



Anita Moonshot Presentation

Project Silverlining: Utilizing AI and Big Data to Increase
Access to Education

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58 million children age 6-11 are out of school worldwide.

If current trends continue, around 43% of these children—or 15 million girls and 10 million boys—will probably never set foot in a classroom.

Lower secondary education is crucial to develop fundamental skills needed for decent work and productive life. Yet, 63 million young adolescents were out of school worldwide in 2012.



What prevents education expansion in developing world?

- 01 Half of the world's out-of-school children live in conflict-affected countries.
- 02 entrenched gender roles continue to influence whether or not a child starts and stays in school.
- 03 a household's reliance on child labour often competes with that family's hopes for education.
- 04 too many children are sidelined by education that is delivered in a language they neither speak nor understand.



Project objective

Combining machine learning and big data, and delivered to children and adolescents **through SMS**, our project aims to **provide basic education, such as reading, writing and mathematics to children and adolescents** who have limited access to education and technology



Target audience

With only a basic cell phone, we deliver different content to the children with limited access:

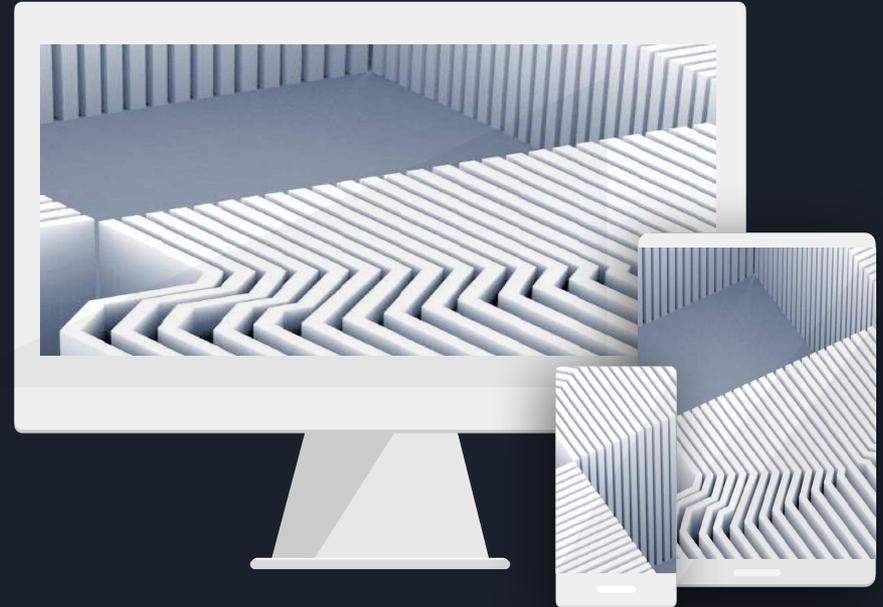
- Reading materials
- Writing suggestions
- Mathematics instruction and exercise

Our AI technology will correct and make suggestions to improve their writing.



Introducing: Project Silverlining

1. Creating a web site to manage educational content
2. Disseminating the contents in digestible sms releases
3. Provide encouragement and feedbacks to our users.
4. Track analytics to understand content usage





Introducing: Project SilverLining

Example Usage with chatbot AI and writing recommendations.



Ma mama till moon
storys.



*C



Great Work! Tell me more about
your mama.

If you want me to correct your
sentence. Type *C

I think you meant to say:
"My Mama tells moon stories."

To pluralize words with "y"
endings, you should remove the
y and add "ies".



Introducing: Project SilverLining

Example Usage of gamification in math



*Math



22



$$2 + 20 = ?$$

That's correct! Good work!

You have earned 189 stars currently, Get another 11 stars to move to the next level.



Developing an ecosystem to refund education

Encourage content generating

Through our platform, we encourage children in these isolated area to learn while sharing their stories.

Share

We accumulate stories of these hard to reach areas.



Refund Community

With funds generated from publication, we hope to further enhance education by building schools in these communities.

Publish

We hope to publish these rare stories for the world to see.



Thank you!

We hope you think Silver Lining is a good idea!

If you have more questions, feel free to reach out to us!

