



28h - DIGIEDUHACK - plantilla Solución

DIGIEDUHACK SOLUTION CANVAS

Solution title:	Digishield	Team name:	Global Minds
CHALLENGE ADDRESSED:	Protect your mind and Digital World: Self-Care and Safety Online	Challenge category:	Well - being in digital education
ABOUT THE TEAM:	☒ Higher education students, ☐ Researchers ☐ Professionals ☐ teachers ☐ Others Specify		

(you can make multiple selections)

SOLUTION DESCRIPTION

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

Digishield is gamified software that promotes digital empathy and positive interaction on social media by analyzing behavioral metrics such as constructive comments, likes on educational content, shares of helpful posts, and empathetic reactions. It includes a virtual companion that encourages users to maintain positive behaviors in the digital environment and a core game-like module that presents various situations related to cyberbullying. Its key elements comprise a gamification engine, a digital assistant that guides user reflection, and interactive narrative scenarios. It also uses artificial intelligence to personalize recommendations and advanced gamification techniques to motivate constructive behaviors. The implementation plan encompasses research and design, development of the companion and gamification engine, social media integration, creation of virtual worlds, pilot testing, and public launch, utilizing specialized human resources and secure servers, and addressing challenges such as changes in API policies and user resistance. This tool can improve digital education by integrating into schools and educational platforms, teaching digital ethics and empathy, allowing for the monitoring of online behavior, and safely simulating the consequences of online interactions. Its success is measured through quantitative indicators, such as positive interactions, shares, and participation in missions, and qualitative indicators, such as feedback from users and teachers on changes in digital behavior.

VIDEO:https://www.youtube.com/watch?v=_iLa40yYj3U

PROTOTYPE:<https://marvelapp.com/prototype/11e65igh/screen/98099596>

Context

What is the current or future problem you are trying to solve? How does your solution align with the annual theme of DigEduHack 2025? How does your solution address the challenge set by the hackathon organizers and the specific challenge category?

In a digital age where 22% of young people between the ages of 12 and 17 have been victims of cyberbullying, the problem we are addressing has repercussions for the physical, mental, and emotional well-being of adolescent social media users. Our solution, Digishield, aligns with the annual theme of DigEduHack 2025: "Take care of your mind, protect your world," by promoting self-care and digital safety through a gamified educational experience that strengthens empathy, resilience, and emotional well-being. The proposal addresses the hackathon challenge by creating a safer, more inclusive, and balanced digital environment where teenagers not only play games but also analyze comments, reflect on their actions, and have a companion mascot that guides them in their digital learning and growth process.

Target Audience

Who is the target audience 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 to fully meet their specific needs?

Digishield's target group is teenagers aged 12 to 17 who frequently use social media and digital platforms. They will benefit by acquiring knowledge and tools to recognize, prevent, and respond to cyberbullying, as 22% of young people need a solution that strengthens their emotional and digital well-being. Through the app, they will develop empathy, resilience, and skills to use the internet safely and responsibly, reducing their vulnerability to online risks. The relevance of this solution lies in offering teenagers and young adults who have been victims or witnesses of cyberbullying an educational and interactive experience that helps them identify, prevent, and effectively address these situations. Digishield plans to actively engage both teenagers and young adults and the digital community through collaborative participation within and outside the application. Therefore, they will be the protagonists of their learning through interactive missions and challenges, while parents and teachers will receive guidance materials to support their process and strengthen emotional and digital literacy. In turn, the educational and digital community will be part of the change, promoting safe, empathetic and participatory spaces that foster the prevention of cyberbullying and collective well-being, thus strengthening the sense of community and shared learning.

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 such changes and impacts might unfold?

Digishield aims to generate a significant social impact by reducing the effects of cyberbullying and promoting digital well-being among teenagers. Its impact is measured by user engagement, improved digital safety knowledge, the development of empathy, a decrease in risky online behavior, and institutional recognition, such as endorsements from educational and governmental entities. Environmentally, the initiative promotes sustainable education by operating entirely digitally, reducing the ecological footprint associated with printed materials and unnecessary energy consumption. Furthermore, it fosters digital environmental awareness, encouraging young people to adopt more sustainable and responsible technology habits. For example, a teenager who previously didn't know how to react to cyberbullying will learn, through the guide mascot and interactive missions, to identify harmful behaviors, respond assertively, and ask for support when needed. This experience also helps participants become aware of the impact of cyberbullying and the importance of acting with empathy and responsibility online. At the school level, this will translate into a safer and more supportive digital environment, where students become agents of change who promote respect and collective well-being.

DESCRIBE IT IN A TWEET

How would you describe your solution in a brief and engaging way, with a maximum of 280 characters?

Become a Digital Guardian! Digishield transforms learning into an epic adventure where each mission teaches you how to combat cyberbullying, protect your online world, and strengthen your digital well-being. Explore, learn, and conquer a safer internet.

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?

Our solution is unique because it integrates emotional education, digital awareness, and online safety into an interactive experience that strengthens empathy, resilience, and adolescents' commitment to a safer and more responsible internet. While similar solutions exist, our software stands out by personalizing the learning experience: every user interaction—every click, comment, and decision—is used to reinforce social and digital skills, transforming the experience into an active learning process and promoting responsible online behavior.

TRANSFERABILITY

Can your solution be used fully or partially in other educational/learning contexts or disciplines? Could you provide an example?

Yes, Digishield can be adapted to other educational contexts, such as emotional education, digital citizenship, or school coexistence, integrating into subjects like tutoring or technology. It could also be applied in bullying prevention programs or teacher digital well-being initiatives, using its gamified format to strengthen socio-emotional skills.

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?

Digishield's implementation plan begins with a pilot program in schools and universities in Peru, where user feedback will be gathered to optimize the software and integrate the most relevant and viable features. In the medium term, Digishield will continue its technological development, incorporating improvements based on the pilot program's results, such as a more intuitive interface, new educational online worlds, and more precise digital behavior analysis using AI. In the long term, the project will be replicated internationally, adapting the cultural and linguistic content of each region, thus ensuring its relevance and effectiveness. To guarantee its continuity and growth, partnerships with educational institutions and government entities will be strengthened to expand its reach in schools and universities, incorporating it into digital wellbeing and school coexistence programs. This process will be supported by a sustainable model of agreements, certifications, and the "Youth Ambassadors" program, which ensures the continuity of the social impact over time.

TEAMWORK

Introduce your team members. Why are they the perfect team to develop this project, and what skills does each member bring to ensure the successful development of the solution? What is their experience within the relevant field? Are they planning to continue working together in the future? If so, why?

We are the ideal team to develop this project because we share a common purpose and a commitment to creating safer, more balanced, and more inclusive digital environments. Our team also has experience in digital education, ethical communication, technological development, global project management, and efficient resource management, allowing us to address the problem of cyberbullying from a holistic perspective. We have worked on creating strategies to foster positive interaction in digital environments and the responsible use of social media. We plan to continue working together because we share a common vision of innovation with social impact. We firmly believe in Digishield's potential to transform digital culture, and thanks to our complementary skills, we can guarantee its long-term growth and continuous improvement.