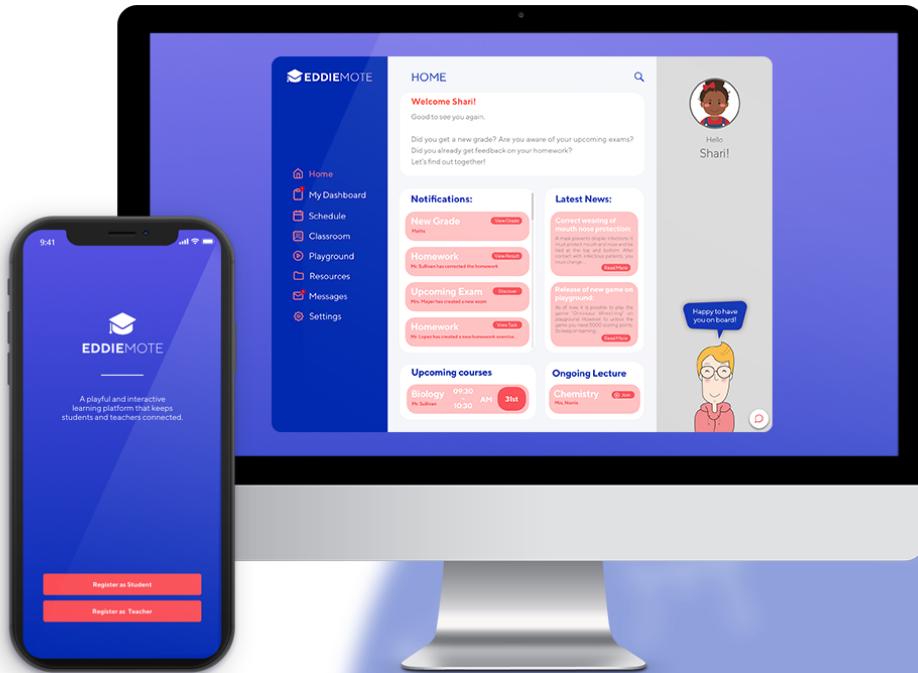


App “EDDIEMOTE”

The all-in-one solution for remote and offline education



20
20 CALL
FOR
CODE®
Global Challenge



“

Online learning is not the
next big thing, it is the
now big thing.

”





The Idea

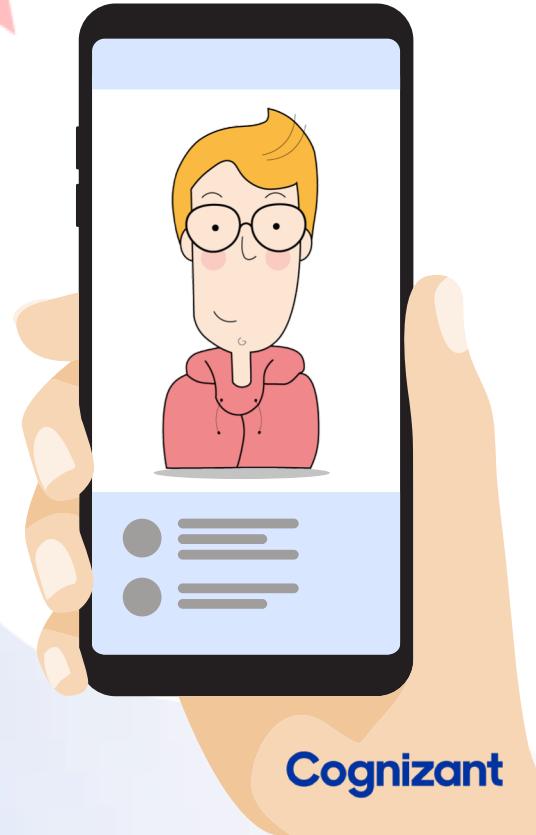
The Idea

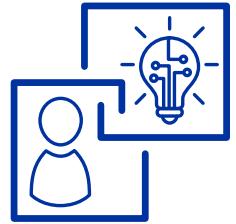
EddieMote (= Education + Remote) is a playful and interactive learning platform that keeps students and teachers connected.

We believe that staying connected and exploring new ways of teaching is the key to a trustful learning environment during Covid-19 and beyond that ...

... from everywhere, at any time, as real as possible.

“Hi! I’m Eddie!”





For whom is the app?

For whom is the app?



Hi, I'm Shari!

Age: 10

Persona: The Student

Motivation: Playful learning activities; Exchange with friends from school

Challenge Covid19: Misses the daily school life and interaction with fellow students; Gets distracted by too many app features; Needs to be motivated



Hi, I'm Paul!

Age: 38

Persona: The Teacher

Motivation: Creation of a virtual classroom; Wants to enhance collaboration of students

Challenge Covid19: Has no chance to reach each student from everywhere; Lacks a tool to oversee the individual progress of each student



IBM Technologies & Features

IBM Technologies

Integrated IBM Technologies

IBM Watson Assistant

IBM Text to Speech

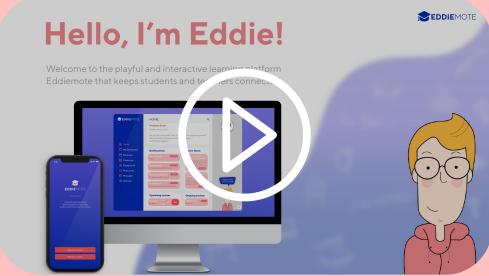
IBM Speech to Text

IBM Android SDK

Cloud Services



Our solution in one video



Future Integration IBM Technologies

Watson Discovery

IBM API Connect

IBM Cloud Functions

Cloudant

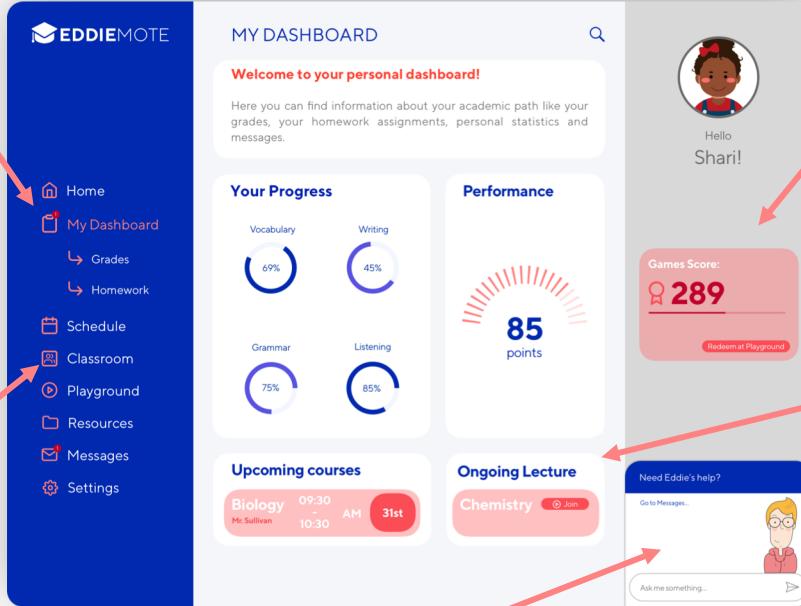
IBM iOS SDK



Main Features

Personal Dashboard

Pop-up reminders and real time information on personal progress, performance, grades, etc.



Video Conferencing

Enables a virtual classroom to improve personal interactions. Breakout rooms for group work.

Gamification

Make learning more creative & playful. Access to short games for a relaxing break.

Blended Learning

Combines online materials, tools for online interaction with traditional place-based classroom methods, e.g. digital smartboards.

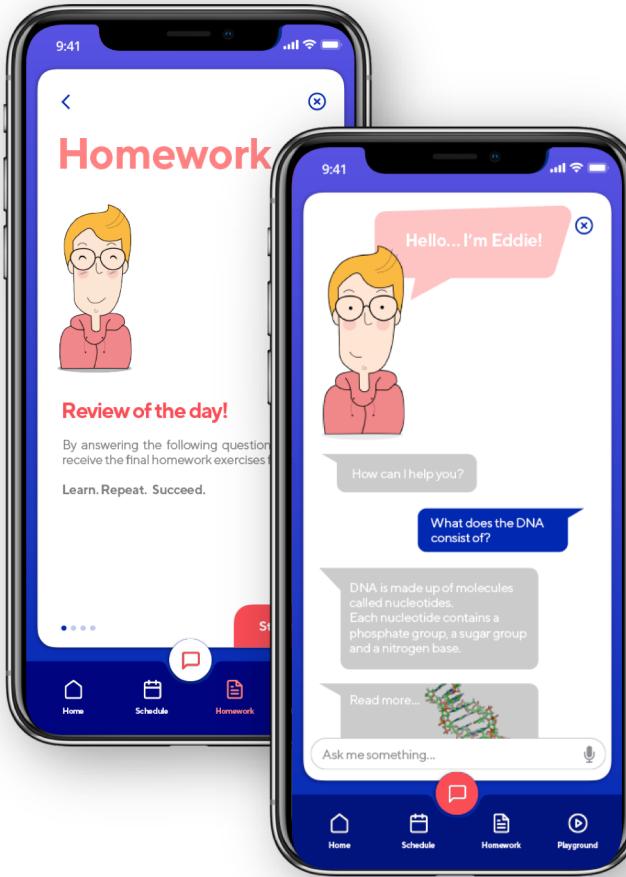
Chatbot "Eddie"

Real time support for any queries, including encyclopedia and functional support.

Main Features

Mobile Microlearning

- Uses **short time windows** for further education.
- The effect is great: Instead of having a lot of information at once, the **knowledge nuggets** come with compact learning units that is easy to remember.
- Especially important for the **Gen Z** that grew up with mobile devices and modern technologies.



Future Features

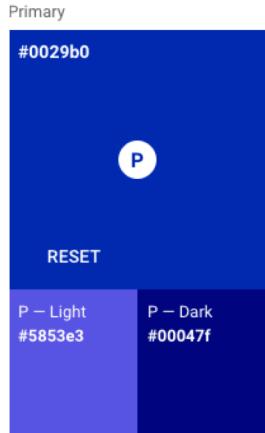
- Possibility to use the application for **offline learning** at school.
- Teachers have the **control** over all school devices and are able to easily **share** new content with just one click.
- **Personal dashboard** can be very useful as well.
- With a **uniformly designed system** and school equipment, students would no longer be distracted by other apps.



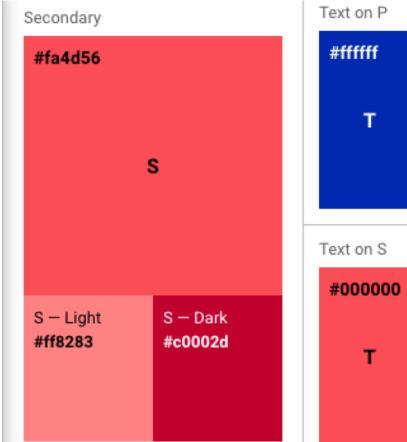
Design Guidelines

Design Guidelines

Primary Color:



Secondary Color:

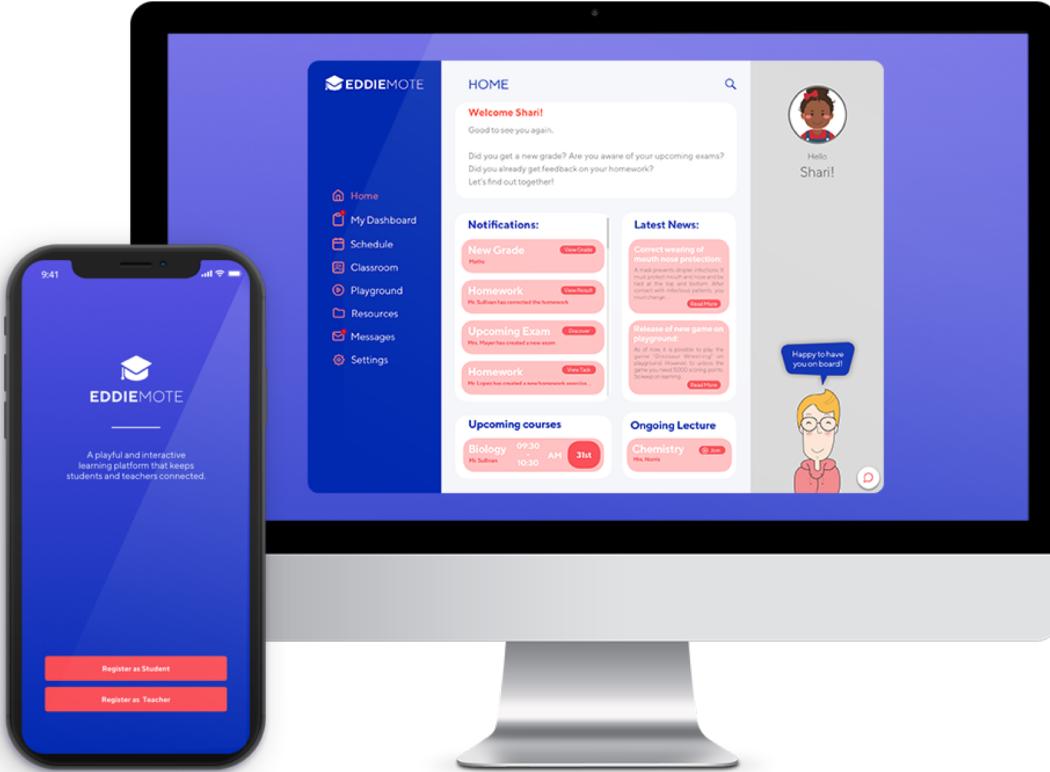


Design Guidelines

Accessibility:

Primary	Aa	Large Text	Aa	Normal Text	Secondary	Aa	Large Text	Aa	Normal Text
#0028af	White Text	min 42% opacity		min 59% opacity	#fa4d56	White Text	min 91% opacity		NOT LEGIBLE 
	Black Text	NOT LEGIBLE 		NOT LEGIBLE 		Black Text	min 52% opacity		min 72% opacity 
P – Light	Aa	Large Text	Aa	Normal Text	S – Light	Aa	Large Text	Aa	Normal Text
#5852e2	White Text	min 59% opacity		min 84% opacity	#ff8283	White Text	NOT LEGIBLE 		NOT LEGIBLE 
	Black Text	min 72% opacity		NOT LEGIBLE 		Black Text	min 48% opacity		min 63% opacity 
P – Dark	Aa	Large Text	Aa	Normal Text	S – Dark	Aa	Large Text	Aa	Normal Text
#00047e	White Text	min 38% opacity		min 51% opacity	#c0002d	White Text	min 62% opacity		min 82% opacity
	Black Text	NOT LEGIBLE 		NOT LEGIBLE 		Black Text	min 80% opacity		NOT LEGIBLE 

Design Guidelines





Business Benefits



Crisis security

Big Data

Continuation of
educational
mandate

Support from
government

Digital mindset
= Competitive
advantage

Environment-
friendly

Business Benefits

**“We need to bring learning to people
instead of people to learning.”**

Elliot Masie

Nora Borisova, Nina Mangold, Hilde Biedermann, Damian Klemm, Palani Soundararajan