DIGIEDUHACK SOLUTION CANVAS

Title of the solution: CIBERHÉROES

Team name: SKILLBEE

Challenge addressed: Protect yor mind and Digital World: Self-Care and Safety Online

Challenge category: Well - being in digital education

Background of the team:

(multiple selections possible in case of mixed teams)

- [X] Higher Education Students
- [ ] Researchers
- [ ] Professionals
- [X] Teachers
- [ ] Primary School Students
- [ ] Secondary School Students
- [ ] Others (please specify)

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?

CIBERHÉROES is a playful app designed for children aged 8 to 12. It helps them stay safe online, take care of their digital well-being, and learn empathy and critical thinking.
It also gives ideas for offline activities that promote balance, creativity, and emotional health.
The adventure starts with a short test that gives each child a special role with missions and badges, guided by NOVA, their digital friend.
The app includes daily lessons that can work without internet, a teacher panel to see class progress, and a parent control system with a private code.
Its success is measured by how many missions kids complete, how their digital habits improve, and how teachers and families join in.
CIBERHÉROES makes digital learning safe, fun, and full of teamwork.
https://www.figma.com/proto/1JV2vwWcehKaf4nOvYxz9p/CiberHeroes?page-id=212%3A3469&node-id=212-3470&p=f&viewport=445%2C533%2C0.21&t=25xJqNvKWm2xmWJv-1&scaling=min-zoom&content-scaling=fixed&starting-point-node-id=212%3A3470&show-proto-sidebar=1

https://youtu.be/imZiiqkvkKY

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 organiser and how does it address the challenge category?

According to the Global Cybersecurity Forum, 7 out of 10 children have faced online threats. In Peru, 40% of kids share private information on social media, 33% prefer making friends online, and 82% of parents don't feel confident about their children's digital habits.
CIBERHÉROES is a fun and educational app that helps kids stay safe, think critically, and take care of their emotions while learning online. Guided by NOVA, their digital friend, the app turns digital education into a game with missions and rewards. It was created for DigiEduHack 2025 to promote children's digital well-being in a playful, simple, and educational way. Its offline mode and flexible design make it easy to use in schools and at home, helping teachers and families face today's digital challenges together.

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?

The main target group is children aged 8 to 12, a key stage where they start exploring the digital world and face risks like misinformation, cyberbullying, and screen overuse.
The app also involves teachers and families, offering them simple tools to guide and support digital well-being at home and in the classroom.

Through personalized roles, weekly missions, and NOVA's guidance, the experience adapts to each child's needs, keeping them motivated while teaching empathy, safety, and balance.
For schools, CIBERHÉROES is an accessible and emotionally positive way to promote responsible digital education that truly connects with students' real lives.

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?

CIBERHÉROES helps make school learning safer and more positive. It teaches kids to stay safe online, be kind, and think before they act, while bringing teachers and families closer together. It helps children build healthy friendships both online and in real life. It also gives fun offline ideas to play, be creative, and spend time with family. Because it works offline, it uses less data and energy, so kids can play and learn even in places with little internet. For example, in class, students can become "Data Guardians" and lead small projects about privacy, while teachers guide teamwork and emotional learning This way, CIBERHÉROES makes the classroom a safe, fun, and digital-smart space.

Describe it in a tweet

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

CIBERHÉROES is a fun app for kids aged 8 to 12.
With help from NOVA, they play missions and learn how to stay safe online, use their time well, and take care of their mind and data.
#DigitalWellbeing

Innovativeness

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

CIBERHÉROES is special because it brings many things together in one app a short test, fun roles, game-style missions, a teacher panel, and a digital friend that helps students with their emotions. Other apps only control what kids do or ask quiz questions, but CIBERHÉROES teaches safety, well-being, and critical thinking in a story made for each child. It also works offline, so it can be used in places with little internet. Its fun and friendly design makes it easy for teachers, students, and families to use.

Transferability

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

CIBERHÉROES can be used in schools, homes, and community spaces. It is good for tutoring, class projects, family programs, and any group that wants to teach digital well-being. With its offline mode, kids can learn about self-care, creativity, and play without internet, at home or in workshops. Because it is easy to use, CIBERHÉROES fits well in different school subjects and age levels.

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?

After testing the prototype, CIBERHÉROES will be used in steps. First in schools, then in families, universities, and companies. Later, it will add monthly campaigns, updates from user feedback, and work with more institutions. In the future, its offline mode, simple design, and activities without screens will help kids build good digital habits. CIBERHÉROES aims to be a lasting, flexible, and positive tool for digital education.

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?

The team includes business management engineers, a cybersecurity engineer, and a systems engineer, with support from a teacher who knows school education well. Together, they mix skills in technology, user experience, data protection, gamification, and teaching methods for kids. This mix helps them focus on digital well-being in a technical, emotional, and educational way. After the hackathon, they plan to keep working as a team to test the app in schools, create new partnerships, and improve it with user feedback. They believe their teamwork and mix of skills are key to making a real and lasting impact.

European Commission