

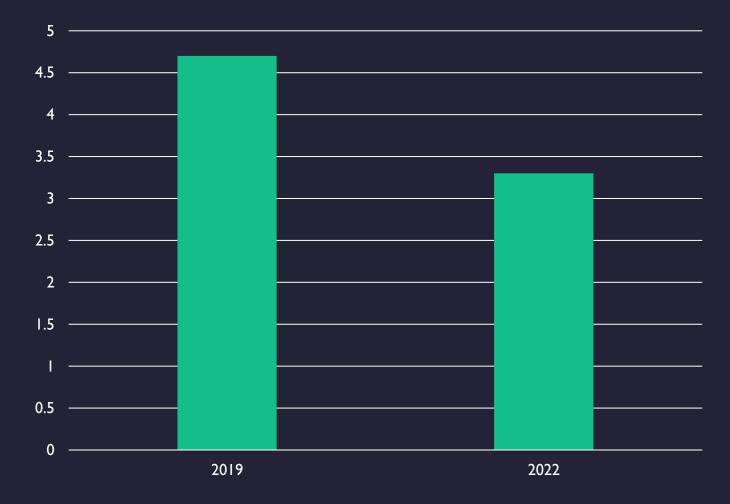
The Learning Journey

A case study-oriented presentation by Yordan Yordanov (assistant professor and PhD candidate)



The problem

Significant decrease of the average primary students GPA



The reason







Technological Distractions



Persistent desire for online games







The methodology

Suggestopedia is a teaching methodology that is based on the belief that creating a positive and comfortable learning environment can reduce the psychological barriers that hinder learning. This, in turn, enhances the ability to acquire new knowledge.

Developed and validated by Bulgarian psychotherapist Dr. Georgi Lozanov, nominated for a Nobel prize





Ultimate Solution

Creating an immersive digital environment, incorporating multimedia elements, employing adaptive learning algorithms, facilitating social interaction, monitoring emotional and psychological states, conducting continuous research and development, and addressing ethical and privacy considerations. By blending technological innovation with pedagogical principles, learning solution can **revolutionize educational content delivery, making learning more engaging, personalized, and effective.**

The Competitors









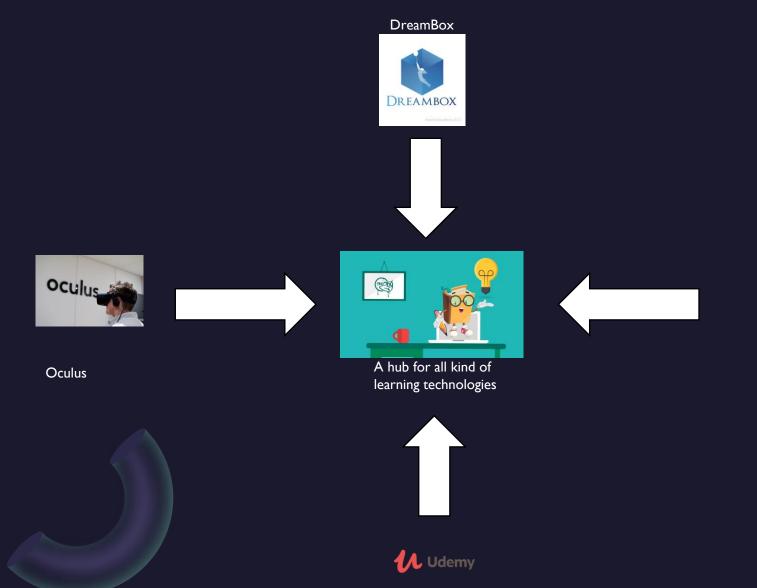
Oculus

part of Meta

DreamBox

part of Pearson Platforms such as Coursera, Udemy, and Khan Academy Learning Management Systems (LMS) with Advanced Features

And many more..







Learning
Management
Systems (LMS)
with Advanced
Features

Innovation

The project has a naturally ambitious scope, as it is intended to be developed, utilized, and tested by students from our university. Due to its educational nature, there is the option to extend the timeline as needed, guaranteeing comprehensive development and integration. This approach also facilitates the ongoing assimilation and incorporation of cutting-edge technologies and tools, thereby augmenting the project's pertinence and efficacy as time progresses.





Thank You

jordanov.jordan@ue-varna.bg

