

# Concept Design

## Student Inspiration System

The goal of Student Inspiration System is to develop a talent/skills-based system for K-12 and higher education institutions solely designed to inspire learners and create direct pathways to future employment in the era of A.I. proliferation. Setting a precedent for a future where AI-based, customized education skill paths replace conventional models helping to pave the way for a new generation of talent development that actively prepares students for the challenges of an AI-dominated world.

### **Product Objective: Phased implementation of Student Inspiration System**

To provide students of every age, socio-economic background, the teachers and schools that depend on their success the most direct alignment with future employers that will require skill ready employees built for success in the most competitive employment landscape in history. The Student Inspiration System will enhance available low-income school fundraising and introduce a powerful Return on Prosperity concept to those Foundations, Large Charities, Government Agencies, Major Employers and other philanthropic organizations that pinpoints an exact value on impact of their investment education improvement.

The system provides a powerful view into each population segment contained within the education ecosystem.

### **Primary Student Data to be ingested from LMS/SIS:**

- Title One Schools
- Free and Reduced Lunch Students
- Special Education
- Single Parent Households
- Foster Dependents
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### **The Gamified Ecosystem Dashboards consist of the following stakeholders: Phased Implementation based on GTM**

- Sponsoring Investors: Individuals, Groups, Teams
- Students
- Corporate H.R. (Employee Dependents)

- Future Employers
  - Parent / Guardian / Extended Family
  - School View / District View / State Entity (Depts of Education)
  - Departments of Corrections / Juvenile
  - Foster Care Entities / Major Non-Profits that support Education I.E. Boys and Girls / YMCA
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## Gamified Talent Development System

### Key Features and Functionality:

- **Personalized Student Dashboard:** Academic Scoring system.
  - An interactive homepage that changes with each login, featuring motivational quotes, career insights, and a progress tracker.
  - Users receive a summary of the daily activity goals, self-improvement quizzes, and resources to further their self-discovery journey.
  - Students can gauge weekly activity on the dashboard.
  - Students can see activity stack rankings and gamified activity results.
  - Student teams and group scores are updated with changes to daily ingestion of School LMS data.
  - Academic Scoring system is based of effort in class activities.
  - Student can see updated “Path towards College and Career” as well as on track standing for graduation.
  - Incoming Motivational instant chat/Video access
  - Access to Daily Podcast Video’s
  - Students can see progress towards daily/weekly/ monthly/semester academic activity goals.
- **Self-improvement based Quizzes and Assessments: Student**
  - Engaging quizzes with visual prompts, gamified responses, and timely feedback from A.I. **(Can be from LMS integration)**
  - **AI-Powered Analysis:** Backed by AI models, each quiz adapts to the user's answers and refines the next steps in skill path.
  - Categories include Personality Assessment, Strengths Finder, Skills Mapping, Socio-economic Context Assessment, and Interests Profiler.
  - Each self-improvement quiz is based on attainment of potential career / college and career path.
  - Based on strengthening skill paths. (Reading/STEM) towards grade level improvement.
- **Interactive Career Pathways: Supported by revenue**
  - **Career Journey Map:** A visual, step-by-step roadmap based on the user’s strengths, interests, and preferences. It highlights potential career paths, anticipated trends, and necessary skills. Aimed at already engaged students.
  - **Choose Your Skills Path Adventure:** Interactive storytelling where users explore different career choices, make decisions, and see the potential outcomes of each

choice in a "simulated" future environment. Income based model -Students can see what income level they will live.

- **Mentorship/Internship Matchmaking: Corporate HR/Sponsor Investors/Paid Teams**
  - After establishing a career path, students can be matched with **mentors** or **field experts** who share similar backgrounds, experiences, or career paths.
  - Students can receive motivating messages from teams and sponsor investors.
- **Future Trends and Skill Forecasting:**
  - AI-powered insights into future job demands, skill trends, and how generative AI is reshaping various fields.
  - College and Career suggestions based on projected industry needs and innovative opportunities that align with the student's evolving interests and strengths.
- **Personal Goals Growth Toolkit:** Add new tools similar to video games where students can use their avatar to pick up new tools which lead towards individual, team, school or district goals.
  - Resources such as articles, videos, and workshops on topics like *Goal Setting*, *Confidence Building*, *Time Management*, and *Resilience*.

- Interactive " team mini-challenges" to practice and enhance soft skills necessary for career success and life balance that student get gamification points for team work. (Team can be class, school row, school sports teams ect.)
- Screen holder vision boards that reinforce student goals. (Snow Skiing, Water Skiing, Car Driving Schools, Cart Racing and other team related goal experiences.
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- **Social and Cultural Context Evaluation:**
  - This feature is designed to ensure a holistic career pathway by evaluating users' unique circumstances, such as family environment, regional influences, and socio-economic status.
  - **Student Populations of challenge:** Title One, Free and Reduced Lunch, Special Education, ESL students gain access to new and exciting events for opt in students.
  - **Early Career Fit Recommendations:** Skill Paths that take into account both personal ambitions and practical considerations like financial resources or future careers most likely to be highly impacted by A.I.
  - Sponsor investors and other gamified participants can choose specific schools which are in high need areas that they wish to support and communicate/Inspire.
- **Gamified Rewards and Achievements:**
  - Badges, levels, and rewards to recognize milestones (like completing assessments, setting a goal, or connecting with a mentor).
  - Multi-Leaderboards and friendly competitions with peers to keep the experience lively and socially engaging.
  - Sponsor Investors "**Name**" the goals and rewards for achievement. Activity points weighted towards "team "achievements/Class/School Row/School or district. Encouraging students to work together on academic goals around activity results.
  - Sponsor Investors and other gamified participants can sponsor **events** i.e. Concerts/Movies/Trips/Sporting Events/After School events and other motivating
  - Sponsor Investors and other gamified participants can sponsor **Fashion items** i.e. In Fashion School Uniforms/Name brand Apparel/Nike/Addidas/Puma and other
  - Sponsor Investors and other gamified participants can sponsor Physical Education training and Trips of Motivation: Snow Skiing/Water Skiing/Snow Boarding and other nontraditional introductions to new experiences.
- **Adaptability for the AI-Driven Future:** Students are aware of best paths to career success from the earliest of school grades possible.
  - Regular updates to predictive career path recommendations based on generative AI's impact on education and job markets in future based outcomes.
  - "AI and Future Skill advancements" weekly highlights that educate users on how mastering skills in AI advancements enhance future employability. Which industries are trending based on skill attainment, and what skills they should focus on developing for future career success.

- Students, Teachers, Schools and Districts have pin point analysis on skill requirements based on high school graduate date and proposed college/trade school graduation date.
- Accurate activity paths predict skill attainment throughout the student journey.
- **Parental Dashboard:**
  - Option for parents or guardians to view a simplified version of the student's progress on activity attainment, allowing for supportive and informed involvement in the student's career journey.
  - Auto congratulate dependents on daily attainment. (Parent can auto set up the system to send out text, video or other inspiring communications from day one)
- **Return on Prosperity Dashboards:** Sponsoring partnership investors will be able to see the activity and skill attainment for sponsored students, schools and districts. This mechanism allows all sponsors to know exactly their return on prosperity from their sponsorship of students, classes, school row, teams, schools and districts.
  - **(Participating Sponsors)** Chambers, Rotary Clubs, Foundations and other participants as well as Major Employer H.R. Teams can all see what their student, class, school, district investments are accruing in talent development in real time. **(School Impact Scoring)**
  - **(Participating Sponsors)** Investors maintain the ability to instantly recognize and congratulate students on daily, weekly, monthly activity attainments with text, text to voice or video links designed for instant feedback on student activity performance throughout the year.
  - **(Participating Sponsor Investor)** – Investors maintain view into fundraising efforts for daily, weekly, monthly student goals. Feature also allows for direct investment into individual, team, school and district fundraising goals.
  - **(Participating Sponsor Investor Teams)** – Participating Sponsor Investors can recruit other fundraising partners to form team partnerships for specific schools of challenge. Highest scoring sponsor teams are based 100% on engagement and school increases in student activity and academic effort (Grades and assessments are not included in scoring). Daily/Weekly/Monthly class, school, district performance

**School Inspiration Director Dashboard (Alerts System)**– Since the SID is the only person who reviews and maintains day to day inspiration goals with students, teachers and school administrators, it is incumbent on the SID to both help set team goals for students, classes and the school for day to day goal setting that include: Assignments started, Assignments completed, Skill Improvement quizzes completed, skill improvement quizzes completed to 90% score or better, 100% Class or Team assignments and overall School Activity performance.

#### **Anonymous Data Conversion: Gamification**

- **No PII**, or personal Information of students, teachers, school or otherwise will be shared with the sponsoring public. 100% of the system is for gamification participation only.

- **100% Opt-In System:** Students choose this system to benefit their immediate and long-term goals in early recognition of career and academic potential.
  - **Students, Teachers, Admin and school data is totally anonymous.**
  - **Students, teachers, Admin and Schools choose their own “Superhero Names”.**
  - **Students, teachers, Admin and Schools choose their own “Avatars for recognition”.** (System acts similar to online video games)
  - **Sponsors can be anonymous-** High Net Worth sponsors, or high visibility sponsors can choose to remain anonymous with superhero sponsor name and avatar.
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**Integrations: GG4L: With one integration to GG4L** The Student Inspiration System will integrate with the prominent K-12 LMS, SIS.

**Phase 2 and 3:** Integrations will include access to Oracle/SAP and other ERPs found in major employers, School Districts and State Reporting Agencies. These integrations are important to access up to the minute student activity access and maintain the ability to report those findings to all stakeholders on the status of return on prosperity.

- K-12 LMS's include but are not limited to: Canvas, Schoology, Blackboard, Pearson Learning, Moodle and other large scale LMS's.
  - Higher Education LMS: Talent LMS, Canvas, Blackboard
  - Major Employer and State Agency ERP's: Oracle, Microsoft Dynamics, SAP, Workday, NetSuite and Sage.
  - APIs for new learning tools to rapidly integrate within our platform to deliver A.I. Driven content.
  - State Reporting Agencies can choose two-way integration.
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## Implementation Strategy:

- **AI-Powered Analytics:** Utilize open-source and other potential A.I. models for analyzing personal attributes, regional influences, and socio-economic factors to create unique student profiles. This allows for immediate access to inspired learning in career path at the earliest possible point in the education process.
- **Backed by Research:** Skill enhancing assessment models are supported by well-established educational and psychological research to offer scientifically grounded recommendations. Empowering students with the choice to work hard on a daily basis in their academic performance.
- **N.I.L. Sponsorship Partner investors:** Are ready to find out what a real “Return on Prosperity” looks like. (Chambers, Rotaries, Foundations, Fraternities/Sororities Major Employer H.R. Teams and other like-minded philanthropic organizations who see the impact that A.I. will have on our future generations ability to earn high paying careers, or any career at all for that matter.
- **Scalability:** System is designed for growth and updates, allowing for new assessment models, accurate career path adaptability, and add new inspired resources as the app

matures.

- **Conference Strategy:** Events, Conferences at both Ed Tech and A.I. promoting the awareness of the challenges facing future employers seeking talent as well as tougher job markets.
- **Co-Sponsored Events:** Chambers, Rotaries, Foundation fundraisers....will co sponsor events for specific classes, schools and districts highlighting student work ethic, outcomes and achievements.
- **School Events:** Weekly and monthly events where results are celebrated by teams, school rows, schools and districts.
- **Daily Activity goals/Daily Results Pod Cast:** Direct to Student pod casts that highlight the importance of daily activities, garnering student feedback on performance and trends in school-based gamification. Students want to hear how their super hero teams are performing.

## **Outcome:**

By developing the **Student Inspiration System**, we will create an AI-empowered platform that redefines career guidance, prepares students to thrive in a future heavily influenced by Generative AI and allow public participation in directly impacting the development of talent. This tool will challenge and greatly enhance the traditional educational system by bringing all stakeholders in the education ecosystem all with no cost to low-income students, schools and districts.

- **Return on Prosperity Dashboards:** Sponsoring partnership investors will be able to see the activity and skill attainment for sponsored students, schools and districts. This mechanism allows all sponsors to know exactly their return on prosperity from their sponsorship of students, classes, school row, teams, schools and districts. Each dashboard details community impact.
- **Investor -**
- **How scoring is based /**
- **1. Title One Student**
- **2. Free and Reduced Lunch**
- **3. Special Education**
- **4. Single Parent Household**
- **5. Title One School**
- **6. Minorities in Challenge. Black, Native American/**
- **7. Foster System –**
- **American Cancer Society –**
- **Handicap/Wheelchair –**

**Data to be ingested from GG4L for Dashboards:**

Dashboard	Sponsor Investor	Student	Teacher	Parent	Future Employer
Student daily Total Activity	x	x	x	x	x
Student Improvement Quiz Taken	x				
Student Improvement Quiz Taken to 100% Score	x	x	x	x	x
Assignments Completed	x	x	x	x	
Homework Completion %	x	x	x	x	x
Science - Path					
Coding Path					
A.I. Path					
Reading Path					
Writing Skill Development					

Dashboard	Talent Development Sponsor Investor	Student	Teacher	Parent	Future Employer
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