

DIGIEDUHACK SOLUTION CANVAS



Title of the solution:

Challenge addressed:

Make learning about sustainability fun with less effort

Team name:

Challenge category:

Solution description

Please describe your solution, its main elements and objectives as well as a brief implementation plan with some key overall milestones, resources required and eventual barriers foreseen. What is your final product/service/tool/activity? How could the solution be used to enhance digital education in the your challenge area? How could the success of the solution be measured? How will the solution provide benefits to the challenge owner?

How it works

Duplicate the template.

The template has a recommended structure that educator can adjust.

The template has resources that students can check to understand the theme better

The template has tools that students can use for their projects.

Students fill in a form with details about their project Projects are displayed dynamically on a webpage.

Students can see what their colleagues have worked on and reflect on their own work.

They can see projects from previous years or from other disciplines and build on previous experiments and research.

Try the prototype here: <https://ecosparks.softtr.app/>

Context

What is the problem you are facing?

What is the challenge that you are solving?

Educators need time to organize their resources for problem-based learning.

Students often find sustainability topics to be abstract and detached from their daily lives, leading to disinterest and a lack of motivation to address pressing global challenges.

Target group

Who is the target group for your solution?
Who will this solution affect and how?
How will they benefit?

Target group: educators, teachers, and instructors who are passionate about sustainability education. These educators span various academic levels, from K-12 to higher education, and they play a pivotal role in shaping students' knowledge and attitudes towards sustainability.

Effects on students. The solution directly affects students of all ages and levels - they benefit by engaging in dynamic, project-based learning experiences, accessing curated resources, and gaining the opportunity to showcase their projects.

Impact

What is the impact of your solution? How do you measure it?

Enhanced sustainability education - tracking changes in students' understanding of sustainability, ability to apply principles and engagement in sustainability-related projects

Educator empowerment - educator satisfaction, adoption rates, and their feedback on the ease of use and effectiveness of the platform

Cross learning - monitor the extent to which students collaborate on projects that build upon the work of their predecessors, as well as the number of cross-disciplinary projects created

Increased engagement - number of projects submitted, the level of interaction with platform resources, and the feedback from educators and students regarding their experience

Describe it in a tweet

Describe your solution in a short catchy way in maximum 280 characters

Be proud of the projects of your students and empower them to tackle e-waste and digital waste! This problem-based learning template provides resources on sustainability and tools that you can adapt. The projects of the students take the center stages. Let's shape a greener future. 🌱🌍
#SustainableEducation

Innovativeness

What makes your solution different and original?
Can anything similar be found on the market? How innovative is it?

EcoSparks is designed for educators with no coding experience, making it exceptionally user-friendly. It simplifies the process of creating engaging sustainability projects, curating resources, and showcasing student work. This accessibility is a unique feature that sets it apart from more complex and technical solutions.

Transferability

Can your solution be used in other contexts?
What parts of it can be applied to other context?

EcoSparks can be adapted for use in various educational contexts beyond sustainability. The core elements that can be applied to other domains include resource curation, dynamic project display, and the creation of cross-disciplinary learning archives.

Sustainability

What is your plan for the implementation of the solution and how do you see it in the mid- and long term?

Mid-term, we aim to refine the platform based on user feedback, expand our user base, and develop a comprehensive resource library. We invite educators to reach out for a consultation on how to use the tools for free. Long-term, we see Eco Sparks as the go-to platform for project-based learning, supporting educators and students across various disciplines globally.

Team work

Explain why you are the perfect team to develop this work and what are the competencies you all bring in so the solution is developed successfully. How well did you work as a team?
Could you continue to work as a team in the future?

Collaborating and building this idea was fun and stressful. We put together our various experiences and knowledge to build something that could help us long-term as educators, learners, ui/ux and textile designers.