

# Education Tech AI and IoT for Education

Wolfberry LLC





# Who We Are

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Wolfberry LLC is a company owned and operated by a diverse team of individuals with not only a passion for technology but the understanding of what the future holds for us. We respect each other and our families and know that the future is what we make of it. We are consciously aware of the potentials that we face in the Education Technology space and know that it takes not only passion but a driven and proactive approach to address these issues. We have brought forth the best of technology to make education not only more efficient but have built



on a model that is mutually beneficial to us as a company, our clients, and the education industry.



# Education Today

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Due to COVID-19 more families are working remotely from home. As we move into more of a hybrid model of kids doing school in class and then from home during pandemics or other types of emergencies such as natural disasters we will have to restructure the way we teach. Children need stimulation in order to keep their attention on the class. More than ever technology needs innovate the classroom so that the home life can mirror that of an in classroom experience.



# The Challenges of Remote Learning

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Some of the challenges we run into in remote learning is we lose the ability to ask questions right away, interact with our peers face to face, and the teacher can't stand over the student to spot check on what is being done to correct the student as they are practicing their lessons. So how do we change that?

# Solutions in Technology

Technology has the ability to monitor live what is being done. Using technology we can have the ability to watch the student as they are practicing their lessons. From dashboards that show you live as the student is doing their work to IoT that can track changes in things such as disecting a frog with digital access. The possibilities on what technology can do can be endless. Add blockchain for student work and security and you can create a new digital platform for how the class room is run.



# Benefits Of Technology

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Our Blockchain technology allows clients to securely login to our platform and share data without revealing their identity. Blockchain allows for a distributed ledger system that keeps track of what has been sent so we can revenue share with those helping us help them and others in the enterprise industry with techniques and practices while monitoring the environment.

## Blockchain



The Artificial Intelligence systems we use contributes to the better enterprise practices. The data we have created with our team of professionals and enterprise advisors help us facilitate suggestions and ideas for our end users. Whether it be to alert you of looming threats to your environment, suggest better outcomes based on your available resources and environmental culture, or just be a platform for you to track your own progress. AI works for you with or without an internet connection.

## Artifical Intelligence



Our IoT systems works with AI to monitor, track, and automate your enterprise environment. The sensors are what collect the data and allow our systems to provide you with the best experience for your type of use case. Whether it be for mass production, indoor, or just your small business.

## IoT

# Features and Capabilities

## IoT Projects

We are moving into a digital society. So why not teach lessons with a digital aspect. When working from home remotely we have the ability to bring in Augmented Reality and engineering projects that can be merged with every day lessons. With Raspberry Pi we are also able to do it without breaking the bank. Each child deserves a real interactive experience. Whether in the physical classroom or learning from home. Technology has the ability to make hands on possible.

## Data Capture and Machine Learning

With data captures and machine learning we can see what techniques for learning is working and producing the best results and what isn't. This will help the students and the teacher decide how the lessons should be run in order to get the best results and most activity.

## Blockchain Security

Security could never be more important. In the digital age we risk our own security. Especially now with more people doing work from their home environments. We need to know that when the student submits the work it is in fact the student and that the work is saved and not lost to the student. Especially if the work is being done in a digital platform away from physical pen and paper. We can store the information on a distributed ledger and confirm the work is coming from that particular child's device.

## Live Monitoring with spot correction

Instead of doing the work away from the platform we can have the students work be live monitored by the teacher. The lessons can be seen by the teacher as the work is being done on the computer. This gives the teacher the ability to spot check and ping the student so that the student doesn't continue down the wrong path of learning.

# Business Model

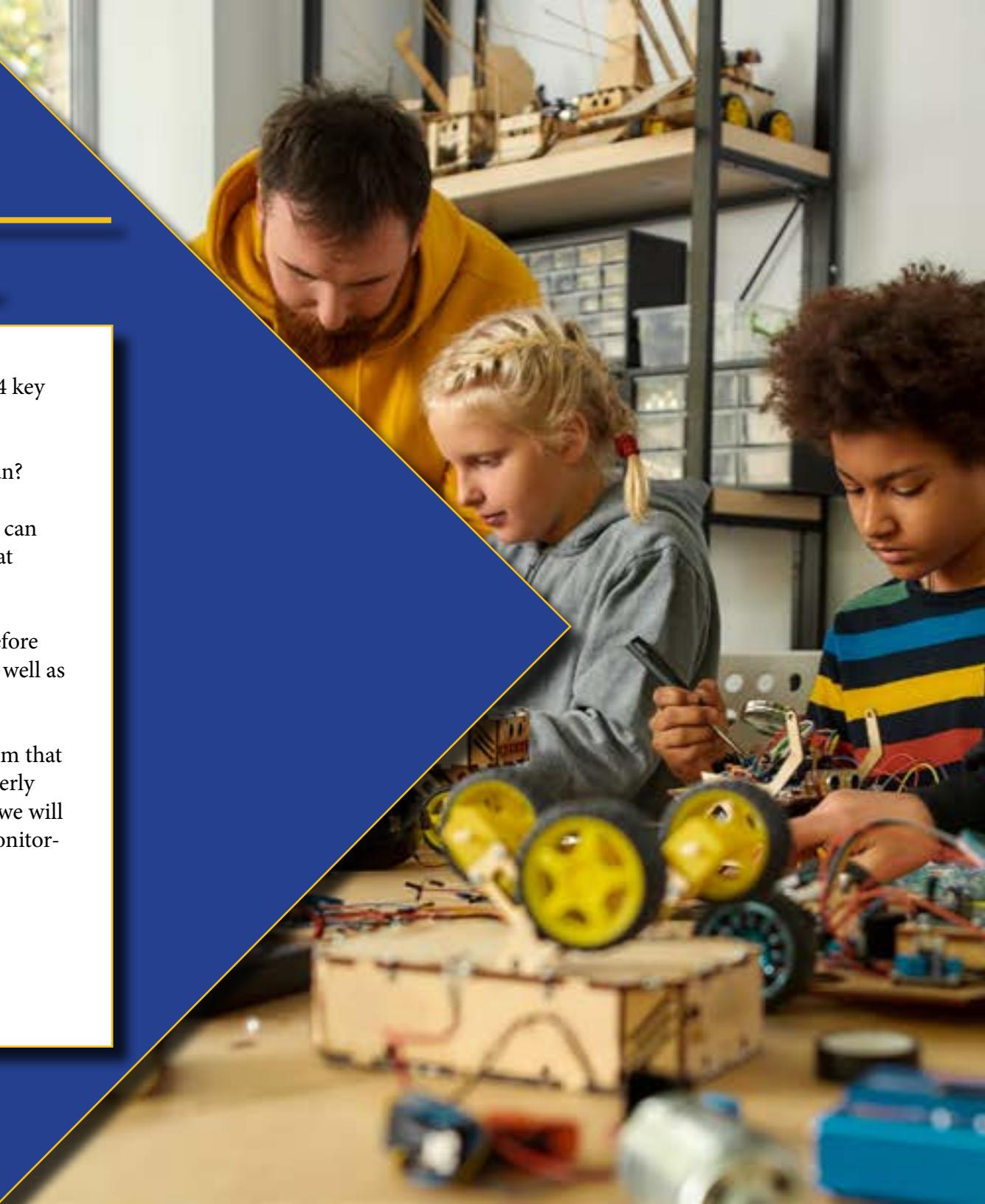
Our Business Model for Enterprise is broken down into 4 key steps.

DOCUMENTATION - How are the classrooms being ran?

REVERSE ENGINEERING -Based on what we learn we can reverse engineer and build it into a technology model that works best for the classroom

TEST LESSONS - We will start with a few test lessons before mass adoptions. To make sure it works for the teacher as well as the students

BLOCKCHAIN AND MONITORING - Once we confirm that the technological aspects of the classroom function properly and that the students like to engage in the new methods we will implement the new security measures and interactive monitoring for the teachers.



# Conclusion

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In conclusion we are taking the best of current technologies to make enterprise more efficient for all types of IoT use cases and clients, whether Commercial or Local. As new technology advances we will continue to build and incorporate them into what we currently have in place. We allow for licensing and APIs to let others build upon the network we currently have in place to make it more custom to their education needs.

With development of Augmented Reality we will be advancing our current model to include better imagining and control without the need of a mobile device or computer but rather with control of our movements and eyes. This will keep our data more relevant and create an easier platform use for our enterprise clients. So they can use their hands and visualize the changes needed and occurring with their applications.



# The Team



Andrew Couch CEO

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Melinda Artzer COO