

HOLISTIC TIME MANAGEMENT SYSTEM

Educators are raising a new generation of techie kids. Toddlers use tablets and teens text to communicate. Also, most schools have integrated computers and tablets into their curriculum. Parents allow their children and teens to have a cell phone because it's a great way to stay in touch with them. It also gives parents a sense of where their children are and what they could be up to.

Parents face a challenge: weighing the pros and cons of giving their children digital freedom and defining the boundaries of that freedom. Most parents understand that limiting children's access to the internet could affect their ability to learn and develop. But this also means exposing children to online threats and content that may go beyond their capacity to handle.

That's why installing robust security software with parental controls on all devices can help parents and their kids to navigate the digital world around them. Just as you teach your child to lock all doors when they are alone at home, they should also learn to use a security system on their devices.

While it is important to respect privacy, it shouldn't be at the cost of your child's safety. Let them know that in allowing them to have their own email account, phone, or other device, you're reserving the right to check how it's being used. Similar to letting the kid in handling the physical key to your house door. It doesn't necessarily mean that you don't trust them, but you want to ensure they're safe, especially at their age to differential between truly right and wrong. Even before the pre-digital age our

grandparents simply did not leave us out there without watching over our safety, where there are strange and creepy people out there who could cause them harm. As such, parental control software can be useful in keeping an eye on your child when you're not physically able to supervise what they're doing online and who they're doing it with.

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Screen time can be addictive. It can mesmerize an adult into spending hours glued to a device while they are mentally detached from their physical surroundings. Compared to an adult, a child may have a tougher time breaking free from their favorite show or game. Excessive screen time for kids can result in bad posture, poor eyesight, inadequate sleep, mental health and lack of physical activity. Parents might consider trying to enforce a healthy lifestyle by limiting screen time for their children. Parental control features can help set boundaries by setting time limits on the types of media children engage with and for how long. However, there is a major limitation to the existing parental controls solution out there. Although it is effective in limiting techie kids screen time it does nothing to control kids' activities during off screen! Techie kids could turn to Offline game for instance Nintendo, watching TV, etc while waiting for preset screen time to be live again. It does nothing to provide a holistically education in raising a kid in this new e-generation.

20 In the hope that kids develop academically, many working parents are turning and subscribing to Edtech i.e., online education or even Edu-game to fill up the off-screen time. Trusting that kids will log on automatically to attempt or complete the online assignment which usually resulted in yelling and threatening to log out the next screen time when kids failed to do so endure. Face it, kids being kid and when they need a drink, they will still prefer a Coca-Cola over a glass of plain water if given a choice.

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Similarly, an Edu-game vs roxbot game just cannot do anything much to attract the kids to go for it. The kid will simply wait for the next screen time to play their favorite games. In the case where the preset screen time is up, they simply setup a pitiful face to beg for extended screen time. Sadly, out of convenience or blind parental love most of the time they get what they wanted from their parents who cave in to their demands without realizing this is posing an irreversible damage in the proper upbringing of a child! The child will grow up learning only to beg instead of EARNING it.

Yes, earning! Time is precious and time is money as the saying goes.... Isn't it how our society is designed upon? Thus, we need to instill the correct values into our kids growing process. Thus, we invented the Right-Time management approach to fill this missing gap whereby kids need to EARN for their Screen Time in order to play their favor online game or interact with their friends via social media. Kid earned their Screen Time (Motivation factor) through completing the pre-assigned tasks either by their parents or system during offline play time. If kid failed to do so after repeated reminders, they could even lose (Deterrent Factor) those screen time earned earlier and resulted in a shorter screen time available to them. To ensure and to maintain kids' interest in completing the assigned task, various level of difficulties in the assigned tasks can be set to ensure kid can do and complete them without much challenges.

Our system also allows very simple task that teaches time discipline while maintaining good healthy lifestyle to gain easy Screen time for instance simply getting up to drink a glass of water or even a simple stretching exercise at the right-time can earn them precious screen time. Our system also, allow integration of 3rd parties Edu-apps for instance online assignment, reading a story book, IQ games, quiz or flashcard to EARN

Screen Time. Besides, our system allows parents to preset a time limit on how much Screen Time a kid can EARN daily as well as each individual assigned task. More importantly, to encourage a holistic development and self-discipline, daily activities for instance sleeping, waking up, etc. based on the preset timing can be tracked via a smart-watch integrated into our system to EARN screen time. Our system is also equipped with A.I. voice and vision system in detecting used of inappropriate languages both in text or speech to instill proper moral in kid where they will be rewarded or losses their precious online time. Our system also places great emphasis in the development of a Healthy upbringing by encouraging kids to complete some simple exercise or sport at the right time and of course their hard work will be automatically rewarded via time gain.

Most importantly, safety is a very critical aspect in our system beside the typical parental controls functions we also introduce temperature and mask-on tracking in view of on-going pandemic. Simply put, by staying responsible to their own safety and health they reserved to be rewarded as well!

Last but not least, parent and kid including school can access to our customized Parental, School and Kid portal to set, check and track progresses. It also allows parent and their children to set the different level of monitoring and tracking as their teen grown up basing on a Maturity Index / goal scored/computed based on the disciplinary and responsibility in completing the past assigned tasks including converting their earned time to reward points thereby donating them to charity organization. Thus, moving from Parental-Control mode into Self-Control mode.

Embodiments of the invention makes students/users to "Earn" their Online Screen Time via the so-called sensors i.e. through connection to a smart watch/phone and/or external or built-in E-tuition Apps, IQ quiz or Vision system (e.g. phone camera) etc., known as captured by sensors.

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The computation of the user's IQ test, Tuition/test/exam, Spelling, proper daily routines, discipline, gathered from the sensors etc. are captured and termed as behavior.

Based on the above students/users behavior gain Reward or punishment are captured
10 under the term "enable or disable" one application as a reward/deterrent.

Hence, embodiments of the invention allow such behavior to be converted into online time or rewards which could also encompass monetary (daily allowance) rewards into kid's e-wallet, which is now mainly hidden or turned into a sub-set of enable and disable
15 depending on the sensor input, depending on sensor input encompassed the gain or loss of online time and possible monetary rewards. The e-wallet could also track kids spending behavior and provide proper financial guidance including monitoring as well as the importance of saving and possible investment. Beside online reward, relevant embodiments include monetary reward in the form of crediting kid daily allowance in
20 the form of e wallet, which enables and assists parents to track and monitor their kids spending behaviors and allows the system to impart value of saving,

The main idea is to enlarge the stakeholder into fintech and attract investors

Existing Parental Control Apps on computers typically block adult-contents as pre-set by parent/server, limit screen time as pre-set by parent, using phone as sensor(s) to detect student location etc. and then report to Parents on student's behavior. In contrast, embodiments of the invention is able to enable or disable computer application programs depending on the user's behaviors and sensor input.

Lastly, existing e-learning apps in the market allow users to attend classes phone/computer (sensor) and take quiz/test (behavior) and then rewards the user with reward points to redeem gifts etc. but did not "enable or disable" an application. For example, sensors of a mobile phone shuts off display screen and/or music when the phone's user is crossing a street or traffic junction, optionally utilizing GPS sensor signals.

In short, embodiments of the invention integrate Parental Control, E-Learning and Right-Time management together.

Essential features of the relevant inventions are provided by the independent claims, whilst advantageous features are provided by their dependent claims.

The accompanying figures (Figs.) illustrate embodiments and serve to explain principles of the disclosed embodiments. It is to be understood, however, that these figures are presented for purposes of illustration only, and not for defining limits of relevant applications. Particularly, Figs. 1 to 19 illustrate embodiments of the invention.

In the application, unless specified otherwise, the terms "comprising", "comprise", and grammatical variants thereof, intended to represent "open" or "inclusive" language such that they include recited elements but also permit inclusion of additional, non-explicitly recited elements.

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As used herein, the term "about", in the context of concentrations of components of the formulations, typically means +/- 5% of the stated value, more typically +/- 4% of the stated value, more typically +/- 3% of the stated value, more typically, +/- 2% of the stated value, even more typically +/- 1% of the stated value, and even more typically +/- 0.5% of the stated value.

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Throughout this disclosure, certain embodiments may be disclosed in a range format. The description in range format is merely for convenience and brevity and should not be construed as an inflexible limitation on the scope of the disclosed ranges.

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Accordingly, the description of a range should be considered to have specifically disclosed all the possible sub-ranges as well as individual numerical values within that range. For example, description of a range such as from 1 to 6 should be considered to have specifically disclosed sub-ranges such as from 1 to 3, from 1 to 4, from 1 to 5, from 2 to 4, from 2 to 6, from 3 to 6 etc., as well as individual numbers within that range, for example, 1, 2, 3, 4, 5, and 6. This applies regardless of the breadth of the range.

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It will be apparent that various other modifications and adaptations of the application will be apparent to the person skilled in the art after reading the foregoing disclosure

without departing from the spirit and scope of the application and it is intended that all such modifications and adaptations come within the scope of the appended claims.

Claims

1. A holistic time management system substantially as herein described with reference to its corresponding figure(s).

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2. A holistic time management apparatus comprising
 - a computer that is configured to execute algorithms of artificial intelligence; and
 - at least one sensor connected to the computer that is configured to
- 10 detect behaviors of a user of the computer;
wherein the computer is configured to enable or disable at least one application software package of the computer depending on input from the sensor.