



DIGIEDUHACK SOLUTION CANVAS

TÍTULO DE LA SOLUCIÓN:

Lume

DESAFÍO ABORDADO:

Protect your mind and Digital World: Self-Care and Safety Online

SOBRE EL EQUIPO:

(puede hacer selecciones múltiples)

- ☒ Higher education students
☒ Teachers
☐ Other (Specify)

NOMBRE DEL EQUIPO:

Edu365

CATEGORÍA DEL DESAFÍO:

Well - being in digital education

☐ Researchers ☐ Professionals

SOLUTION DESCRIPTION

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 anticipated challenges? How could your solution be used to improve digital education today? How could its success be measured?

Lume is an interactive educational experience that guides teenagers in their relationship with the digital world.

Through gamified modules, mini-games, thought-provoking challenges, and multimedia content, users learn about:

- Digital time management: how to balance studying, leisure, and rest.

- Cyberbullying: how to identify, confront, and prevent it.

- Fake news: how to recognize false information and verify sources. Lume uses an adaptive progress system with ethical artificial intelligence, offering personalized advice and team-led group sessions to delve deeper into the topics. It also delivers valuable weekly content (videos, guides, and testimonials) that reinforces emotional intelligence and digital responsibility.

CONTEXT

What is the current or future problem you are trying to solve?

How does your solution align with the DigiEduHack 2025 annual theme? How does your solution address the challenge posed by the organizing hackathon, and how does it tackle the challenge category?

Teenagers spend more than 4 hours a day in front of screens (UNICEF, 2020), facing problems such as cyberbullying, constant distraction, and misinformation.

Many lack the tools to guide them in using their time consciously or identifying digital risks. Lume emerges as an educational and interactive response to teach digital well-being through practice and reflection, aligning with SDGs 3 (Good Health and Well-being) and 4 (Quality Education).

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?

Teenagers aged 12 to 18 who frequently use digital devices and social media and are exposed to risks such as cyberbullying, misinformation, and excessive online time.

Key benefits:

- They learn to manage their digital time in a balanced way.

- They develop resilience and empathy in the face of cyberbullying.

- They acquire critical thinking skills to detect fake news and protect their emotional well-being.

IMPACT

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

With Lume, we aim to generate positive change in the digital habits and emotional well-being of teenagers.

Main impacts:

- Improved digital time management, promoting a balance between study, rest, and leisure.

- Reduced exposure to cyberbullying and strengthened empathy and respectful online communication.

- Development of critical thinking skills in the face of misinformation, fostering responsible digital citizenship.

- Lume encourages more aware and safer youth communities, promoting a digital culture of self-care, respect, and information verification.

Furthermore, it contributes to achieving SDG 3 (Good Health and Well-being) and SDG 4 (Quality Education) by combining emotional education with essential digital skills.

DESCRIBE IT IN A TWEET

How would you briefly and engagingly describe your solution in 280 characters or less?

Lume is a digital companion that teaches teenagers how to take care of their online well-being. Through games and challenges, they learn to manage their time, prevent cyberbullying, and detect fake news. Digital education for a safer and more balanced life. #EduHack2025

INNOVATION

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?

Lume unites three essential areas—education, emotional well-being, and technology—in a single educational platform. Its comprehensive approach combines gamification and mentoring, allowing teenagers to learn through meaningful experiences, not just theoretical content. Unlike traditional informational platforms, Lume teaches through challenges, interaction, and personal reflection, fostering lasting learning.

TRANSFERABILITY

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

Lume's methodology can be easily adapted to other audiences and contexts:

- Primary schools or universities.
- Teacher training programs.
- Digital wellbeing training in companies or communities.

Thanks to its modular design, the content can be adjusted according to the age, educational level, or digital culture of the group.

SUSTAINABILITY

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?

Lume is based on a socially and educationally sustainable model:

- Continuous content updates through partnerships with educators and specialists.
- Group sessions and regular mentoring that strengthen the youth community.
- Scalability to educational institutions, NGOs, and digital citizenship programs.
- Use of low-cost digital resources accessible from any device.
- Enhanced functionality with Artificial Intelligence for advanced personalization.

TEAMWORK

Introduce your team members.

Why are you the perfect team to develop this project, and what skills do you each bring to ensure the solution's success? What is your experience in the relevant subject area?

Are you planning to continue working as a team in the future? If so, why?

Edu365 Team:

Paolo Guillen: Technology Development

Andrea Vergara: UX/UI Design and Gamification

Fabiola Espinoza: Communication and Technology Development

Fernando Quispe: Research and Technology Development

Daniel Flores: Mentor

We are a complementary team, driven by educational innovation and the promotion of digital wellbeing. We plan to continue developing Lume and applying it in educational settings to evaluate its real-world impact.