

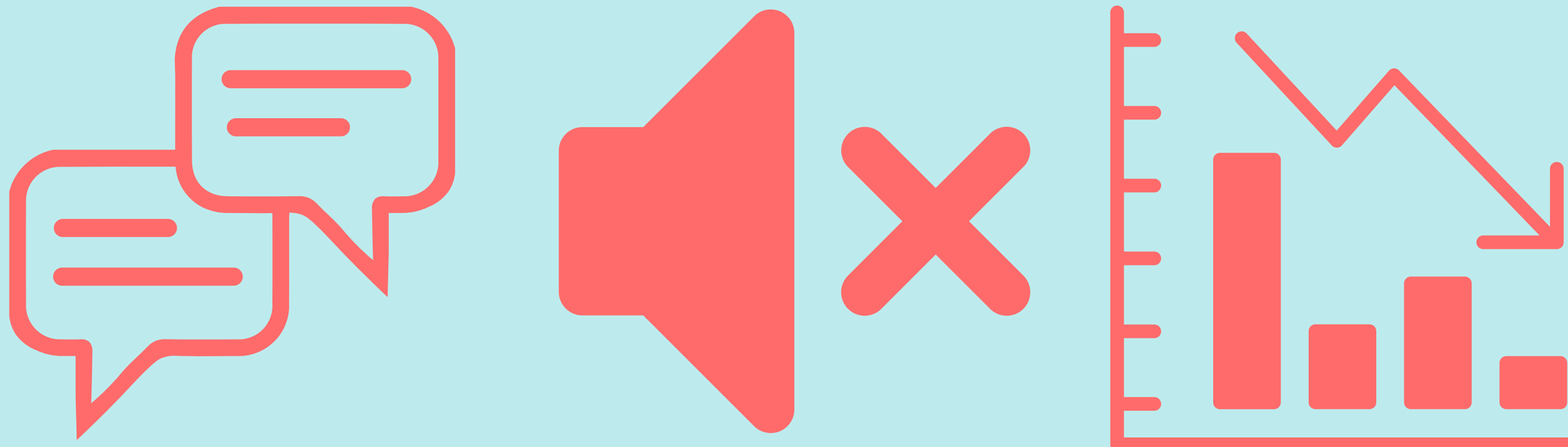
Sprouta

E17

Anaika Govil, Amber Lucachick, Brianna Morgan, Sneha Narayan, Shivali Singh

Mission: Help struggling 3rd-6th grade students develop academic communication skills by making practice feel safe, private, and rewarding.

PROBLEM



CURRENT SOLUTIONS

- Prodigy Math
- Kahoot
- In-person activities
- Blooket



OUR SOLUTION

- Educational web-app game that targets **academic communication skills**
- Guided conversation practice
- Teachers have the ability to input questions
- Based on *Sean Covey's Seven Habits of Happy Kids*



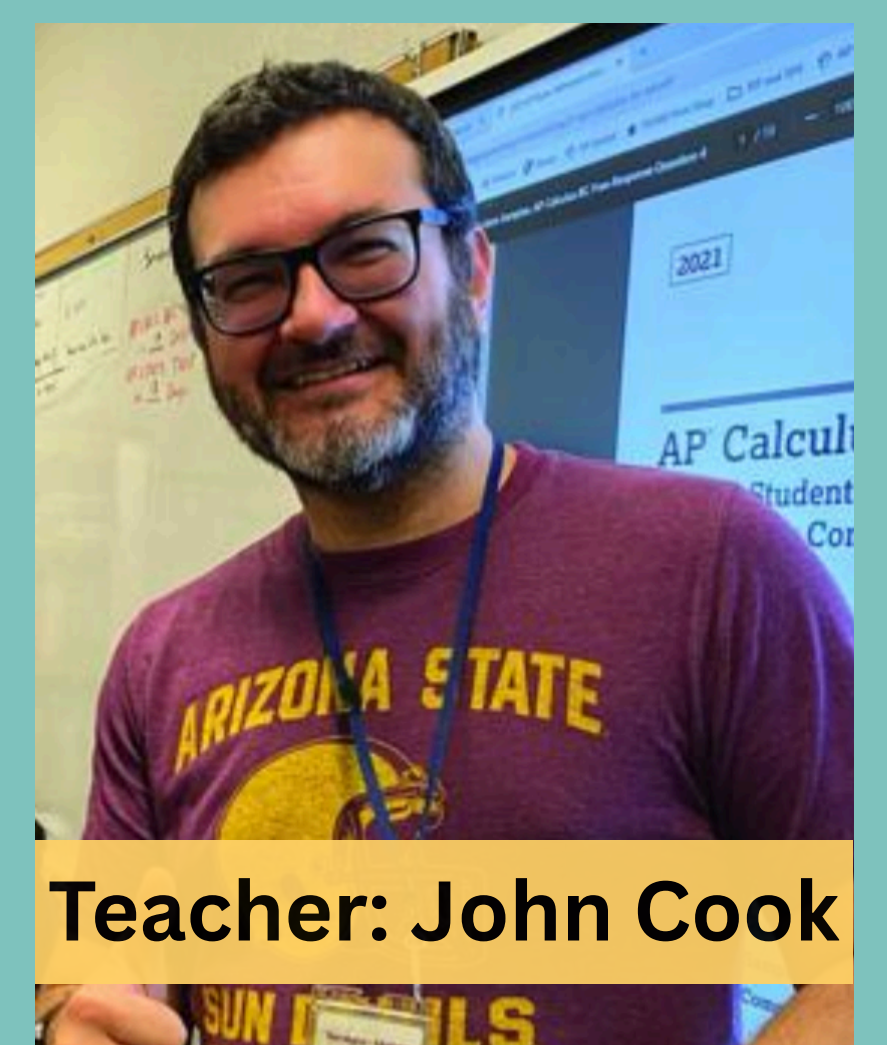
UNIQUE VALUE PROPOSITION

Sprouta targets academic communication skills through active and safe conversation.

STAKEHOLDERS



Dr. Poonam Sheoran



Teacher: John Cook

TRACTION EXPERIMENT

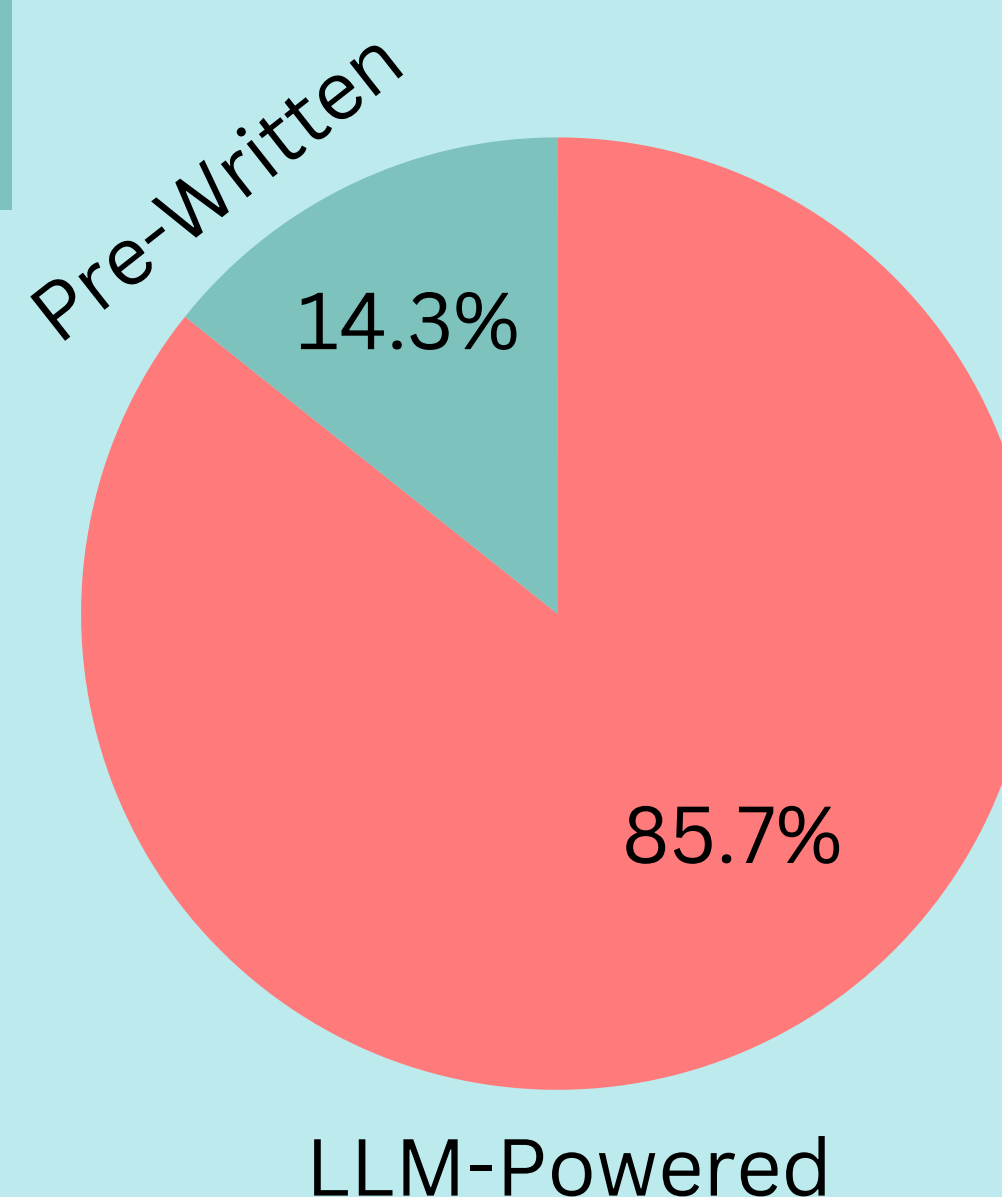
Artificial Intelligence:

- Simulation of conversation between AI agent and student
- Testing the accuracy of AI grading of student responses

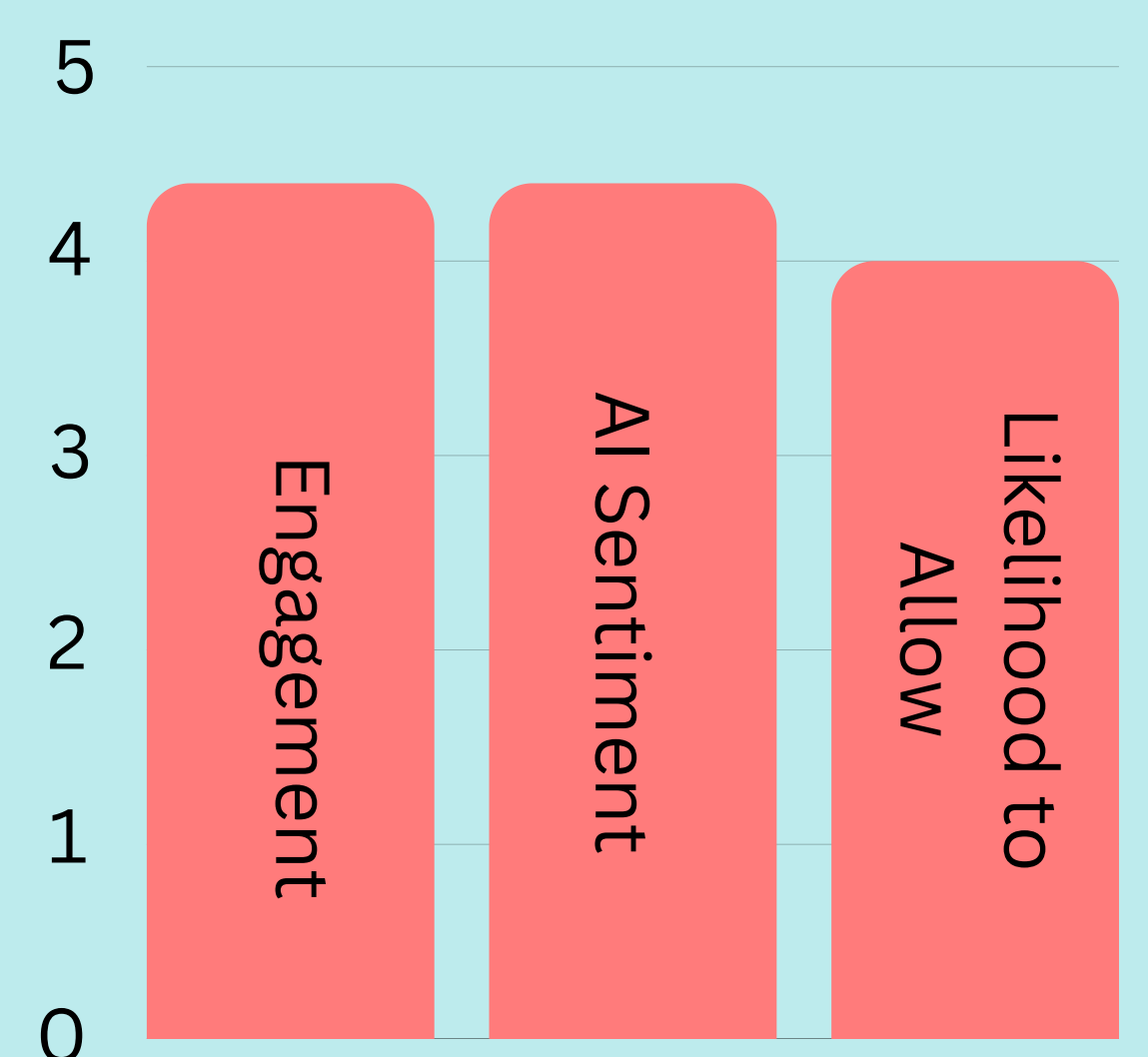
Design:

- Creation of different worlds and characters
- Concept feedback from children

Which version of the game do you prefer?



Game Design Feedback from Parents



First Adopters

- Children grades 3-6
- Parents
- Teachers

Next Steps

- Use AWS to store & encrypt data
- Use RAG to add structured flowchart responses