DIGI EDU HACK 2023

DIGIEDUHACK SOLUTION CANVAS

Title of the solution: MADE BY HUMANS

Challenge addressed: STUDENT

Team name: AURA

Challenge category: Digital security education and socialization

Describe it in a tweet

Describe your solution in a short and catchy way in a maximum of 280 characters
Made by Human is an educational game that teaches digital ethics, social and technical skills through challenges interactive. Prepares students to face the dilemmas of AI while developing essential skills for the digital world.

Innovativeness

What makes your solution different and original?

Can you find something similar on the market? How innovative is it?
Made by Human is differentiated by its comprehensive approach to combining ethics digital, social and technical skills within an educational game.
While most digital educational resources focus only in technical or theoretical skills.

Solution description

Describe your solution, its main elements and objectives, as well as a brief implementation plan with some milestones
Key general aspects, resources needed and potential barriers planned. What is your product/service/tool/activity?
final? How could the solution be used to improve the digital education in your challenge area? How could the Solution success? How will the solution benefit the owner?
of the challenge?

Made by Human is a gamified educational game that teaches ethics in the use of digital technologies, divided into three stages: Individual, Pairs and Group. Its objective is to promote ethics in AI, develop interpersonal and technical skills.

The final product is a platform that enhances digital education, preparing them for ethical and technical challenges. Success will be measured by student performance and adoption of the platform.

Target group

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

The target group of our solution is **high school students and teachers from Peruvian schools.** It will affect both by offering tools for responsible use of technology and improving their emotional well-being.
Both will be better prepared to face the challenges of digital environment in a healthy way.

Transferability

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

Yes, our solution can be applied in other contexts, especially those where the safe and responsible use of technology is essential.

Context

What is the problem you are facing?

What is the challenge you are solving?

The problem is the lack of education in digital ethics, socio-emotional skills and management of the impact of the technology in Peruvian schools, which exposes students and teachers to risks such as technological dependence and loss of social skills. The challenge is to implement a educational solution that promotes the safe and balanced use of technology, reinforcing both digital ethics and socio-emotional well-being in the school environment.

Impact

What is the impact of your solution? How is it measured?

The impact of our solution will be reflected in a greater awareness of digital ethics, the use responsible for technology and well-being emotional of students and teachers. We will measure success through satisfaction surveys, changes in digital habits and dependence technological. In addition, we will assess progress through improvements in social skills and cybersecurity knowledge, with ongoing monitoring to adjust and improve the program.

Sustainability

What is your plan for implementing the solution and how will you do it?
do you see in the medium and long term?

The implementation plan begins with a pilot phase in selected schools, where the solution will be adjusted according to local needs. In the medium term, will expand to more institutions, and in the long term, will seek to integrate the solution in a scalable way in the national education system, allowing its adoption in various regions and educational levels.

Team work

Explain why you are the perfect team to develop this work.
and what are the skills that everyone contributes to the solution?
developed successfully. How well did they work as a team?
Could you continue working as a team in the future?

We are a team of university students with experience in education and technology, ideal for developing this comprehensive solution. We combine competencies in the development of educational content, digital skills and educational psychology, ensuring a balanced and practical approach. Our collaboration has been smooth and effective, and we are prepared to continue working together on future projects.

English video: https://youtu.be/xfdPpM8X8no
prototype: https://www.canva.com/design/DAGWGLKm1Jg/OmzXbMUiTX9ewocu-zkPTw/edit

European Commission