Studyo

- Agentic Tutor that guides, doesn't give the answer

- Goal: make studying fun & rewarding

The Problem

- Studying is hard, rewards come much later

- Distractions & shortcuts (including AI) kill motivation

- Students need guidance, not copy-paste answers

The Solution: Study "O"

- Guided learning: support where you need it
- No easy solutions → you still do the work
- Adds immediate rewards & joy to studying

Innovation #1
Reward-Based Studying (O's Corner)

- Immediate feedback loop: XP, challenges, unlockables
- Personal "O's corner": decorate, collect, inspect (3D/three.js)
- Fun beats shortcuts → motivation without giving answers

Innovation #2
Agentic Tutor "O" (Guided Problem Solving)

- Guided solution pipeline (classification + heuristics)

- Multimodal chat: voice notes, images/handwriting, TTS + custom lipsync/sprites

- Teaches by prompting you; not solving for you

Sh"O"w Time