**Ideas:**

1. **Online library: audio narration**
2. **NTULearn to adapt Duolingo style**
3. **Video/Photograph Content Creation/Monetization platform**
4. **Gamify 3D virtual classroom (like animal crossing)**
5. **Buy things online - during air travel, display info for arrival, order food/service/purchase duty-free etc**
6. **Whiteboard**

**Done: rich, jz, yf, jj,anas,priya,xh, yh, stev**

|  |  |  |
| --- | --- | --- |
| **Online library: audio narration** | **111** | **3** |
| **NTULearn to adapt Duolingo style** | **111111** | **6** |
| **Video/Photograph Content Creation/Monetization platform** | **1 11** | **3** |
| **Gamify 3D virtual classroom (like animal crossing)** | **1111111** | **7** |
| **Buy things online - during air travel, display info for arrival, order** | **111** | **3** |
| **Whiteboard** | **11111111** | **8** |

**Ideas to be discussed**

* **try to create a design prototype (some sort of ppt with pictures to showcase our concept ideas)**
* **think of more details**
* **think about how to go about implementing your idea**

**-------------------------------**

**NTULearn to adapt Duolingo style**

**Gamify 3D virtual classroom (like animal crossing)**

**Whiteboard**

**Whiteboard**

Problem :

* Collaborative annotation on whiteboard aids online learning and remote **group collaboration**
* Existing tools often have many unnecessary features which may hinder efficient collaboration and intuitive experience → **less is more**

Solution :

* Whiteboard © is a simple, intuitive, collaborative online annotation tool
* The host manages permissions i.e. which user can input their annotation at that point
* Version control to provide downloadable checkpoints
  + Use case:
  + A teacher posts an image of a math problem and asks the student to answer
  + The teacher saves it as the Question Checkpoint
  + Student A asks for permission to write, and annotate once the teacher gives permission
  + Once he finishes his answer, the teacher can save this annotated version as the Checkpoint A (independent of the Question Checkpoint)
  + The teacher can return to the Question Checkpoint to let another student to write their answer, and save it as another checkpoint
  + If another student B asks to write their version of answer, this can be saved as Checkpoint B
  + The teacher can go back and forth to the previous checkpoints to provide more explanation with ease, as the checkpoints are independent of each other

**Gamified 3D virtual classroom**

target audience: probably primary school students

Goal: To make e-learning more engaging

* Kinda of like the welcome week platform where there’s like a simulation of a classroom and you can click on different things to access different resources (e.g. lecture notes, chats)
* Students have customizable avatars to interact with each other/ teachers - avatars can do emotes (e.g. raise their hand when they want to ask a question)
* There will be 3d model of a classroom, then the students can make their character sit down/ interact with the classroom environment (e.g. pick up paper to look at the notes/ worksheets)
* There will be a virtual classroom projector at the front, where the lecturer can conduct a video call/ share their screen. When the teacher is presenting, all students will be forced to sit down.
* Includes voice call and text chat features

1. Audible but communal
2. Duolingo but ntu courses, oasis?
3. Monetised wildlife photography/ videography content sharing platform

Content Sharing Platform

* Target Audience( Professional Videographer/Photographer)
* Platform for individuals to share ideas and
* Professional Videographers would be able to leverage on their equipment