacy, security, and compliance (GDPR, COPPA, FERPA).
- Customer success and institutional onboarding.

8. Key Partnerships 🌍

- EdTech Providers: LMS platforms, MOOCs.
- Content Providers: Publishers, textbook creators.
- Hardware/Device Makers: Tablets, low-cost smartphones, VR headsets.
- Governments & NGOs: Education ministries, UNICEF, UNESCO, World Bank projects.
- Al Technology Partners: Speech-to-text, TTS, and avatar rendering engines.

9. Cost Structure

- Al infrastructure costs (cloud computing, GPUs, storage).
- R&D and engineering team salaries.
- Content licensing and compliance costs.
- Marketing & partnerships.
- Customer support and onboarding.
- Legal & compliance (privacy, EULA, licensing frameworks).

🔮 Scalability & Future Opportunities

- B2C Expansion: Individual learners subscribing globally.
- **B2B Expansion**: Corporate upskilling programs & university licensing.
- **B2G Expansion**: Governments adopting YANKA for national e-learning strategies.
- New Technologies: AR/VR classrooms, IoT learning (smart speakers, feature phone integration).
- Blockchain: Verified certificates & credentialing system.

Privacy Policy

Effective Date: [Insert Date]

YANKA ("we," "our," "us") is committed to protecting the privacy of our users ("you," "your," "learners," "educators"). This Privacy Policy explains how we collect, use, disclose, and safeguard your information when you use the **YANKA educational platform**, including our web application, mobile applications, Al avatar services, Al video generation, and integrations with third-party Learning Management Systems (LMS).

By using YANKA, you agree to the practices described in this Privacy Policy. If you do not agree, please discontinue use of the platform.

1. Information We Collect

We may collect the following categories of information:

1.1 Personal Information

- Name, email address, phone number, and account credentials.
- Profile details such as language preference, avatar customization, or learning goals.
- Payment information (for subscriptions, marketplace purchases, or licensing).

1.2 Educational & Usage Data

- Learning history: lessons completed, quiz results, course progress.
- User-generated content: text, documents, links, or files uploaded for AI video generation.
- Avatar preferences: voice, appearance, and style customizations.

1.3 Technical Information

- Device type, operating system, browser, and IP address.
- Usage analytics (time spent on lessons, video engagement, drop-offs, completion rates).
- Cookies and tracking technologies for personalization and performance monitoring.

1.4 Voice & Video Data

- Voice inputs (speech-to-text queries) for conversational interaction.
- Generated Al avatar and video content linked to your learning activities.
- Optional camera/microphone access during interactive sessions (only with explicit consent).

1.5 Children's Data

 For users under the age of 13 (or the minimum age required by local law), we collect only the information necessary to provide the service, in compliance with COPPA and GDPR-K.

2. How We Use Your Information

We use collected information to:

- 1. Deliver personalized learning experiences and track progress.
- 2. Generate Al avatar and video lessons tailored to your content.
- 3. Provide voice and video-based educational assistance.
- 4. Improve platform performance, design, and content recommendations.
- 5. Monitor analytics (views, drop-offs, engagement rates) for educators and administrators.
- 6. Support offline-first synchronization of lessons and data.
- 7. Comply with legal obligations and prevent fraud or misuse.

3. Sharing of Information

We do **not sell personal data**. We may share information in the following cases:

- **With Educators/Institutions:** Progress reports and analytics are shared with authorized teachers, schools, or organizations.
- With Service Providers: Trusted third-party vendors (cloud hosting, payment processors, AI APIs, LMS integrations) who process data on our behalf under strict confidentiality agreements.
- For Legal Compliance: When required by law, regulation, or government authority.
- **Business Transfers:** In case of merger, acquisition, or restructuring, your data may be transferred with notice.

4. Data Storage & Security

- Data is encrypted in transit (TLS/SSL) and at rest (AES-256).
- Voice and video recordings are processed securely and stored only as long as necessary for functionality.
- Personal data is stored in secure data centers compliant with GDPR and ISO 27001 standards.
- We employ role-based access control (RBAC) to limit employee access to sensitive data.

5. Your Rights

Depending on your jurisdiction (GDPR, CCPA, etc.), you may have the right to:

- Access, correct, or delete your personal information.
- Restrict or object to data processing.
- Request data portability (download your data in machine-readable format).
- Withdraw consent for voice/video usage.
- File a complaint with a data protection authority.

Requests can be made by contacting contact@yanka.ai.

6. Children's Privacy

- YANKA complies with the Children's Online Privacy Protection Act (COPPA) and GDPR-K.
- For children under 13, a parent or guardian must provide consent before account creation.
- We collect only the minimal data necessary to provide learning services.
- Parents/guardians may request deletion of their child's data at any time.

7. Cookies & Tracking

YANKA uses cookies and similar technologies to:

- Maintain user sessions.
- Personalize learning recommendations.
- Measure platform performance.

Users may disable cookies in their browser, though some features may not function properly.

8. Retention Policy

- Account data: Retained as long as the account is active.
- Al-generated videos: Stored until the user deletes them or account is closed.
- Learning progress: Stored for as long as needed by the institution or user.
- Data is anonymized or deleted after retention periods expire.

9. LMS & Third-Party Integration

- SCORM or xAPI-compliant videos may transmit progress data to your institution's LMS.
- Third-party LMS and service providers must comply with data protection standards.
- YANKA is not responsible for the privacy practices of third-party platforms.

10. International Data Transfers

If you access YANKA from outside the hosting country, your information may be transferred to servers in other jurisdictions. We ensure adequate protections under **GDPR Standard Contractual Clauses (SCCs)** or equivalent safeguards.

11. Updates to Privacy Policy

We may update this Privacy Policy periodically. All changes will be posted on this page with the updated effective date. Users will be notified for major updates.

12. Contact Us

If you have questions or concerns about this Privacy Policy, contact us at:

Email: contact@yanka.ai
Address: [company address]

Phone: [Insert number]

Terms of Service (ToS)

Effective Date: [Insert Date]

Welcome to YANKA ("we," "our," "us"). These Terms of Service ("Terms") govern your access to and use of the YANKA platform, including our website, mobile applications, Al avatar and video generation services, conversational assistant, and any related tools or services (collectively, the "Services").

By using YANKA, you agree to these Terms. If you do not agree, please stop using our Services.

1. Eligibility

- You must be at least 18 years old or have parental/guardian consent if under 18 to use YANKA.
- For users under 13 (or the minimum legal age in your country), a parent or guardian must create and manage the account.
- By using YANKA, you confirm that you meet these requirements.

2. Account Registration

- You must provide accurate, current, and complete information during registration.
- You are responsible for maintaining the confidentiality of your account credentials.
- You agree to notify us immediately of any unauthorized use of your account.

3. Acceptable Use

You agree **not** to:

- Use YANKA for unlawful purposes or in violation of applicable laws.
- Upload or generate harmful, discriminatory, or inappropriate content.
- Attempt to reverse-engineer, hack, or exploit YANKA's systems.
- Infringe intellectual property rights of YANKA or third parties.
- Misuse Al-generated content (avatars, videos) in ways that mislead, impersonate, or cause harm.

We reserve the right to suspend or terminate accounts violating these rules.

4. Educational Content & Al Video Generation

- YANKA allows users to upload documents, links, or ideas to generate Al videos and avatars.
- You retain ownership of your uploaded content but grant YANKA a non-exclusive license to process and transform it for educational purposes.
- Al-generated content may not always be 100% accurate. Users should verify information before relying on it.
- YANKA is not responsible for errors, omissions, or inaccuracies in Al-generated content.

5. Intellectual Property

- The YANKA platform, including software, avatars, Al models, designs, logos, and trademarks, is the exclusive property of YANKA or its licensors.
- You may not copy, modify, distribute, or create derivative works without written permission.
- Al-generated videos and avatars belong to the user who created them, subject to YANKA's right to use anonymized versions for improving services.

6. Payments & Subscriptions

- Some Services are offered for free; others require a paid subscription.
- Subscription fees are billed as specified during sign-up (monthly, yearly, or per-license).
- All payments are final unless otherwise required by law.
- Failure to pay may result in account suspension or termination.

7. SCORM/LMS Integration

- YANKA offers SCORM-compliant exports for use in third-party Learning Management Systems (LMS).
- YANKA is not responsible for the operation, privacy, or security of third-party LMS platforms.

8. Privacy & Data Protection

Your use of YANKA is also governed by our **Privacy Policy**, which explains how we collect, use, and safeguard your information.

9. Service Availability

- YANKA strives for continuous service availability but does not guarantee uninterrupted access.
- We may suspend, modify, or discontinue Services without prior notice for maintenance, upgrades, or unforeseen issues.

10. Disclaimers

- YANKA is an educational support tool and does not replace certified teachers or formal curricula.
- Al-generated avatars, voices, and videos may occasionally produce inaccurate or unintended outputs.
- The Services are provided "as is" and "as available," without warranties of any kind (express or implied).

11. Limitation of Liability

- To the fullest extent permitted by law, YANKA and its affiliates shall not be liable for:
 - o Indirect, incidental, or consequential damages.
 - Loss of data, profits, or educational outcomes.
- Our maximum liability shall not exceed the amount you paid (if any) for YANKA Services in the past 12 months.

12. Termination

- You may terminate your account at any time by contacting support.
- YANKA may suspend or terminate accounts for violations of these Terms, fraudulent activity, or misuse of Services.

13. Governing Law & Dispute Resolution

- These Terms are governed by the laws of Ontario, Canada.
- Any disputes shall be resolved through binding arbitration or courts of competent jurisdiction in Ottawa, Canada.

14. Changes to Terms

- We may update these Terms periodically.
- Updated Terms will be posted on this page with the "Effective Date."
- Continued use of the Services after changes constitutes acceptance.

15. Contact Us

For questions or concerns regarding these Terms, contact us at:

Email: support@yanka.ai
Address: [company address]

Phone: [Phone number]

End User License Agreement (EULA)

Effective Date: [Insert Date]

This End User License Agreement ("Agreement," "EULA") is a legal agreement between you ("User," "you") and YANKA ("we," "our," "us") governing your use of **Al-generated content** (including avatars, videos, voice, and educational lessons) produced through the YANKA platform (the "Services").

By creating, accessing, or using Al-generated content through YANKA, you agree to the terms of this EULA. If you do not agree, you may not use or distribute such content.

1. License Grant

- YANKA grants you a limited, non-exclusive, non-transferable, revocable license to use Al-generated content for personal, educational, or professional purposes as permitted under this Agreement.
- You may download, export, and share Al-generated lessons, avatars, and videos solely for lawful purposes.
- If you are an educator, institution, or corporate user, you may use the content for your students, employees, or authorized learners.

2. Ownership of Content

- Your Inputs: You retain ownership of the text, documents, links, or other materials you upload to YANKA.
- Al Outputs: YANKA grants you rights to use Al-generated avatars, videos, and lessons created from your inputs, subject to this Agreement.
- Platform IP: All rights to the YANKA software, Al models, brand assets, and proprietary technology remain with YANKA. You are licensing the use of outputs, not acquiring ownership of the platform itself.

3. Permitted Uses

You may:

- Use Al-generated content for **personal learning**, **teaching**, **research**, **or professional training**.
- Publish Al-generated educational materials (slides, videos, SCORM exports) in classrooms, LMS systems, or internal company training.
- Customize avatars and video styles for branding within allowed limits.

 Monetize your own courses that incorporate YANKA-generated content, provided you comply with this Agreement.

4. Prohibited Uses

You may **not**:

- Use Al-generated avatars or videos to impersonate real people without consent.
- Use YANKA content for illegal, harmful, discriminatory, or misleading purposes.
- Distribute, sell, or sublicense Al-generated content as standalone products without added educational value.
- Claim Al-generated content as exclusively human-authored where attribution laws require disclosure.
- Reverse-engineer, copy, or misuse the YANKA platform, algorithms, or avatar generation engine.

5. Commercial Use & Monetization

- Users may monetize courses, lessons, or training programs created with YANKA outputs (e.g., on an LMS, e-learning marketplace, or corporate training program).
- Commercial resale of **raw Al-generated avatars or videos** without integration into meaningful educational content is prohibited.
- For large-scale commercial distribution (publishers, universities, enterprises), a separate licensing agreement with YANKA may be required.

6. Al Output Limitations & Disclaimers

- Al-generated outputs are educational aids and may contain inaccuracies or biases.
- YANKA does not guarantee correctness, completeness, or suitability of Al-generated lessons.
- Users are responsible for reviewing and validating all content before relying on it for teaching or decision-making.

7. Data & Privacy

- Voice and video data used for avatar creation are processed in accordance with our Privacy Policy.
- User-generated content is stored securely and only used to deliver requested outputs.
- Users may request deletion of their generated content by contacting **privacy@yanka.ai**.

8. Termination of License

- YANKA may suspend or revoke your license if you misuse Al-generated content or violate this Agreement.
- Upon termination, you must cease using and distributing YANKA-generated outputs, except for those already integrated into approved educational use cases.

9. Limitation of Liability

- YANKA is not liable for misuse, misrepresentation, or unauthorized distribution of Al-generated content by users.
- To the fullest extent permitted by law, YANKA disclaims liability for damages resulting from reliance on AI-generated lessons, avatars, or videos.

10. Governing Law

This Agreement is governed by the laws of [Insert Country/Region]. Any disputes shall be resolved in courts of competent jurisdiction located in [Insert Location].

11. Contact Us

For questions about this EULA, contact us at:

Email: legal@yanka.ai

Address: [company address] **Phone:** [phone number]

Licensing & Monetization Policy

Effective Date: [Insert Date]

This Licensing & Monetization Policy ("Policy") explains how users, educators, and organizations may use, distribute, and monetize Al-generated content created through the YANKA platform.

1. Content Ownership

- **User Inputs:** You retain full ownership of the documents, links, ideas, and media you upload to YANKA.
- Al Outputs (Videos, Avatars, Lessons): You are granted a license to use, share, and monetize YANKA-generated outputs, subject to compliance with our EULA, Terms of Service, and Privacy Policy.
- YANKA Technology: All rights to YANKA's Al models, algorithms, avatars, and platform remain the property of YANKA. You are licensing outputs, not the technology itself.

2. Permitted Uses for Monetization

You may use YANKA-generated content for:

- Creating and selling **online courses** (via your LMS, e-learning marketplace, or institution).
- ✓ Using avatar-led training for corporate programs (compliance, onboarding, skills training).
- ✓ Publishing educational videos on platforms like YouTube, Coursera, Udemy, or similar.
- Offering paid tutoring sessions supported by YANKA-generated lessons.
- Licensing content to schools, NGOs, or government agencies for educational purposes.

3. Restricted Uses

You may **not**:

- X Sell, sublicense, or redistribute **raw Al-generated avatars or videos** as standalone products.
- X Use YANKA outputs to impersonate real individuals without consent.
- X Create or monetize harmful, misleading, or discriminatory content.
- Claim exclusive authorship of YANKA-generated materials without disclosure when required by law.

4. Institutional & Enterprise Licensing

For large-scale or commercial deployments (universities, publishers, corporate training providers):

- A **custom license agreement** with YANKA may be required.
- Licensing covers extended rights for mass distribution, branded avatars, and white-label use.
- Revenue-sharing models may apply for marketplace or large-volume integrations.

5. Attribution Guidelines

- Educators and trainers may use YANKA-generated content **without attribution** for internal or private use.
- For **public or commercial publishing**, attribution such as "Powered by YANKA AI" is recommended but not mandatory unless specified in your license agreement.

6. Revenue Models Supported

YANKA supports multiple monetization pathways for users:

- 1. Course Sales: Sell Al-enhanced lessons as online courses.
- 2. **Subscription Access:** Offer learners access to Al-generated video libraries.
- 3. **Corporate Training Packages:** Deliver tailored Al avatar-led training.
- 4. **LMS Licensing:** Export SCORM/xAPI content to third-party LMS platforms for revenue.
- 5. **Content Marketplace (Coming Soon):** Publish and sell your Al-generated lessons directly through YANKA's marketplace.

7. Compliance & Responsibility

- You are responsible for ensuring your use of YANKA-generated content complies with applicable laws, licensing requirements, and educational regulations.
- Misuse of Al-generated outputs (e.g., impersonation, harmful content) may result in license revocation.

8. Contact for Licensing

For enterprise licensing, marketplace participation, or monetization questions, contact:

Email: licensing@yanka.ai
Address: [company address]
Phone: [Phone number]