

Recap

Record, Recap, Revise

Live classroom with adaptive and generative AI records for recap, revisions and recall.

AI-based automatic classroom assistance using generative bite-sized video reels for additional support to reinforce learning of important concepts.

Interactive quizzes to engage students and a rewards marketplace to actively incentivize review and recall.

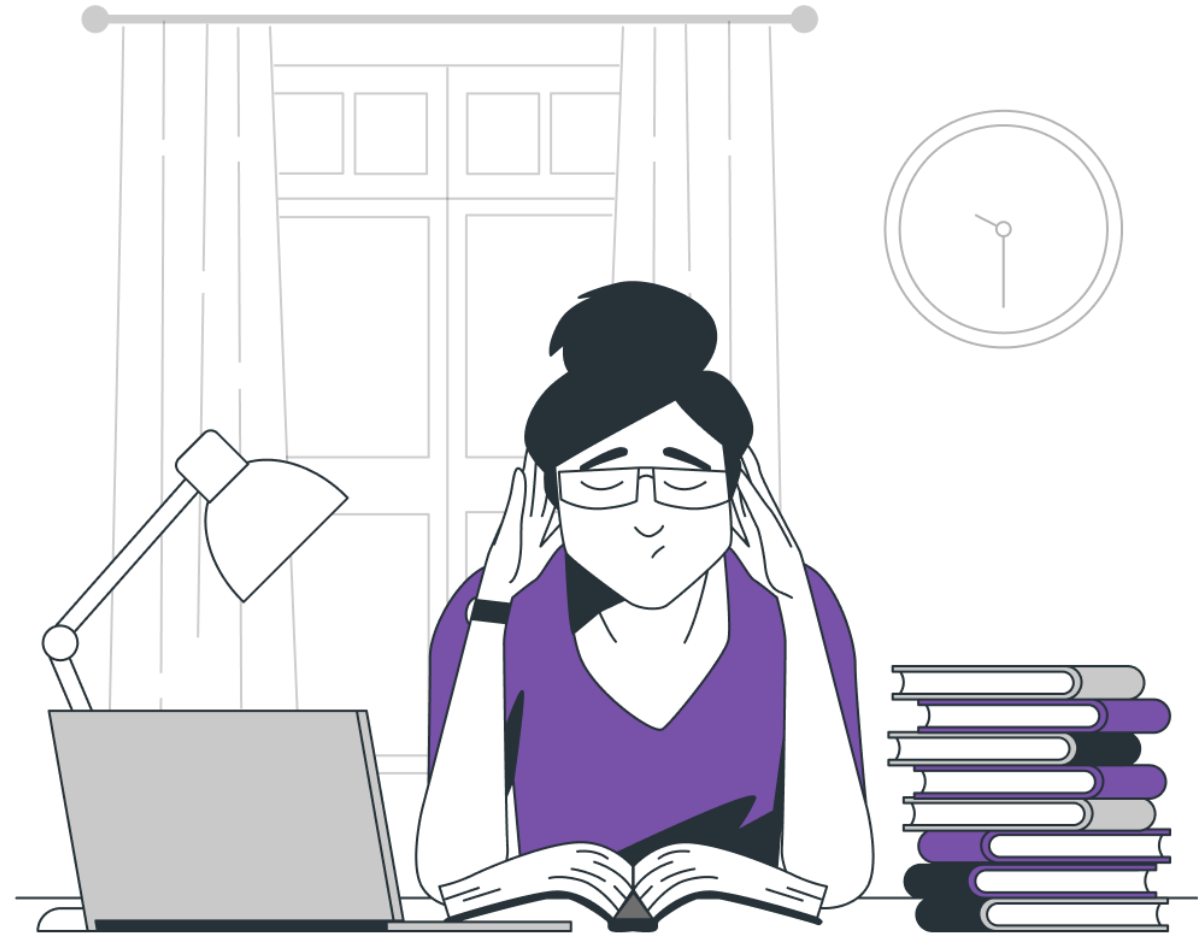


The Problem

UNICEF seeks to improve alignment across the education sector regarding **teaching practices**, **assessment methods**, Learning and Teaching Support Material (LTSM), **teacher development**, and **learning environments** conducive to fostering the desired knowledge, skills, attitudes, and values among South African learners.

Learning reinforcement are challenging, slowing down academic progress.

“The information landscape is changing at a rapid pace; a modern solution is needed assist live classroom experiences with post-class engagement and student participation with learning & recall”



PROBLEM IN NUMBERS



70%
Students

Blame post-schoolwork for
sleep deprivation



38%
Students affected

With symptoms of depression
and anxiety due to school work

83%
Teens

Class homework as
a source of stress



23+
Hours

Are spent by teachers,
reviewing exams



"Imagine if student development was as easy as watching reels and commenting answers"

CHALLENGES IN COMMON

In general, the educational systems of the countries are found to lack:

- Clear understandings of 21st century skills
- Developmental, learning progressions of competencies over time.
- Identified best practices for assessment, given that the skills are often invisible to teacher observation and difficult to measure on summative assessments.
- Teacher professional development in how to teach and assess 21st century skills.
- Support in terms of access to assessment tools and technologies

Reference – Series of studies on behalf of UNESCO and The Brookings Institution on global implementation of 21st century skill-based curriculums.

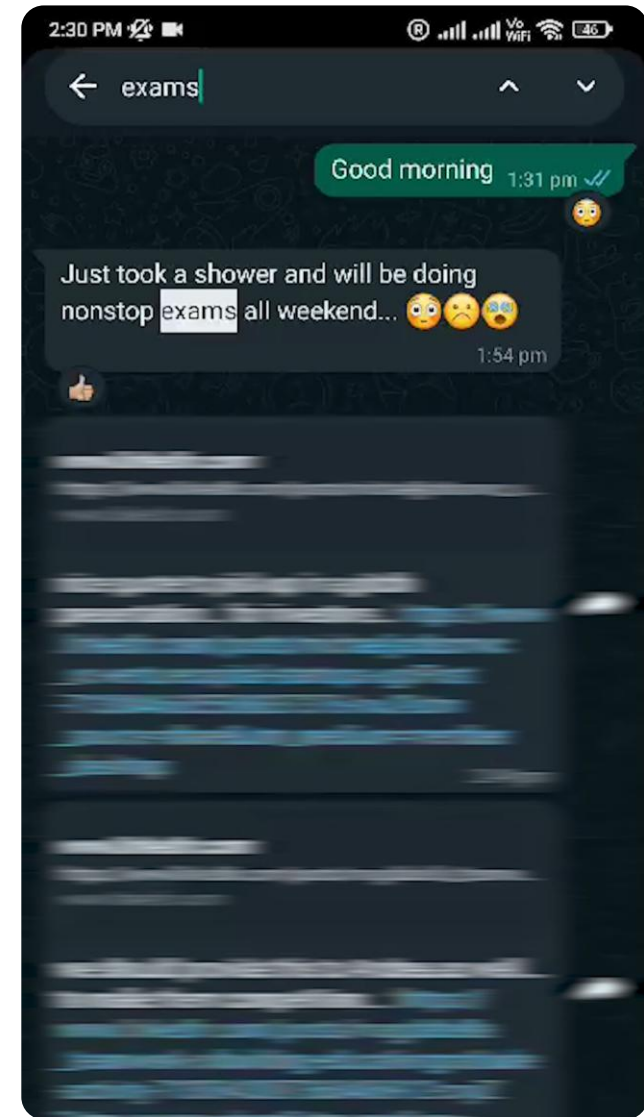


A Teacher's Story...

Meet our friend Daniel. He is a school teacher. Daniel is known among his colleagues as someone who always goes the extra mile to ensure his students are engaged, learning and receive thoughtful feedback and support.

However, there's one aspect of his job that weighs heavily on his mind: grading exams. Every other week, Dani finds himself drowning in homework assignments and grading the answer sheets while preparing feedbacks for each of his student.

It's not that Daniel dislikes grading or lacks confidence in his students' abilities. On the contrary, he takes great pride in their achievements and revels in the opportunity to witness their growth throughout the term. Yet, the sheer volume of exams to be graded and the pressure to provide timely and constructive feedback often leaves him feeling overwhelmed.



Idea

RECAP addresses these challenges for all teachers like Dani, by providing an app to stream and record live classes, maps behavioral and functional skills, generates class recaps, and tests knowledge in byte sized quizzes.

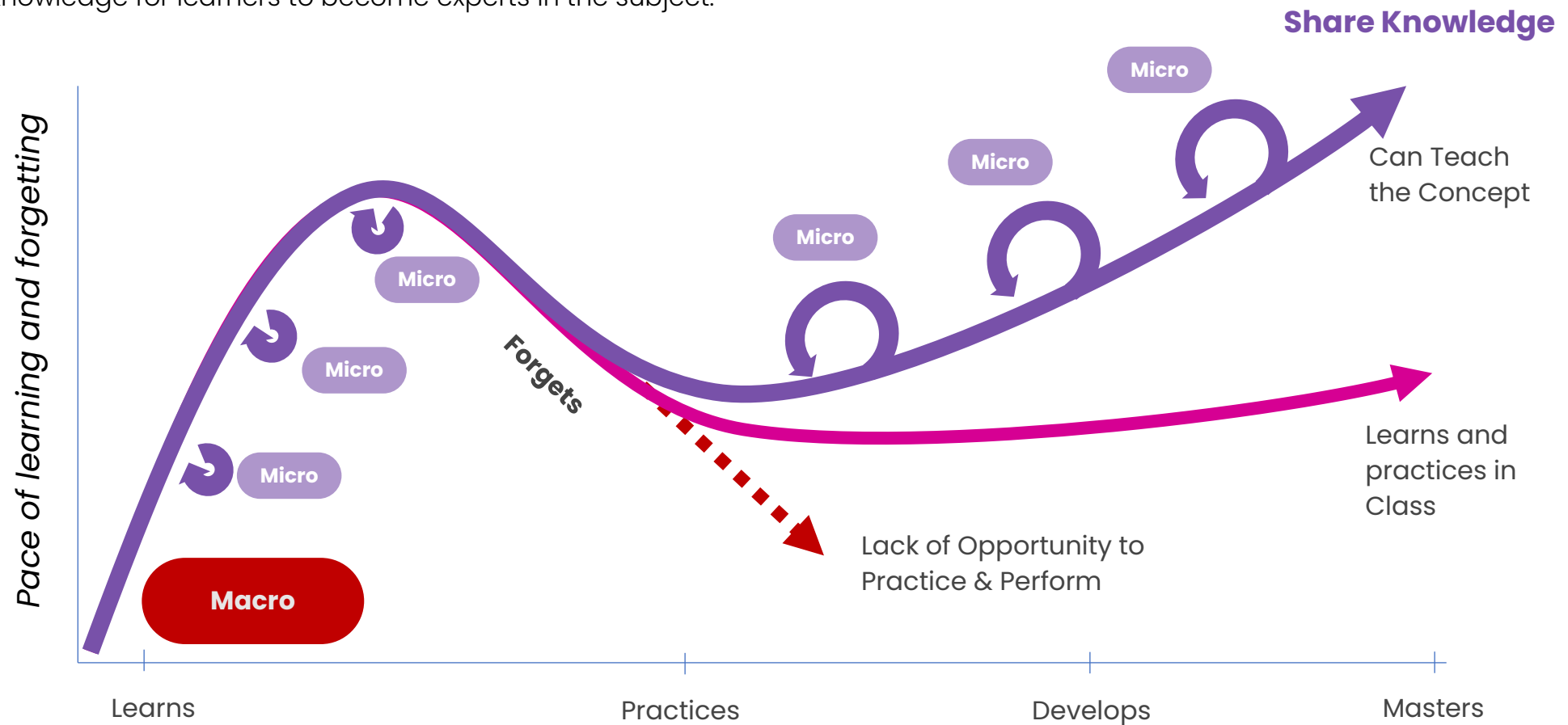
After the class, **RECAP AI** automatically processes and converts the stream into bite-sized video reels, making it convenient for students to review key concepts that were covered in class that day.

- Instant revision
- Fresh recall
- Automated and engaging homework



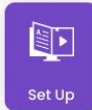
How we are going to do it?

A combination of Macro (Classroom) and Micro (Homework) learning to build the maximum retention and recall of any knowledge for learners to become experts in the subject.

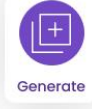


AI Assisted Processing

 **VideoWiki**


Set Up


Annotate


Generate


Upload

Recap Name

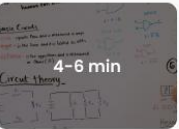
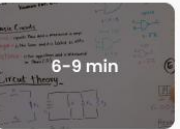
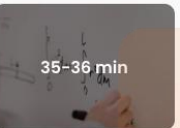
Demultiplexer Gate Unit

Set Up Annotation

2 Frames per Second

PROCEED

Annotation Set-up

 0-1 min 	 1-4 min 	 4-6 min 	 6-9 min 
 10-15 min 	 18-21 min 	 30-33 min 	 35-36 min 

Video Name

Demultiplexer Gate Unit

 **M** Maria Margarido
96 Views 2 Days ago

Powered by
VideoWiki APIs



Transcription -> Summary -> Splits

**Assignment Options**

**Create Transcription**

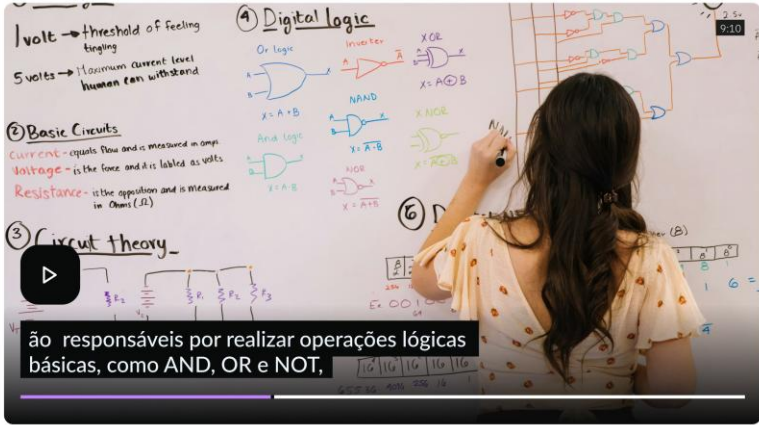
**Add a Quiz**

**Create Sessions**

**Create Bite-sized Reels**

**Distribute Assignment**

**John Doe**



1 volt -> threshold of feeling tingling
5 volts -> Maximum current level human can withstand

② Basic Circuits
Current - exists flow and is measured in amp.
Voltage - is the force and is labeled as volts.
Resistance - is the opposition and is measured in Ohm (Ω)

③ Circuit theory

④ Digital logic
Or logic
NAND
XOR
XNOR

⑤ Hexadecimal

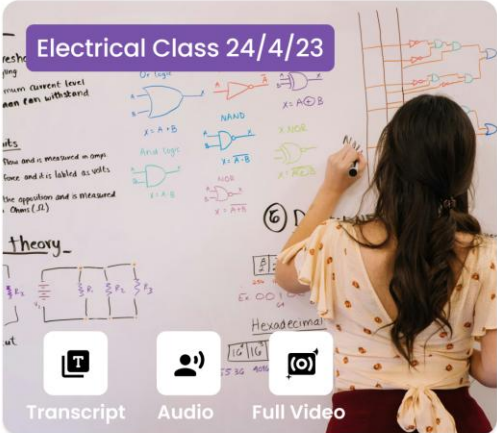
⑥

ão responsáveis por realizar operações lógicas básicas, como AND, OR e NOT,



Drag and drop media and effects here to create your video.

**Run Recap**



Electrical Class 24/4/23

Transcript Audio Full Video

**Logic Gates**
03:41 - 06:46 

**NAND Gate**
06:46 - 08:37

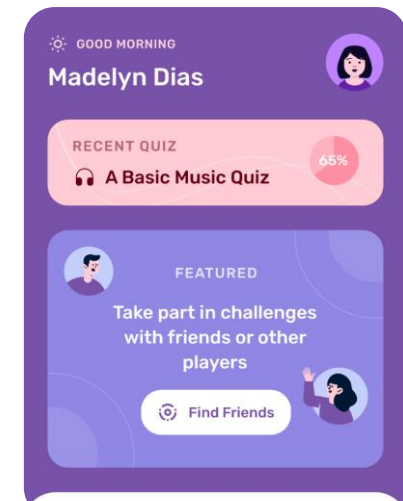
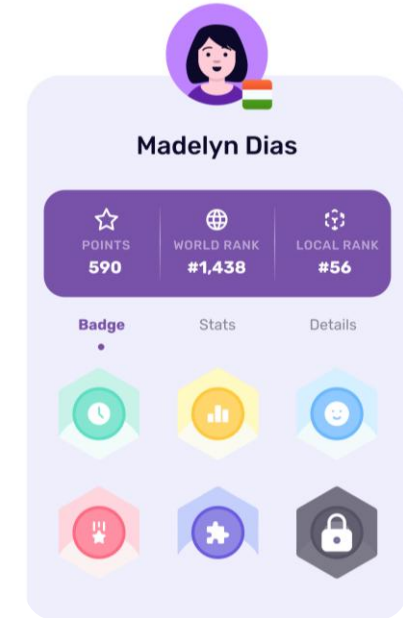
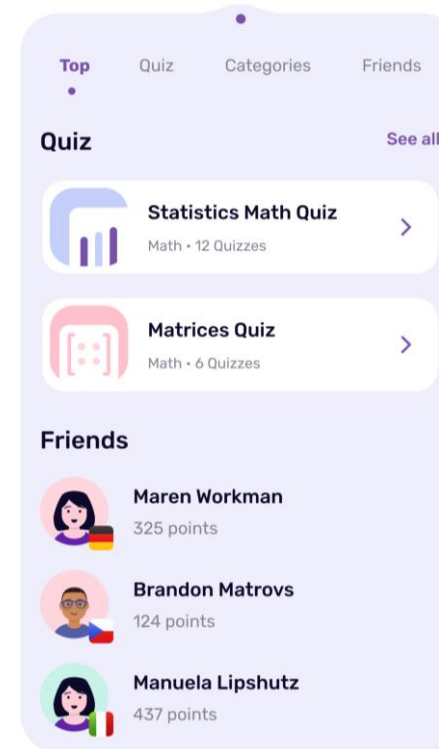
**NOR Gate**
12:50 - 15:24

Go to Quiz 

WHAT MAKES US DIFFERENT ?

Reinforced Learning with Student Engagement and Rewards:

- **RECAP** gamifies the learning experience by incorporating quizzes related to the video reels. Students earn points for correct answers, which can be redeemed for rewards, incentivizing active participation and knowledge retention.
- **RECAP** emphasizes student engagement through interactive features, rewards, and a points system. This encourages students to stay actively involved in their learning journey and promotes a sense of achievement.



For Teacher Development

Imagine what teachers can do with the saved time:

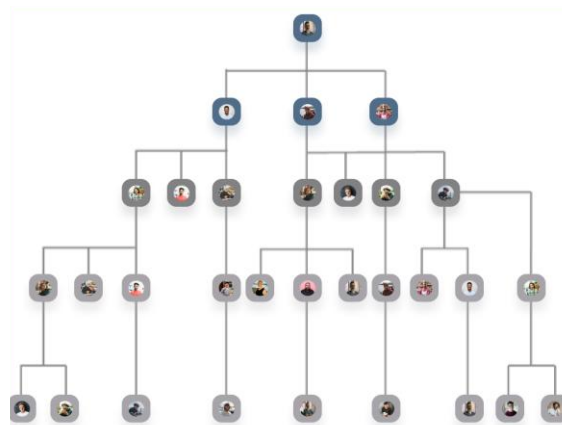
- ❑ **Engaging in enhancing Learning Experience:**
Teachers can focus more on building better learning experiences by focusing on MACRO LEARNING while the assignments, and MICRO LEARNING is taken care by AI.
- ❑ **Efficient Review Process:** Teachers can reduce the time of review and intervene early if there is a gap in understanding, since the APP does the homework cycles quicker.
- ❑ **Auto content:** App automatically creates short video reels, making it convenient for teachers to review and reinforce key concepts.

Imagine how students can benefit from quicker recaps:

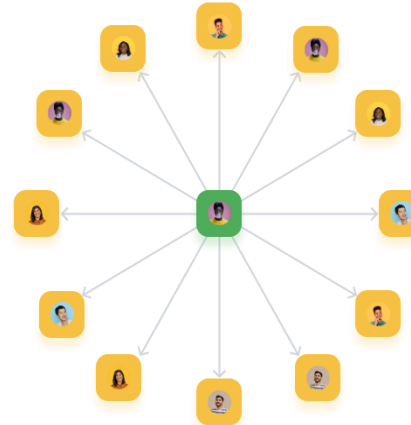
- ❑ Research suggests quicker recap after a learning increases the retention of topic. Moreover, if the lesson is not understood well, a timely intervention can safeguard against misunderstanding.
- ❑ The inclusion of quizzes related to these videos not only reinforces learning but also gamifies the experience, motivating students to participate actively.
- ❑ By offering points that can be redeemed for perks or tangible rewards, RECAP incentivizes consistent engagement and empowers students to take ownership of their learning journey.

How do we do implement?

We achieve this by creating a skill development framework applicable to any **organizational community**, being **language agnostic**, and for **all age groups** and **community types**.



Structured Corporate **Hierarchies**



Centralized Educational **Networks**



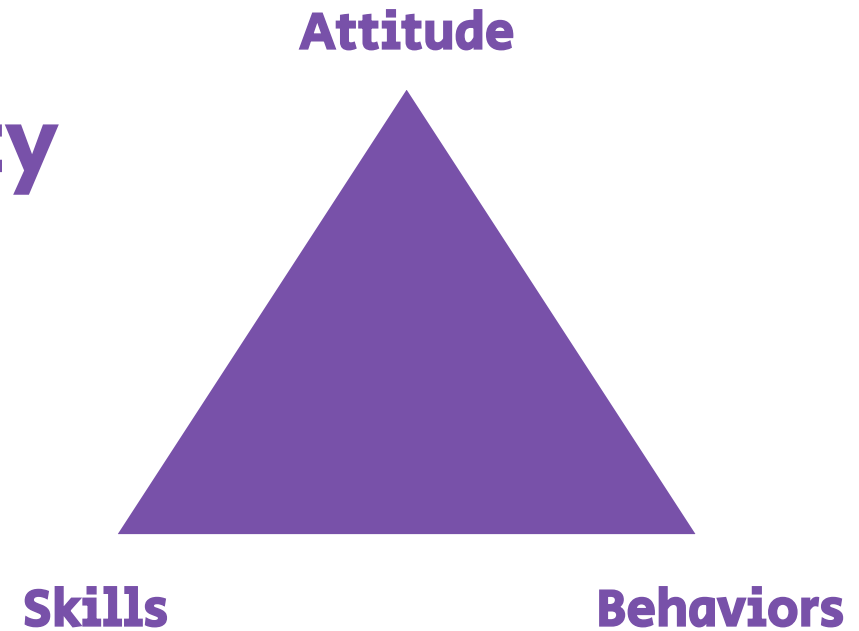
Community Based **Holacracies**

Development by balancing the three aspects of Human identity

We design programs to define and develop the 3 aspects of human identity:

1. **Cultural Attitudes:** mapping the personal and organizational values.
2. **Functional Skills:** developing performance oriented hard and soft skills
3. **Behaviors:** by assisting personality and behavioral change

*Skills are divided into **foundational skills**, such as literacy, numeracy, and digital literacy, and transversal skills, including critical thinking, creativity, collaboration, communication, and metacognition. **Character and attitudes** focus on adaptability, accountability, growth mindset, resilience, and curiosity. The **values** section draws from the 2001 Manifesto on Values, Education and Democracy, emphasizing democracy, social justice, equity, equality, non-racism, non-sexism, ubuntu, an open society, accountability, the rule of law, respect, and reconciliation.*



Top 10 Skills Of 2025

*Because technical competency
is not the only edge you will
grow on!*

Ref – OECD

*Core Competency Skills as
outlined in the Department of
Basic Education (DBE)
framework will be researched
and modified for the research
scope of the project.*



Analytical Thinking
and innovation



Active Learning and
Learning Strategies



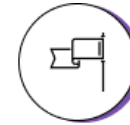
Complex
Problem-Solving



Critical Thinking
and Analysis



Creativity, Originality
and Initiative



Leadership and
Social Influence



Technology use,
Monitoring and Control



Technology Design
and Programming



Resilience, Stress
tolerance and Flexibility



Reasoning, Problem
solving and Ideation

Our Collaborators and Clients



Few Relevant Educational Case Studies

21st Century Skills Training

In 2019, AI in Africa launched a girls-only series of 21st Century Skills Training bootcamps, for over 500 learners to delve into AI to solve real-world problems. This initiative facilitated the development of practical AI-based solutions and significantly raised awareness among participants, schools, and parents across six communities. The series was sponsored by Old Mutual, Microsoft, Absa and supported by the Kgalema Motlanthe Foundation.

Multinational Hybrid Programs

In July 2023, AlinAfrica implemented an 8-week hybrid 21st Century Skills programme for schools in the North-West and in May 2024 Moroccan students.

Student Engagement and Motivation

The rewards marketplace in Recap serves as a powerful motivator for students to actively engage in review and recall activities. By earning points through participation in quizzes and other learning tasks, students are incentivized to take ownership of their learning journey and strive for academic success.

Exam Preparation

As exams approach, Recap can generate tailored review materials based on the topics covered in class. This includes summarizing key concepts, highlighting important information, and offering practice quizzes to help students prepare effectively for assessments.



Few Relevant Educational Use Cases

Remote Learning Support

In situations where students are unable to attend live classes or require additional support outside of regular classroom hours, Recap serves as a valuable resource for remote learning. Students can access recorded class sessions, AI-generated video reels, and interactive quizzes to stay engaged and reinforce their understanding of course material.

Differentiated Instructions

Recap enables teachers to differentiate instruction by providing varied learning experiences based on students' individual needs and preferences.

Student Engagement and Motivation

The rewards marketplace in Recap serves as a powerful motivator for students to actively engage in review and recall activities. By earning points through participation in quizzes and other learning tasks, students are incentivized to take ownership of their learning journey and strive for academic success.

Exam Preparation

As exams approach, Recap can generate tailored review materials based on the topics covered in class. This includes summarizing key concepts, highlighting important information, and offering practice quizzes to help students prepare effectively for assessments.



WHAT MAKES US DIFFERENT ?

	 schoologr	 CANVAS	
Live Stream Classes	NO	PARTIAL	YES
Access for Learners	YES	YES	YES
Reinforced Learning	NO	NO	YES
Bite-sized Content/ Reels	NO	PARTIAL	YES
Personalized Assessments	PARTIAL	PARTIAL	YES
AI Postproduction	NO	NO	YES
Gamification	NO	NO	YES
Class Flexibility	NO	NO	YES

Sustainable Business Model

Token-based educational subscriptions.

Student focused educational subscriptions that will consume token rewards rewarding educators.



CSR Grants

Corporate funding for social and educational initiatives and rewards.



Scholarships Marketplace

Connecting students with diverse scholarships and opportunities.



Future Prospects

Schools :

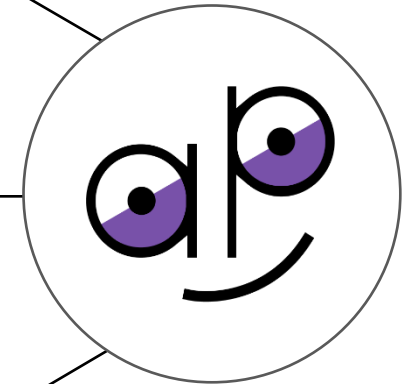
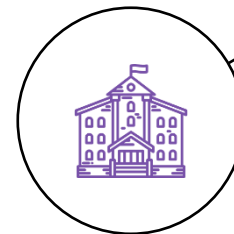
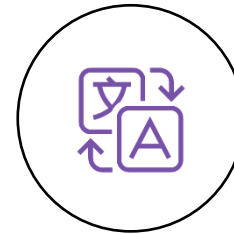
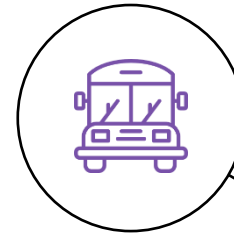
In talks with publishing houses in India to distribute the Recap app in schools.

Online Language Learning :

Engaged teachers in Spain to try completely virtual and immersive and practical language classes with adults.

Universities :

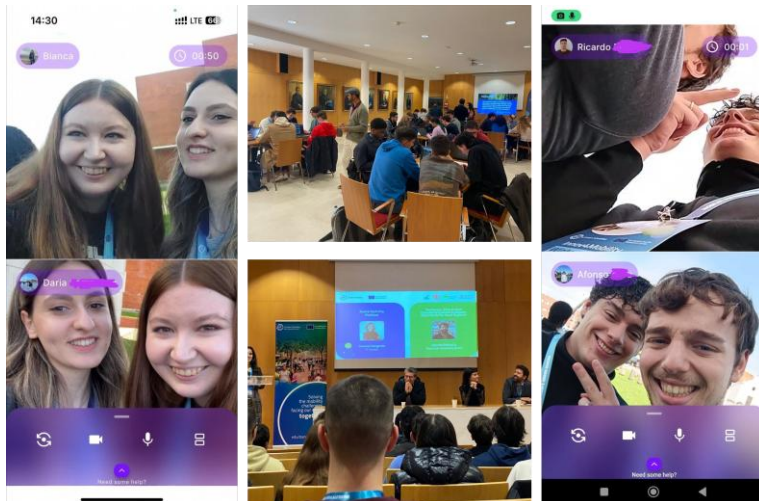
Proposing test sessions to pilot learning with scoring and rewards.



Experiments with formats

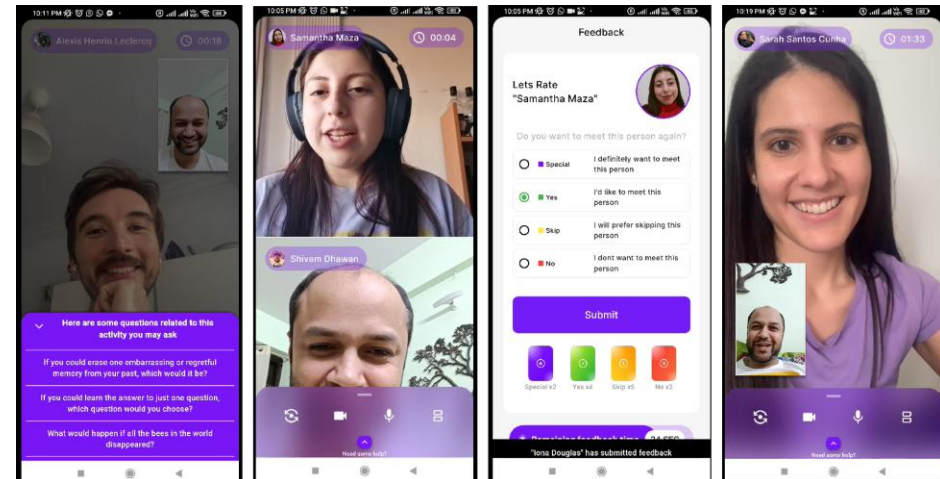
Innov4Mobility (In-Person Event):

We had the privilege of engaging in the Innov4Mobility program, an exciting winter school initiative. We piloted the technology with them and ran dynamics that students enjoyed.



Verbivore Language Training (Virtual Event):

This dynamic event was perfect for language enthusiasts of all levels who are eager to hone their English-speaking abilities in a fun and engaging environment. Led by experienced facilitators, they embarked on a journey of linguistic exploration, interactive activities, and lively discussions.



Achievements and Recognitions

HackBack Hackathon:

HackBack, an online hackathon organized by What The Hack aims to address the needs of small to medium enterprises (SMEs) and startups during the recovery from the Covid-19 crisis.



#HackBack Hackathon



#EUvsVIRUS hackathon results: bringing solutions to Covid-19 challenges to the next level

#EUvsVirus Hackathon:

#EuvsVirus is the mission-driven initiative that has proven to be extremely efficient in our fight against this unexpected and world-changing challenge: coronavirus.



#EUvsVirus Hackathon

UA Incubator Startup creates award-winning automatic content scanning project

05 June 2020



The VideoWiki - Video Wikipedia for Learners and Creators project consists of a platform that allows the automatic conversion of teaching content into appealing digital media, with simple tools and minimal technical knowledge. It was developed by the GetBoarded startup team, incubating at the University of Aveiro Incubator, and is one of the 117 winners of the world's largest Hackathon, #EUvsVirus, organized by the European Commission.



Team



Shivam Dhawan

CEO & Founder Getboarded



Lee Chana

CEO & Founder AI in Africa



Othniel Pilipili

CEO & Founder Time Phantom

References:



Brett & Martin

COO & CEO Peopletree



Wim Focquet

CEO & Founder RCC



Melina Iocco

COO



Akash

BI Analyst



Jyoti

Designer



Rupesh

DPO / Infrastructure



Srajan

Technology Architect



Yasrab

Product Designer



Maria

Marketing Manager



Maryna

Growth Manager



Aman

Web3 Architect



Chirag

Developer

References



Brett & Martin

COO & CEO Peopletree

- Martin Sutherland is author of Talent Print and leads PeopleTree group with talent models and analytics. By leveraging Peopletree Group's expertise in skills and competency development, we can enrich DBE Digital's mission to drive innovation and education.

<https://peopletreegroup.com/>

- Peopletree's innovative approach to simplifying skill development processes they can offer valuable insights into the 21st century skilling needs.
- By leveraging Peopletree Group's expertise in talent reviews, succession management for corporates and businesses we can develop solutions that are applicable to industries as well as educators.
- This collaboration could potentially streamline talent management processes, foster data-driven career planning, and ultimately contribute to an efficient, productive, and forward-thinking digital ecosystem.

About the Company

Leren Leren is a Portuguese company that means 'Learning to Learn' in Dutch Language. It's a word play that explains the mission of company as [LEARNING TO LEARN WITH TECHNOLOGY, WHILE TECHNOLOGY LEARNS TO LEARN](#).

- Learning technologies i.e. technologies that learn, indicating its focus on AI (Artificial Intelligence), ML (Machine Learning), LLM (Large Language Models), etc.
- Learning to Learn i.e. the ability of humans to learn, indicating a focus on how people learn in the new age with new tools. While understanding the mechanisms of human learning and inventing new tools thereby to enable learning and development.

Other than [Recap.pt](#), the company is already developing groundbreaking technologies to revolutionize smart video infrastructures catered for different use cases, like Decentralized Video Streaming, Realtime AI post-processing etc.

It currently works on developing ambitious products of [Video.Wiki](#) and [Decast.Live](#). Both products are experimental.

VideoWiki is a product with the idea of converting all the text of Wikipedia into an immersive video library that can be co-edited and maintained by contributors assisted with AI.

Decast.Live is a decentralized live casting software which aims to build an open network that supports live events and telecalls over the internet with a distributed infrastructure.

Leren Leren Unipessoal

Company VAT/NIPC: 517383861

Address : PCI – Creative Science Park, Rua Do

Conhencimento, Aveiro Region, 3830-352 Ílhavo, Portugal