



DIGIEDUHACK SOLUTION CANVAS

Title of the solution:	iFocus	Team name:	iDeáticos									
Challenge addressed:	Proteja su mente y el mundo digital: autocuidado y seguridad en línea	Challenge category:	Bienestar en la educación digital									
Background of the team: (multiple selections possible in case of mixed teams)	<table><tr><td>Higher Education Students</td><td>Researchers</td><td>Professionals</td></tr><tr><td>Teachers</td><td>Primary School Students</td><td>Secondary School Students</td></tr><tr><td>Others (please specify)</td><td colspan="2">Higher Education Students</td></tr></table>			Higher Education Students	Researchers	Professionals	Teachers	Primary School Students	Secondary School Students	Others (please specify)	Higher Education Students	
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Others (please specify)	Higher Education Students											

Solution description

What is the final product/service/tool/activity you're proposing? What are its main elements, technologies and objectives? Could you please include a brief implementation plan with some key overall milestones, resources required and eventual barriers foreseen?
How could your solution be used to enhance digital education nowadays? How could its success be measured?

iFocus is an inclusive digital well-being and safety app.
It offers short challenges, voice and text support, a customizable avatar, real rewards, and an emergency kit for fraud and account theft. Designed for all students including those who are deaf, blind, or have low vision it integrates audio, high contrast, vibration, and clear text for an accessible experience.
You are the reason. iFocus is the way.

Context

What is the current or future problem you're trying to solve? How does your solution align with DigiEduHack 2025 annual theme?
How does your solution confront the challenge posed by the hackathon?

Students face digital stress, screen overuse, and rising online risks, with even fewer accessible tools for those who are deaf or blind. iFocus offers an inclusive way to build healthier digital habits and improve online safety, fully aligned with DigiEduHack 2025's focus on digital wellbeing.

Target group

Who is/are the target group/s of your solution and how will they benefit from it?
Why is your solution relevant to them? how do you plan to engage these groups so you fully meet their specific needs?

University students with diverse needs: from those experiencing digital anxiety and procrastination to students who are deaf, blind, or have low vision. The app provides accessible pathways to improve their well-being, manage digital risks, and build healthy habits.

Impact

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

iFocus helps to reduce digital fatigue, enhance focus, and guide users through digital emergencies. Its impact is measured through challenge completion, reduced screen time, use of the crisis toolkit, and increased awareness of online safety. The goal is for every student to feel supported and protected in their digital life. You are the why. iFocus is the how.

Describe it in a tweet

How would you describe your solution in a short catchy way with maximum 280 characters?

iFocus helps students care for their mind and protect their digital world through accessible challenges, voice and text support, a customizable avatar, real rewards, and an emergency toolkit.

Innovativeness

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

iFocus is innovative because it brings together digital wellbeing, online safety, and accessibility in a single app. It offers short daily challenges, a voice/text assistant, a customizable avatar, an accessible emergency toolkit, and a system of real rewards through partnerships with cafés, bookstores, and pharmacies. Its inclusive, multimodal design creates a more practical and motivating experience than traditional solutions.

Transferability

Can your solution partly or fully be used in other education/learning contexts or disciplines? Could you provide any example?

The model can be adapted to schools, companies, and wellbeing programs. Its challenges, rewards, and safety tools can be applied in any environment seeking healthier and more inclusive digital habits.

Sustainability

Once you have a prototype, what are your plans for a further development, implementation upscale and replication of the solution? How do you see it working in the mid- and long term?

Sustainability is ensured through partnerships with local businesses, universities, and digital safety organizations. The app can scale to new regions, enhance accessibility features, and expand its network of reward partners over time.

Team work

Present the members of your team.
Why are you the perfect team to develop this work and what are the competencies you all bring in so the solution is developed successfully? What is your expertise within the thematic field concerned? Are you planning to continue working as a team in the future? If so, why?

We are students of Business Administration, International Business, and Marketing; with a strategic and people-centered approach. We understand the challenges of digital fatigue and are committed to creating an inclusive, sustainable, and valuable solution for the entire student community.

-**Prototype:** [Link](#)

-**Video:** [Link](#)