

# CALI

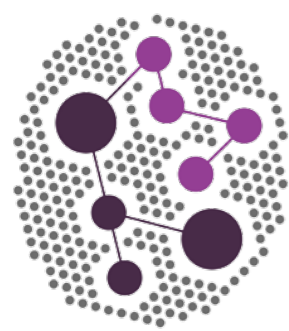
CONNECTED & ADAPTIVE LEARNING INTELLIGENCE



# CONNECTED & ADAPTIVE LEARNING INTELLIGENCE

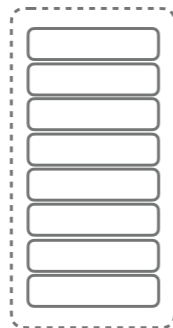
Tracking & tagging of student learning style, mental age and learning journey to convert collective learning behaviours into connected learning intelligence (CLI). A connected, research-based education operating system.

Identification of learning behaviours based on tracking & processing of personal profile, learning issues, mental age, learning styles of group of children (learners). Development of Human Intelligence (HI) based Swarming AI models to convert behavioural learning patterns into connected & collective learning intelligence. OS engine works on persona data sets (e.g. age, gender, health condition, disability, family background etc) and internal factors (e.g. learning issues, mental age, learning style) to analyse learning patterns for intelligent curriculum development, self-paced lesson plans and learning assessment.



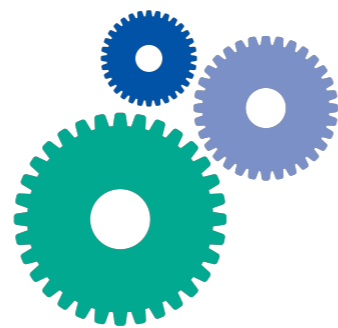
LEARNER PERSONA

+



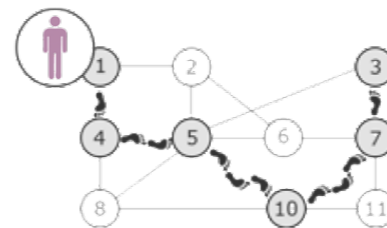
INTELLIGENT CURRICULUM

+



ASSESSMENT

=



LEARNING PATH

+



LEARNER GROUP

=



LEARNING SWARMING

**AUTOMATED & REIMAGINED**

Publishing, Curriculum Design, Teaching Medium, Technology

**FUN**

Gamification, Responsiveness & Interactivity

**EDUCATION**

Building Block Learning Outcomes, Activities, Tracking & Assessment

**ADAPTION**

Arrangement Of Learning Outcomes & Activities Based On Learner Aptitude & Capacity

**MI**

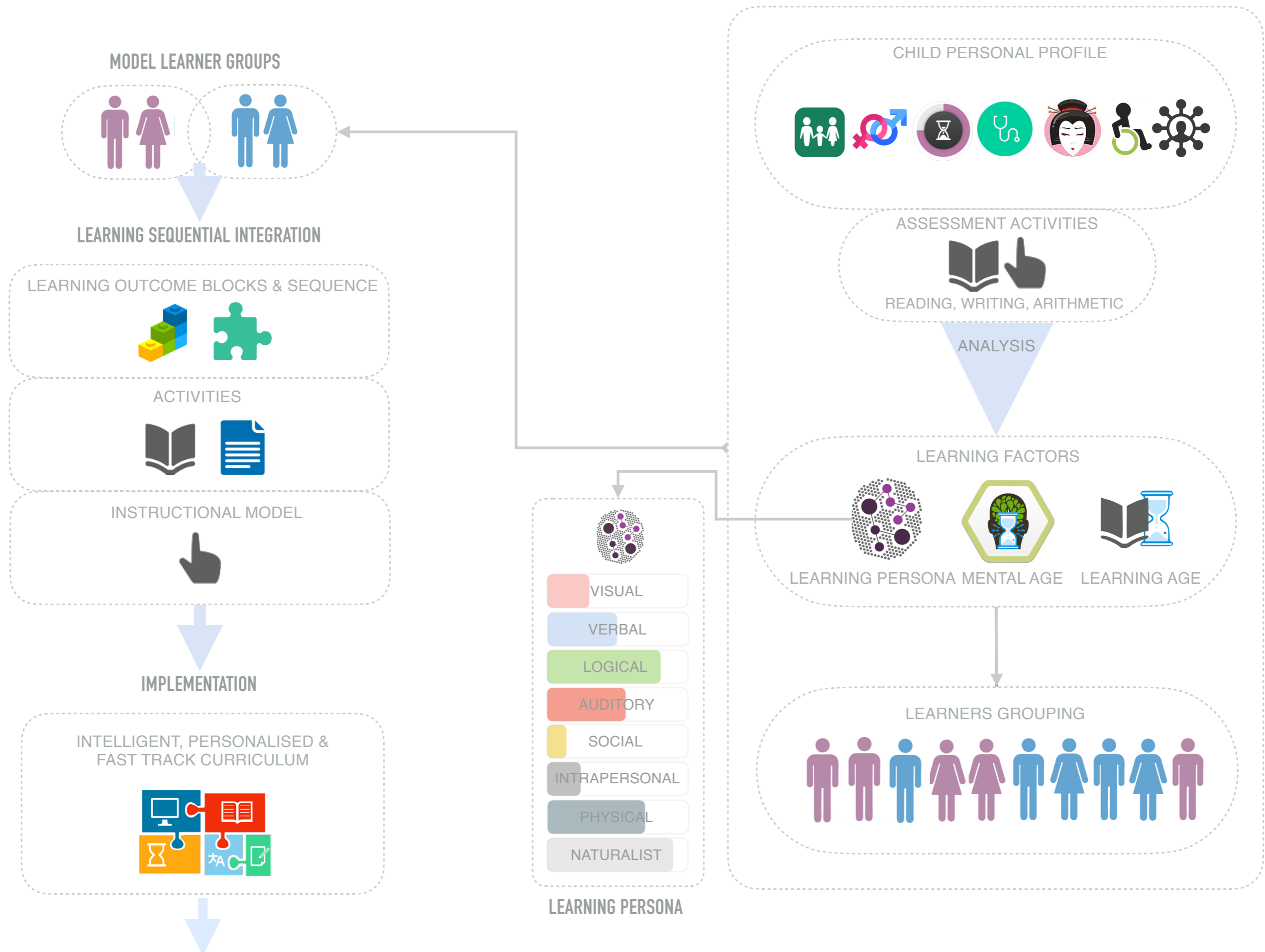
Personalisation Of Learning Instructions & Activities Based On Learner Aptitude

**CHALLENGES**

Identification And Support In Learners Learning Challenges

# CALI OS SCHEMA

# CONNECTED LEARNING MODELLING / LEARNING PATH & PATTERN SWARMING

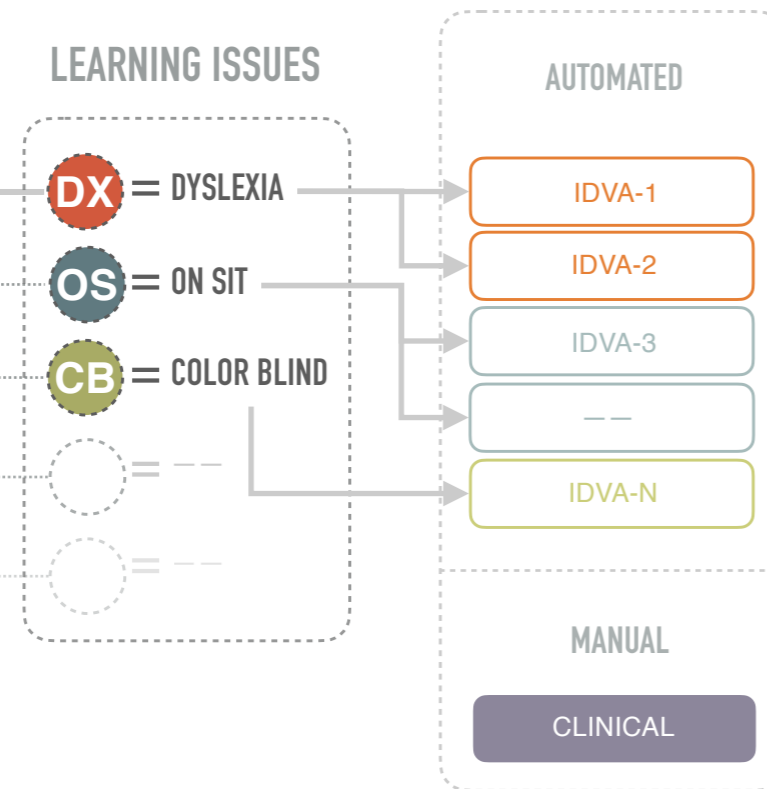


# CURRICULUM DESIGN LEARNING OUTCOME AND ACTIVITIES MODEL

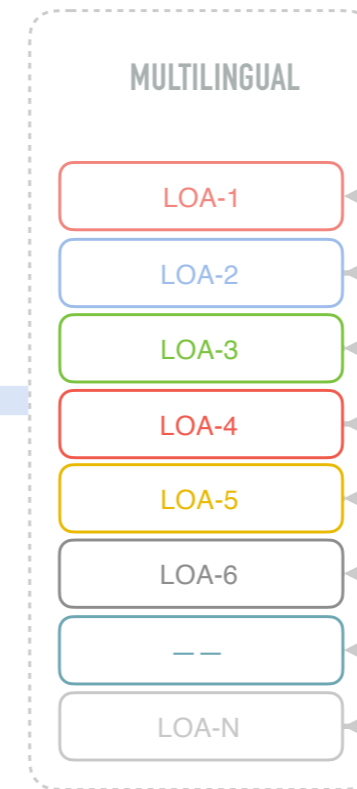
## SUPPORTIVE ACTIVITIES



## ISSUE DETECTION & VALIDATION ACTIVITIES



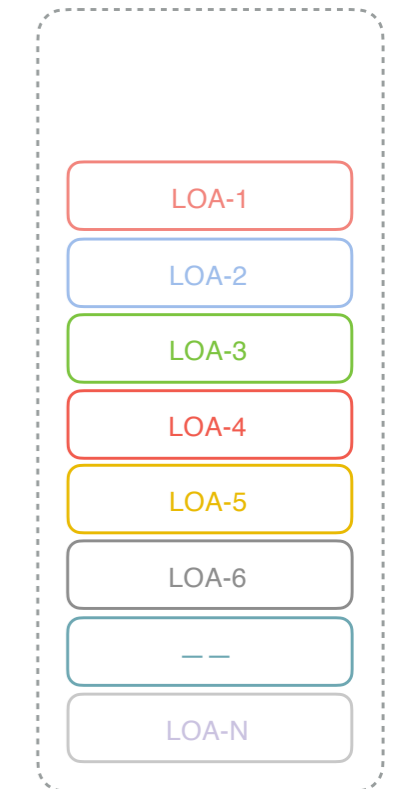
## ACTIVITIES\*



## LEARNING OUTCOMES

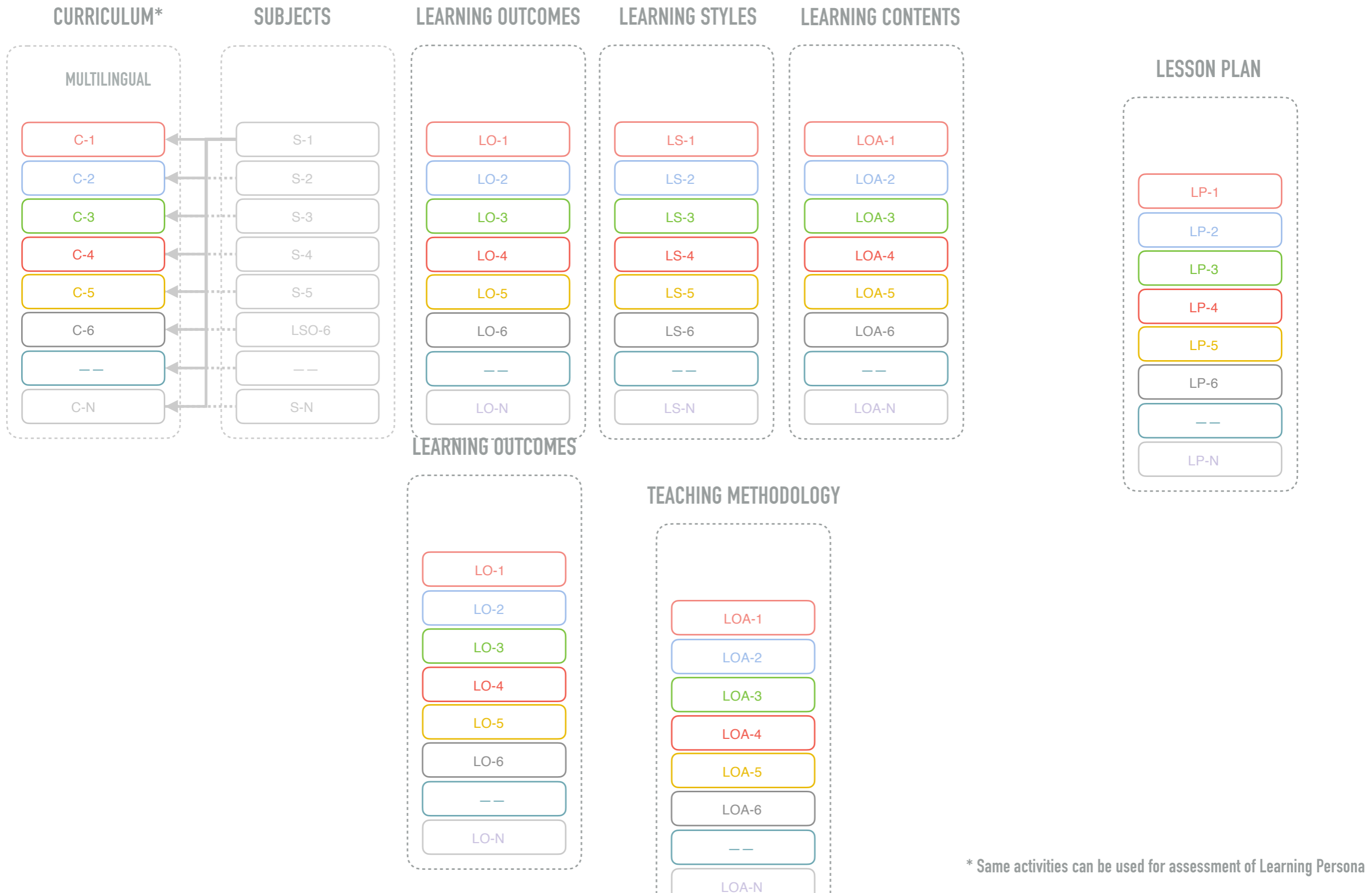


## ASSESSMENT ACTIVITIES



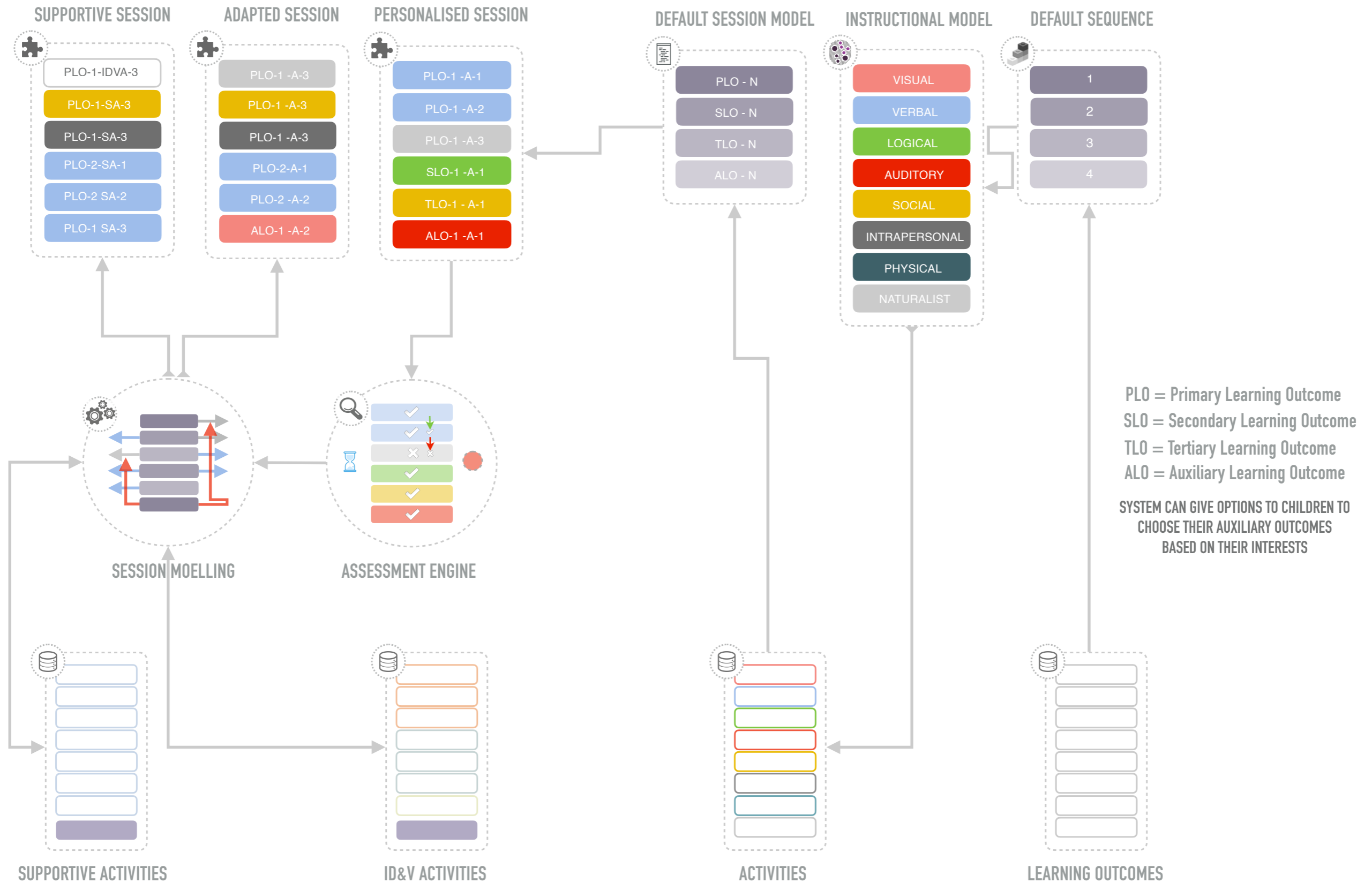
\* Same activities can be used for assessment of Learning Persona

# CURRICULUM DESIGN LEARNING OUTCOME AND ACTIVITIES MODEL

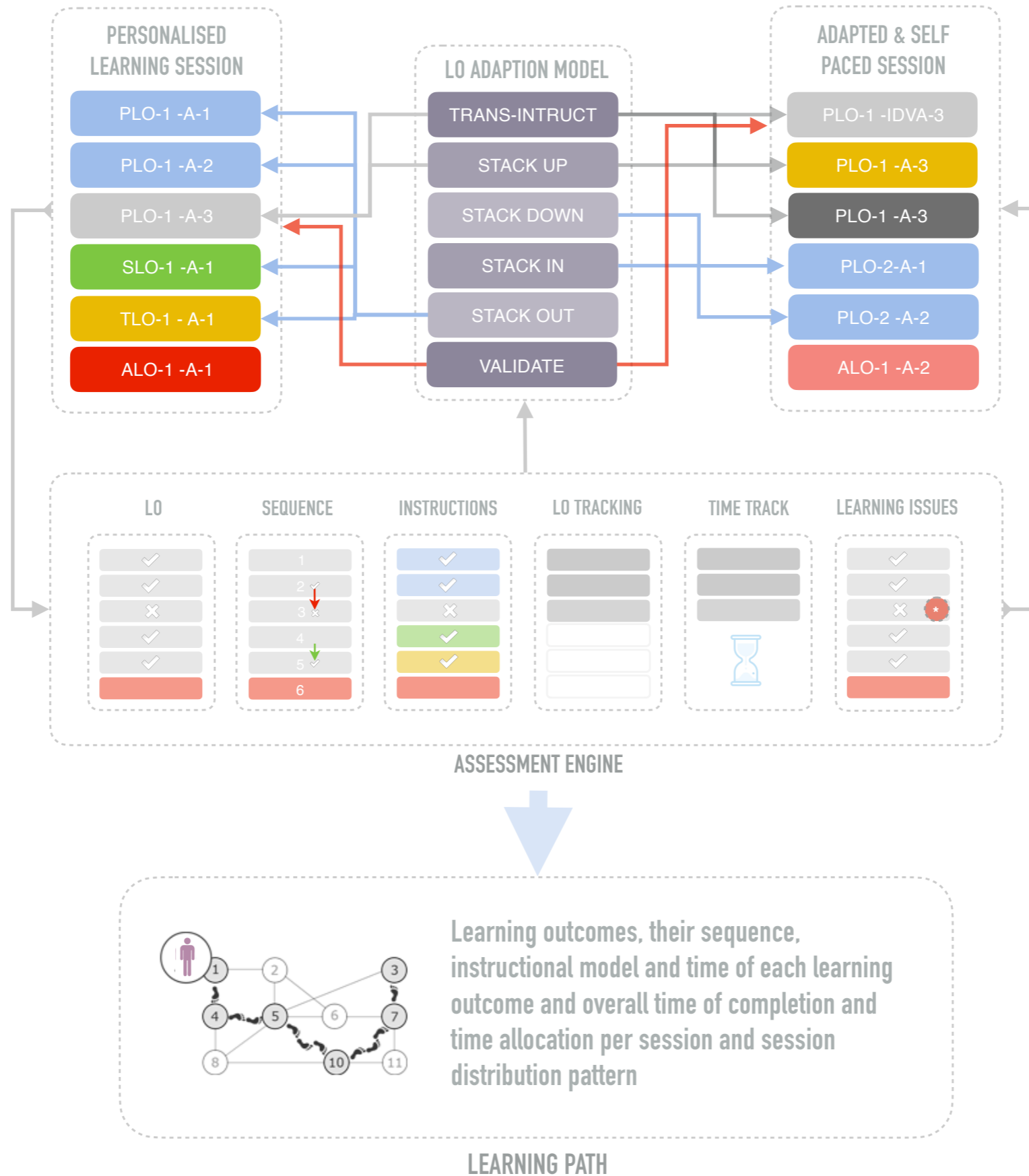


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# SESSION/CURRICULUM DESIGN ELEMENTAL MODEL

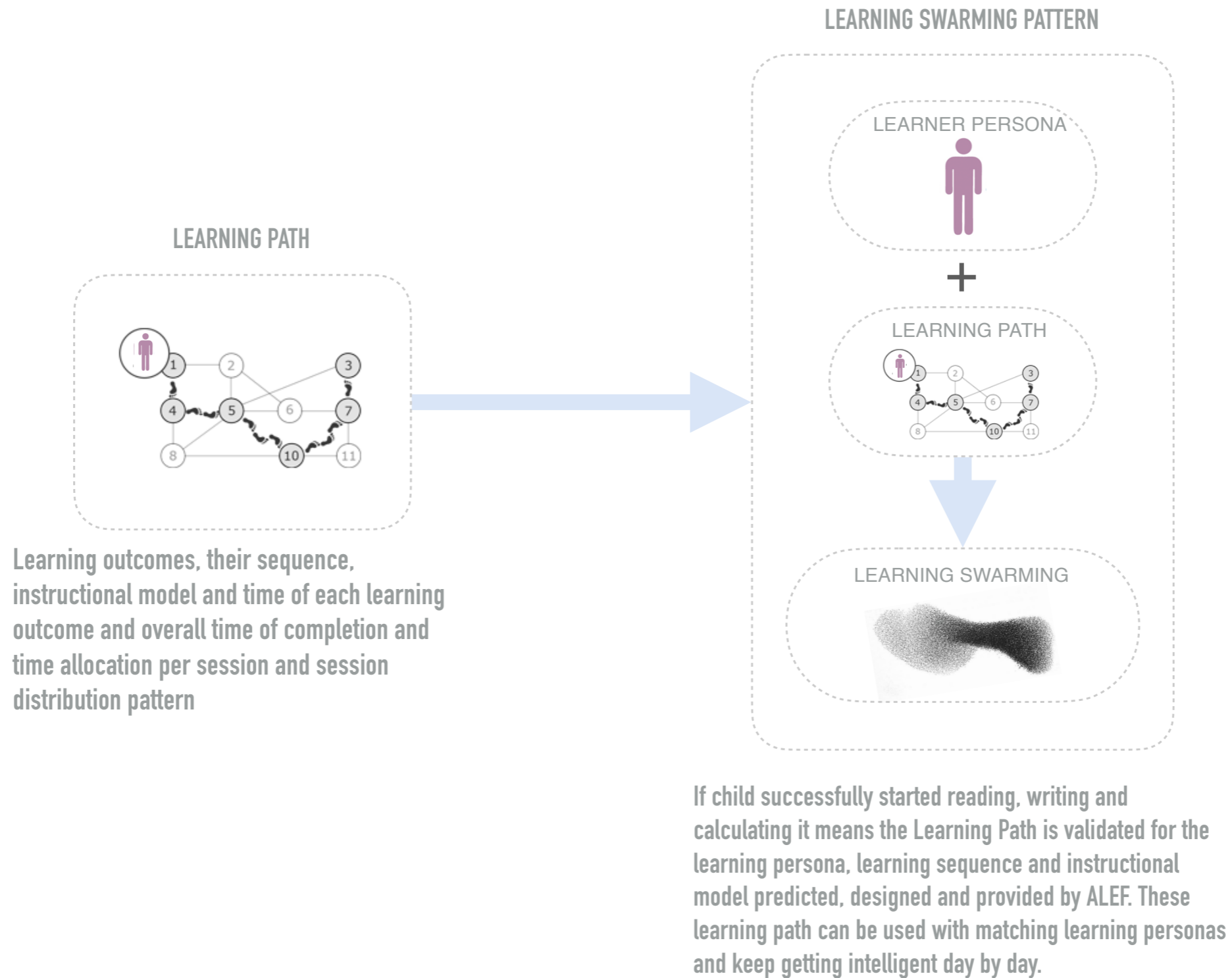


# LEARNING SESSION & PATH ALGORITHM MODEL

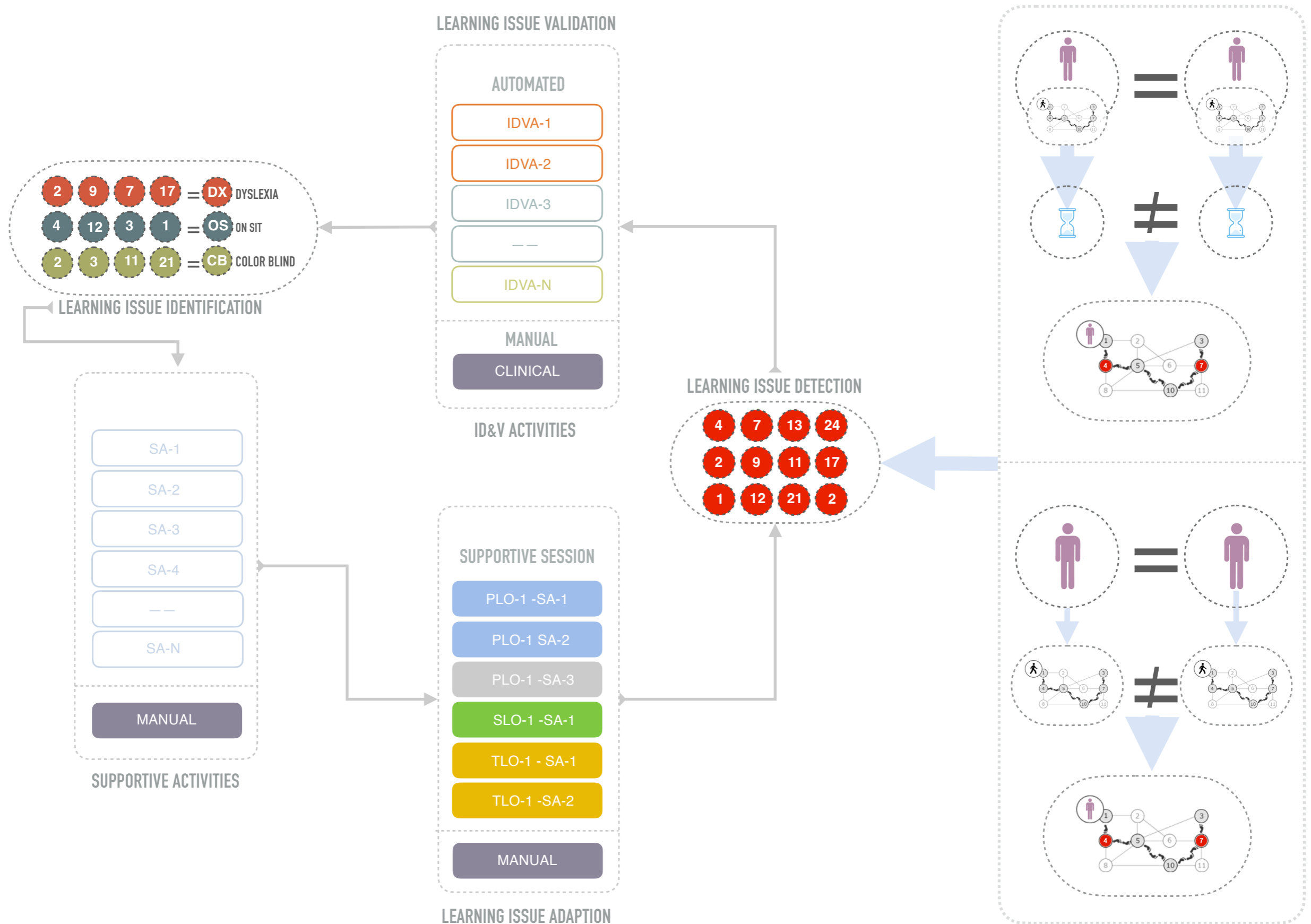


\* Primary LO top stacking priority

# LEARNING PATH & PATTERN SWARMING MODEL



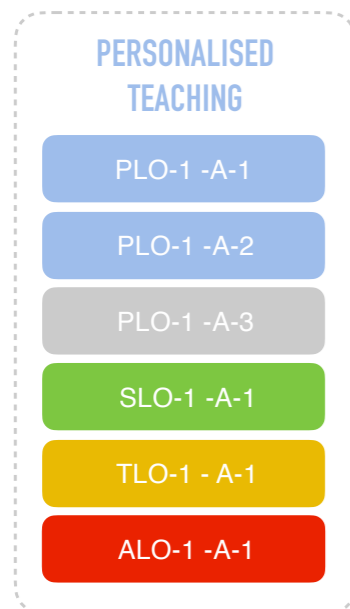
# LEARNING ISSUES VALIDATION & SUPPORT MODEL



# ALEF EDUCATIONAL OS UTILITY MODELLING



## PERSONALISED TEACHING



INSTRUCTION SCRIPT



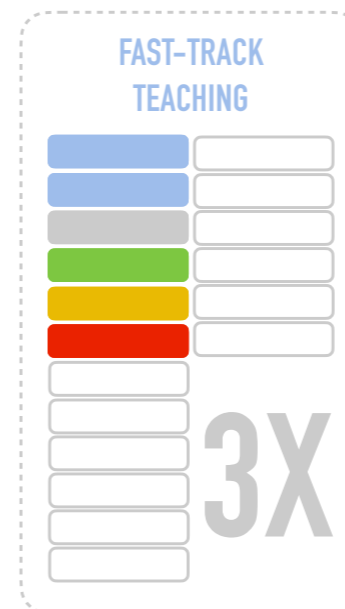
## SCRIPTED TEACHING



DIGITAL INTERACTIVITY



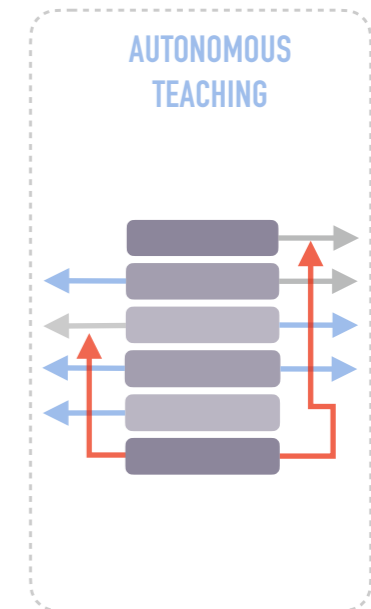
## FAST TRACK TEACHING



AUTO SCRIPT & DIGITAL DEVICE (PC, TABLET, MOBILE & VR)



## AUTONOMOUS TEACHING



# ALEF OS COMPONENTS

## OS CORE

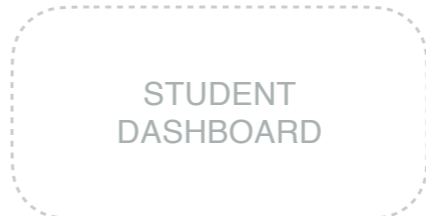
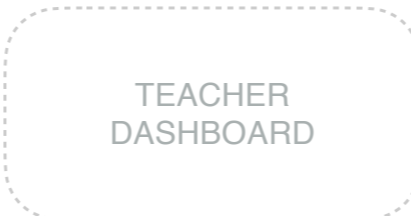
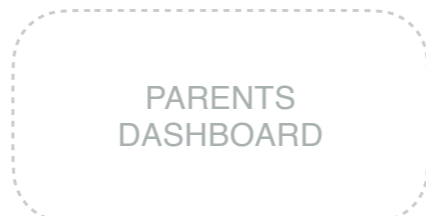
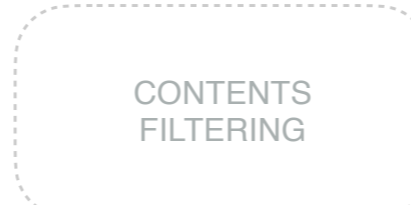
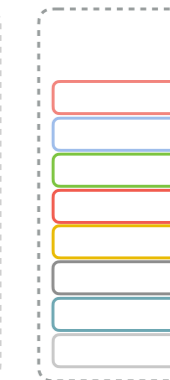
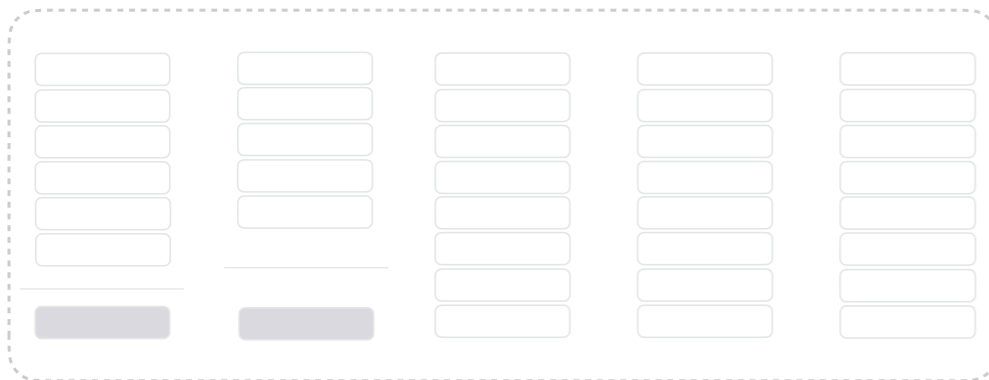


## CONTENTS GENERATION

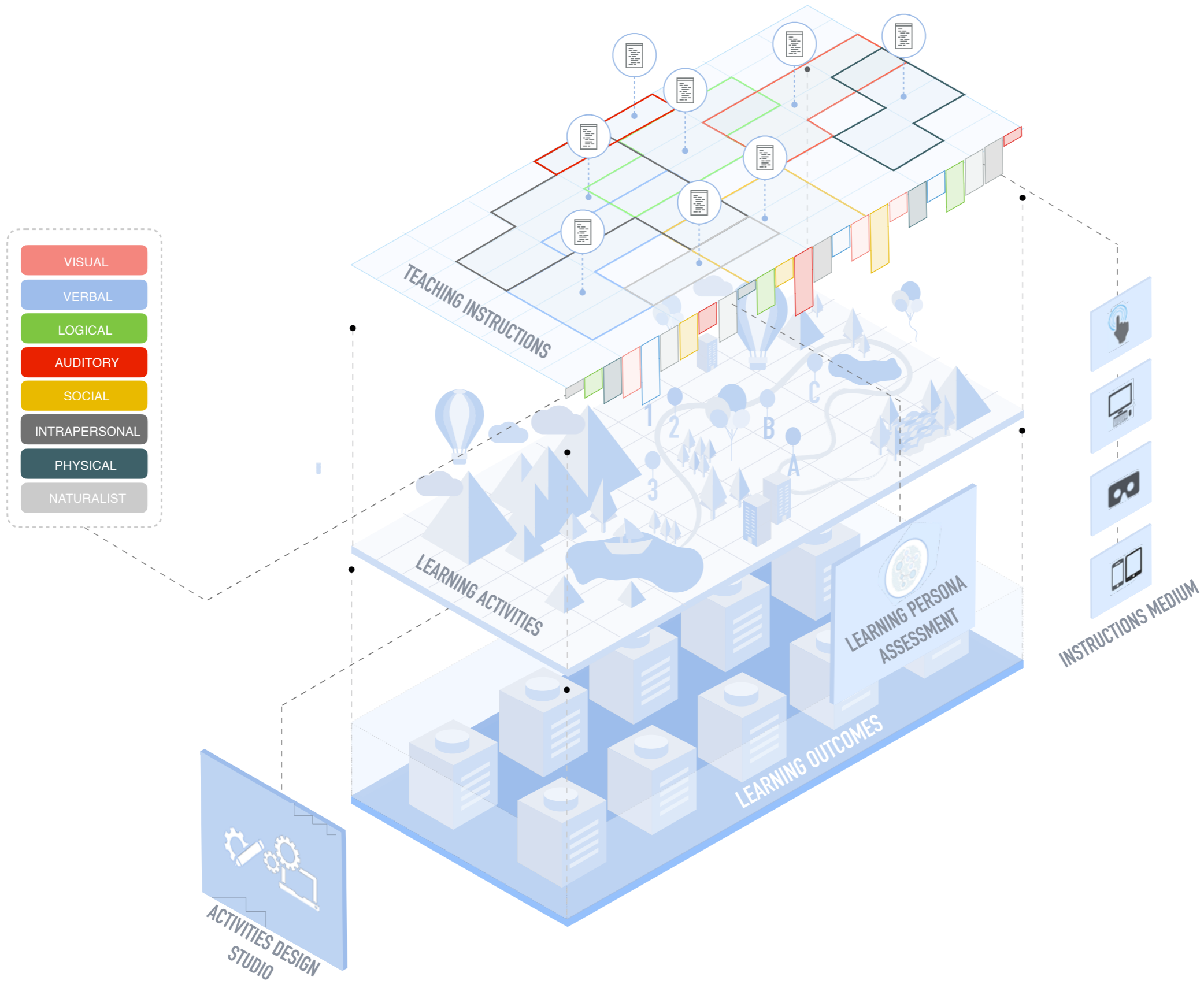
## ALEF OS CONTENTS

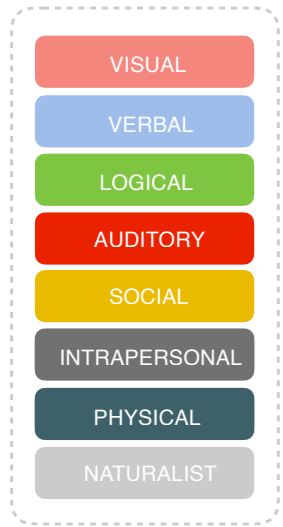
## THIRD-PARTY TEACHERS & INSTRUCTIONAL DESIGNERS ACTIVITIES

## PRE-INSTALLED LEARNING OUTCOMES & ACTIVITIES



# ALEF OS ARCHITECTURE LAYERING





LEARNING PERSONAS

