



DIGIEDUHACK SOLUTION CANVAS

28H- DIGIEDUHACK - PLANTILLASOLUCIÓN

TÍTULO DE LA SOLUCIÓN:	Gnomohobbie	NOMBRE DEL EQUIPO:	Ctrl + TLA F
DESAFÍO A BORDADO:	Protect your mind and Digital World: Self-Care and Safety Online	CATEGORÍA DEL DESAFÍO:	Well - being in digital education
SOBRE EL EQUIPO:	☒ Estudiantes de educación superior☐ Investigadores☐ Profesionales☐ Docentes☐ Otros (Especificar)		

(puede hacer selecciones múltiples)

Description of the solution

What is the final product, service, tool, or activity you are proposing? What are its main elements, technologies, and objectives? Could you include a brief implementation plan with key milestones, necessary resources, and potential challenges you foresee? How could your solution be used to improve digital education today? How could its success be measured?

Gnomohobby is a service, specifically an application, that provides you with AI tools to choose a hobby and breaks it down into easier steps, ensuring that you learn to enjoy the activity and build a healthy balance between your digital life and your skills. This proposal is based on personalized and adaptive learning, a key trend in digital education. Instead of offering a generic course, the application uses AI that acts as a personal tutor, guiding you through the learning process. This proposal is based on personalized and adaptive learning, a key trend in digital education. Instead of offering a generic course, the application uses AI that acts as a virtual mentor to design specific initiation plans. Loadapta two essential factors: the content and your available free time, ensuring that the user does not feel overwhelmed by information overload or lack of structure, facilitating the first step and transforming hours of passive scrolling into minutes of creative and satisfying action, fulfilling the goal of using technology as a bridge to the real world. Its success could be measured by the achievement of each user's goals, giving them the satisfaction of having accomplished and learned something new that they had been procrastinating on.

TARGET AUDIENCE

Who is the target audience for your solution, and how will they benefit from it? Why is your solution relevant to them? How do you plan to engage these groups to fully meet their specific needs?

Our target audience is undergraduate university students and young professionals (aged 18 to 23) who are connected 24/7. These are people who feel the effects of digital burnout, screen fatigue, and the anxiety of “nomophobia” and who, in turn, want to have a “more real” life and develop tangible skills, but feel overwhelmed by information overload and don't know how or where to start. So, they are looking for a friendly guide that gives them that first push in a structured way, but without pressure.

IMPACT

How will your solution catalyze changes in education, and what impacts will it have at the social and environmental levels? Could you provide examples or scenarios illustrating how such changes and impacts might unfold?

It helps young people who struggle with poor retention in their daily activities, digital exhaustion from their favorite apps due to hours of passive scrolling, organizational problems, and active self-care to learn something new without neglecting other activities and their mental health. On a social level, we improve users' health, as it has been proven that having hobbies reduces stress, anxiety, and depression, and improves well-being and social connection. On the other hand, on an environmental level, we do not use physical materials, and we encourage each of our users to practice eco-friendly activities, such as botany, gardening, or crafts using recycled materials. Finally, we decided to include the use of filters for people with color blindness, text-to-speech focused on people with vision problems, and speech-to-text, which, unlike the former that converts text to audio, allows people to use voice search functions and an automatic translator that includes different native languages that exist in Peru.

An example of this would be when a user wants to learn to play the guitar. First, they would have to select their level—for example, beginner—and then the app, through the chatbot, would propose a series of weekly goals, such as learning basic chords or practicing a simple song. The chatbot would remind them when it was time to practice, offer videos or short guides, and track their progress. As the user progresses, the system would adjust the difficulty and celebrate each achievement, reinforcing motivation and helping them consolidate the new habit without relying on passive cell phone use.

CONTEXT

What is the current or future problem you are trying to solve? How does your solution align with the annual theme of DigiEduHack 2025? How does your solution address the challenge posed by the organizing hackathon and how does it address the challenge category?

According to El Comercio (2024), 76% of Peruvians consider themselves dependent on their smartphones to carry out their daily activities. This is a significantly high figure, which led us to detect a problem with cell phone addiction among the Peruvian population. This condition is known as nomophobia, which is defined as “experiencing nervousness, anxiety, or discomfort when deprived of the device” (Cortés, 2022). The problem is related to the annual theme, as nomophobia significantly impairs digital well-being. This happens when the cell phone, instead of being a tool, becomes a dependency. Our solution addresses the problem from an educational perspective, as our goal is to reduce screen time through the initiation or continuation of hobbies, with the aim of reducing digital exhaustion, promoting active self-care, and building healthy habits.

DESCRIBE LO EN UN TWEET

How would you describe your solution in a brief and appealing way in a maximum of 280 characters? #Gnomohobby is an app that will help you start, organize, and continue with the hobbies of your choice. Using AI, it will break down the tasks involved in your chosen hobby and set weekly schedules, so you don't lose momentum. Perfect for the summer holidays, which are just around the corner.

INNOVACIÓN

What makes your solution different and original? Are there similar solutions or approaches currently available or implemented by professionals in the education sector? If so, why and to what extent is your solution better?

Yes, although it is not the only app that helps with day-to-day organization or teaches hobbies, we are the only app on the market that allows you to do both activities and is supported by AI. We believe that our proposal is the best option because we use technological advances, it is easy to interact with, it is dynamic, which makes it attractive to consumers, and it is effective, as it preserves each user's proposed goal in a user-friendly way.

TRANSFERABILIDAD

Can your solution be used wholly or partially in other educational/learning contexts or disciplines? Could you give us some examples?

Gnomohobby's proposed solution is highly scalable and can be applied in a wide range of learning contexts beyond personal hobbies, as its value lies in its adaptive and fragmented learning methodology, powered by Artificial Intelligence (AI).

SOSTENIBILIDAD

Once you have a prototype, what are your plans for further development, improved implementation, and replication of the solution? Does it work in the medium and long term?

The proposal addresses a persistent social problem with low-cost technology. Its scalability lies in the fact that the Artificial Intelligence engine that breaks down hobbies into micro-tasks can be applied to an unlimited amount of content or even licensed to other companies (B2B model). Sustainability is ensured through a free model that offers constant value (the basic hobby) and charges for advanced features, ensuring user loyalty thanks to the positive and lasting impact it has on well-being and digital balance.

TRABAJO EN EQUIPO

Introduce the members of your team. Why are they the perfect team to carry out this work, and what skills do they all bring to the table to ensure the solution is developed successfully? What is their experience in the subject area in question? Are you planning to continue working as a team in the future? If so, why?

The approach has integrated Business Management Engineering for the business model and project management, Computer Science for AI and the development of the app itself, and Psychology to understand nomophobia and burnout and design a tool that promotes well-being and active self-care. The combination of these fields is essential to address the complexity of the problem (smartphone addiction) and offer a comprehensive solution. We have experience with previous competitions such as Junior Achievement and Gamejam, in addition to having already worked with third parties. Finally, we do plan to continue working with the same team, as we share the same vision and our careers complement each other well.

Links

FIGMA: <https://ebony-adjust-61101753.figma.site/>

VIDEO: <https://youtu.be/Y6mx2dcnMUk>