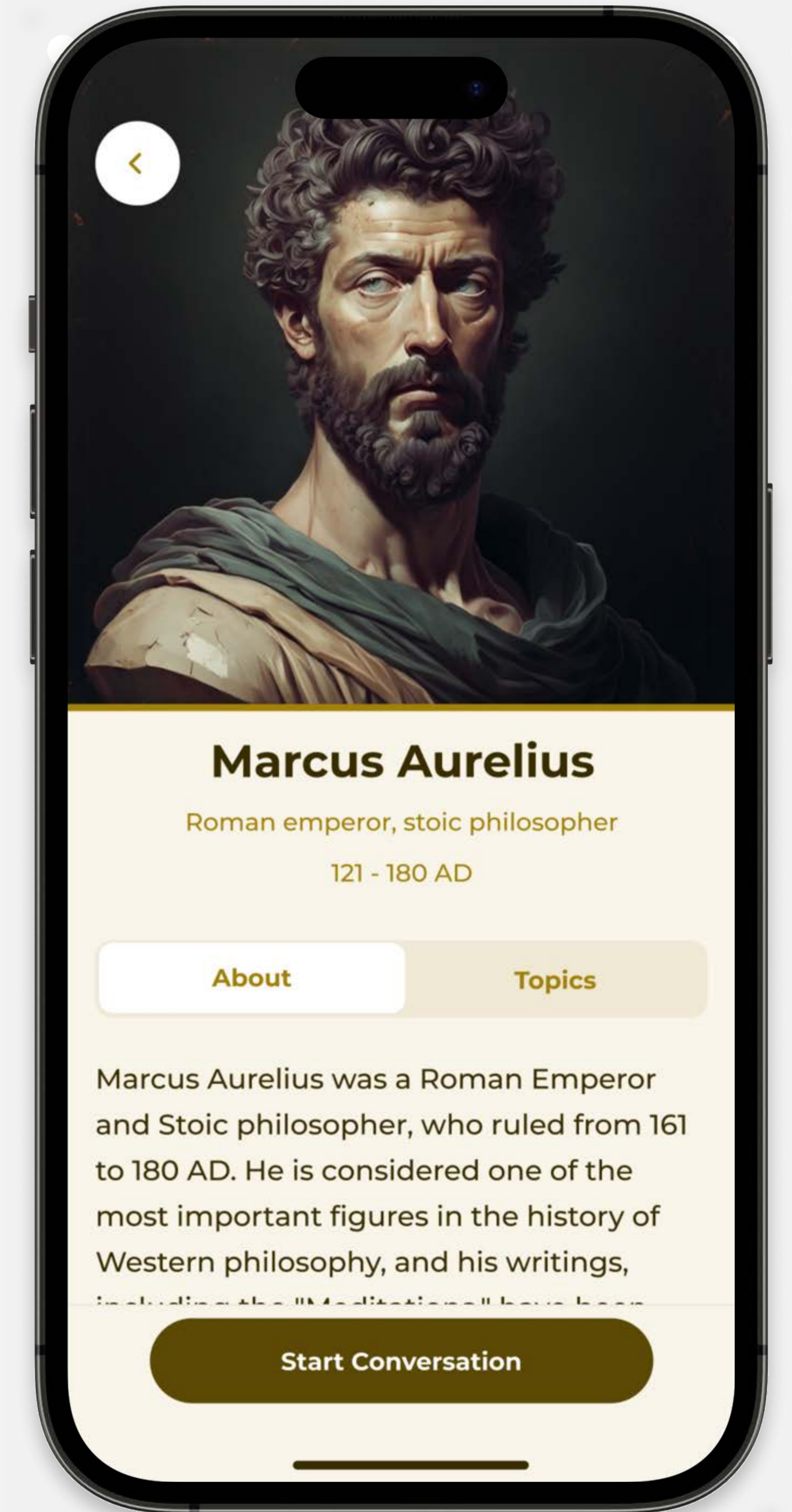
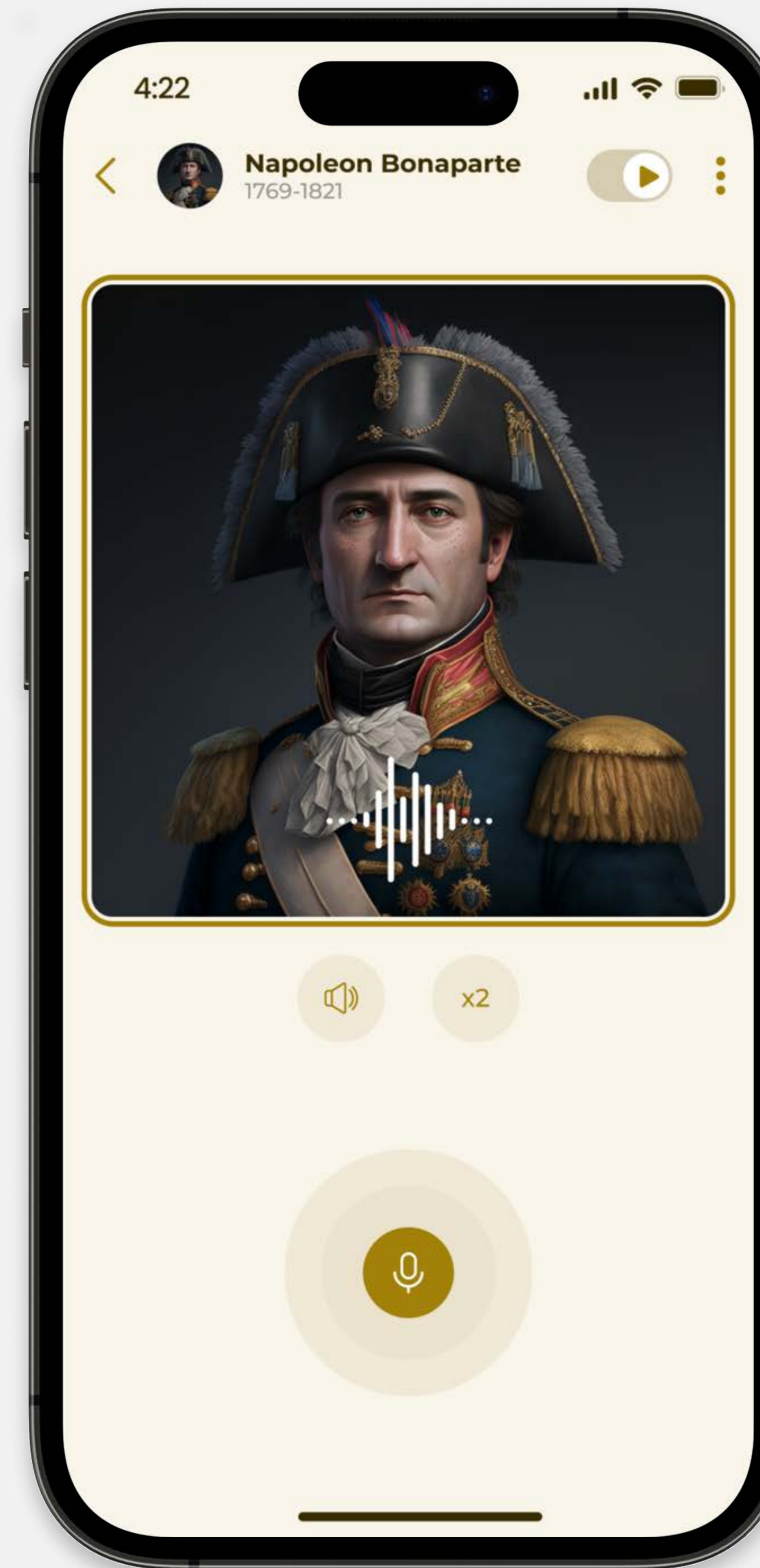
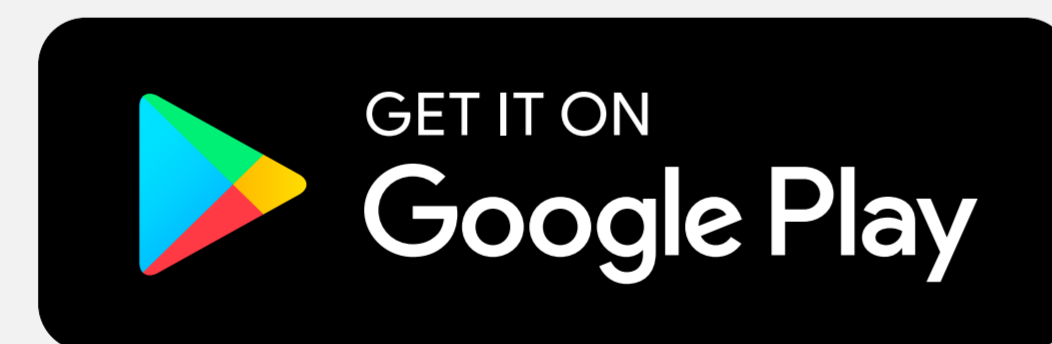
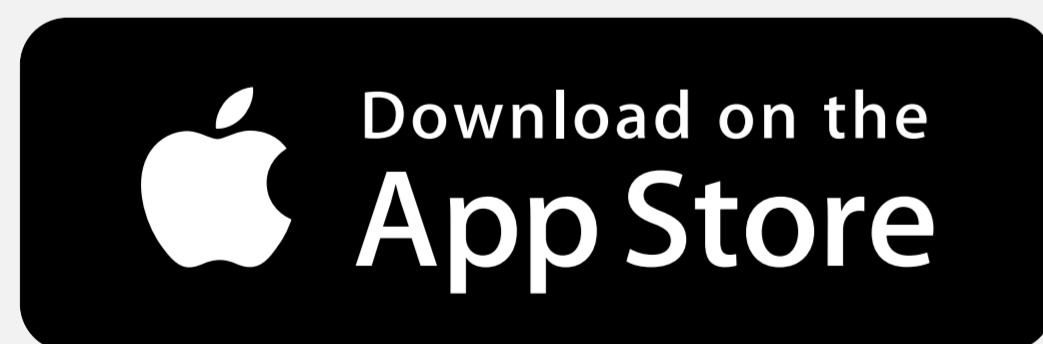




Hello History

Learn from history's greatest



GOAL

**Hello History is making
education more engaging
than ever**



THE PROBLEM

**Passive learning is
6X less effective than
active learning**



CURRENT SOLUTIONS

01

Books and videos

02

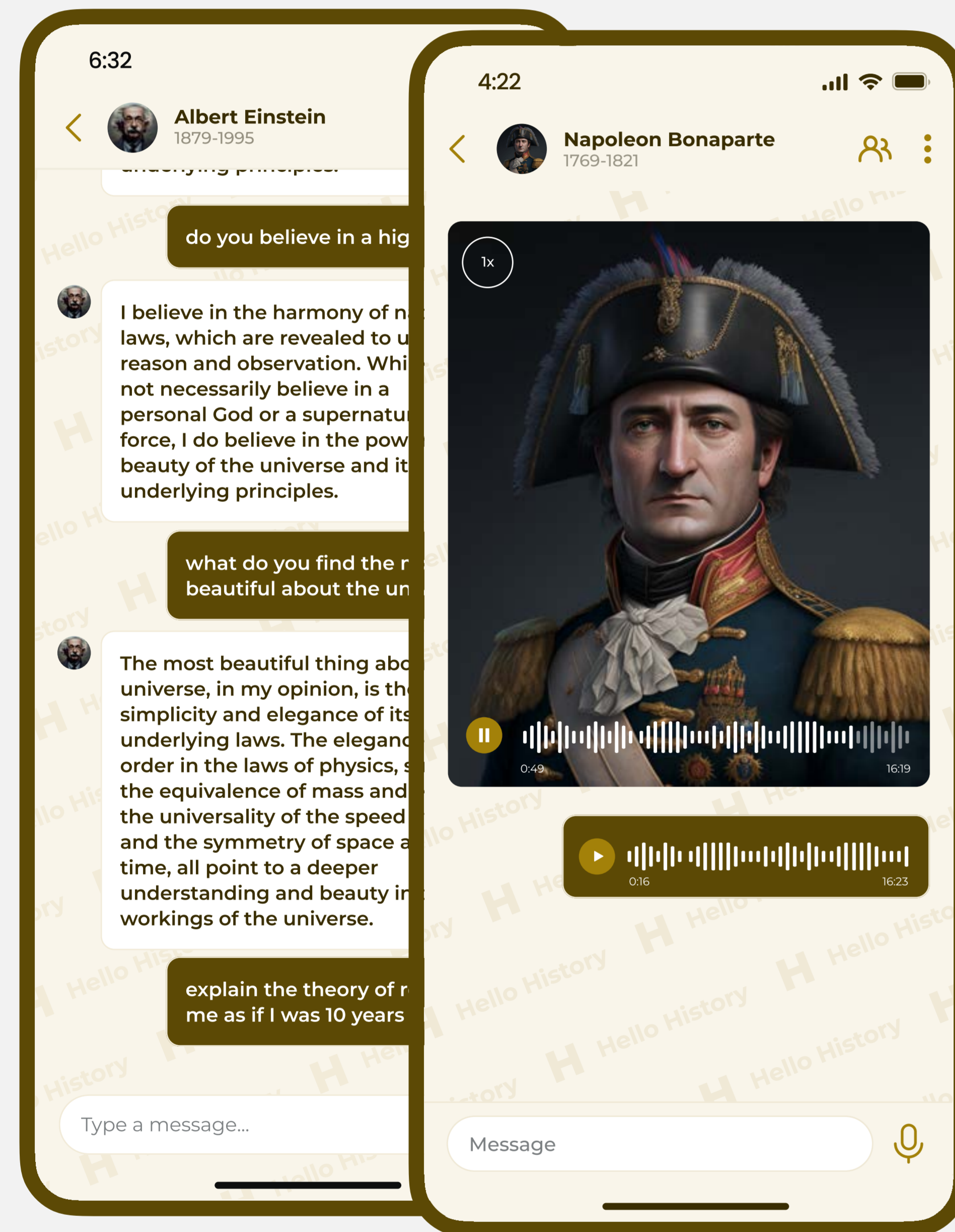
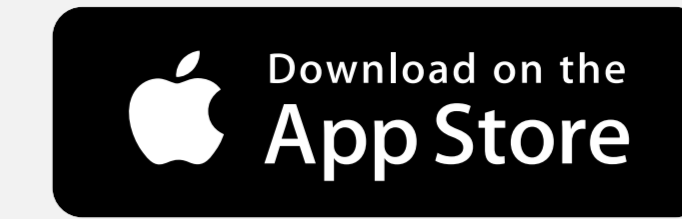
Chatbots like Character.ai and Historical Figures Chat





Hello History App

AI powered app that let's you have in-depth conversations with historical figures



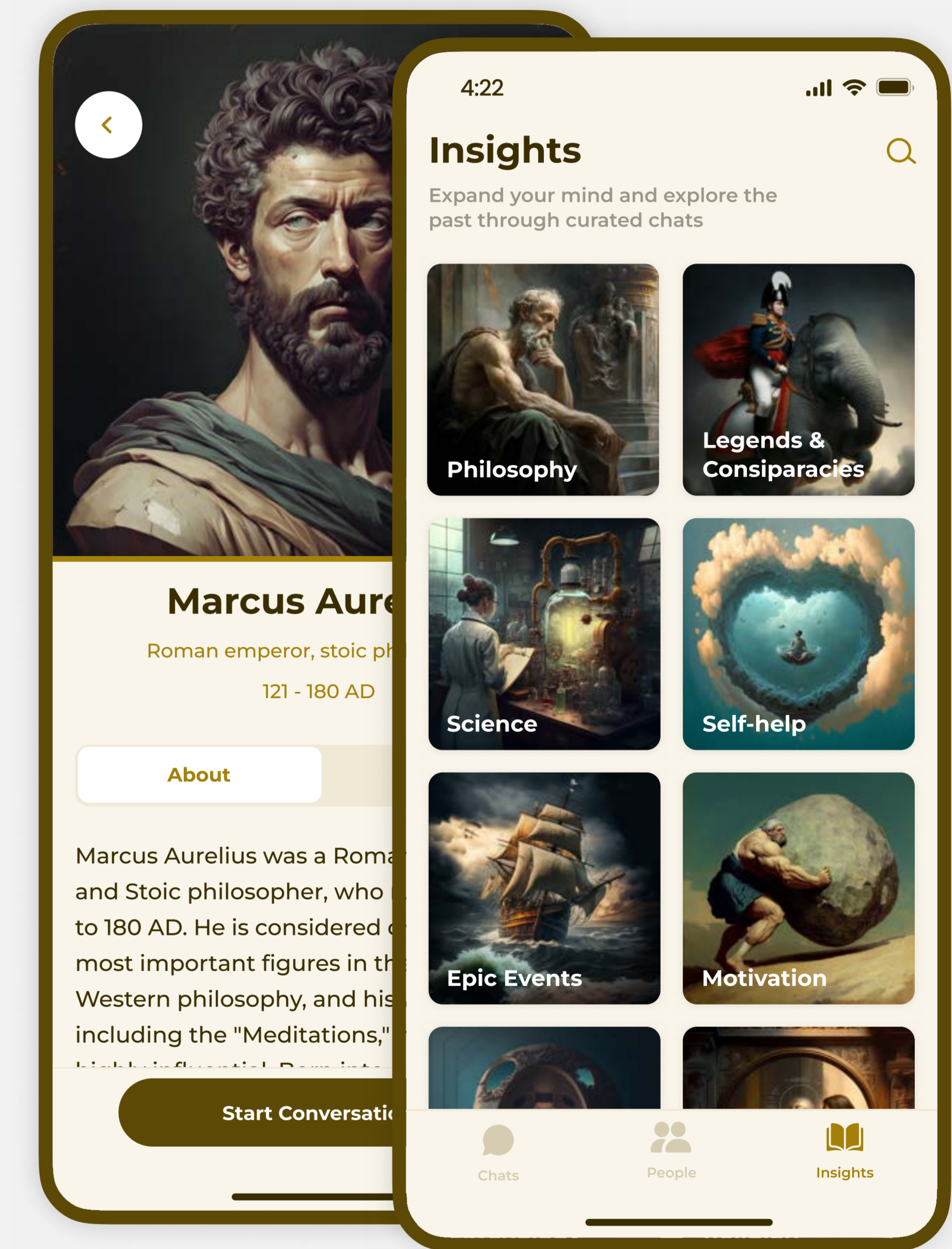
01
Human-Like Interface



Articles

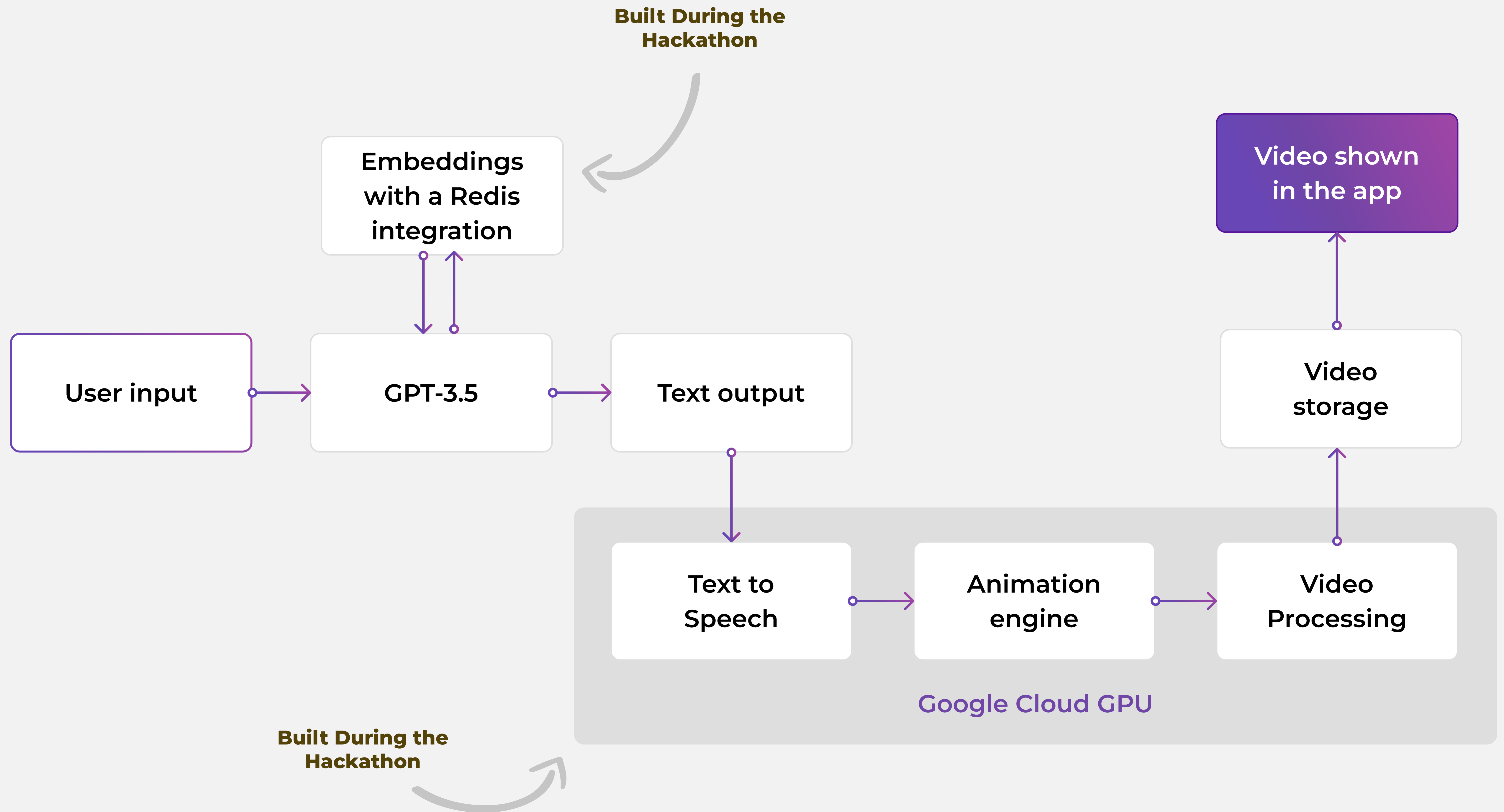


02
Chat-GPT + Embeddings



03
Educational Programs

HOW WE MADE IT



DEMO

The image is a composite of four elements:

- Top Left (Slide 1291):** A presentation slide titled "Hello History" with the subtitle "AI-generated historical figures". It features a small image of a smartphone displaying a historical figure profile (Marcus Aurelius) and logos for the App Store and Google Play.
- Top Right (Mobile App):** A screenshot of an iPhone 14 (iOS 16.2) displaying a high-quality AI-generated portrait of a man with dark hair and a beard, set against a cosmic background.
- Bottom Left (Slide 1290):** A system architecture diagram titled "HOW WE MADE IT". It shows a flow from "User input" to "GPT-3.5", which connects to "Text output". "Text output" feeds into "Text to Speech", "Animation engine", and "Video Processing". "Text to Speech" and "Animation engine" are noted as being "Built During the Hackathon". "Video Processing" outputs to "Video storage", which is also noted as being "Built During the Hackathon". "Video storage" feeds into "Video shown in the app". The "Text to Speech", "Animation engine", and "Video Processing" components are collectively labeled as running on "Google Cloud GPU".
- Bottom Right (Photo Booth):** A window titled "Photo Booth" showing a live video feed of a man with long hair and a patterned scarf, looking slightly to the right.

[Link](#)

Thank You

Together we can revolutionize how
people interact with knowledge

