



DIGIEDUHACK SOLUTION CANVAS

Title of the solution:

eduVerse

Challenge addressed:

“Učenje prilagođeno pojedincu”

Background of the team:

(multiple selections possible in case of mixed teams)

Higher Education Students

Teachers

Others (please specify)

Team name:

DNTrio

Challenge category:

Digital Education

Researchers

Primary School Students

Professionals

Secondary School 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?

eduVerse is an application that provides personalized educational materials and learning programs for users who want to acquire or improve practically applicable skills that are truly valued by employers. This project enhances the development of digital education and literacy, with a focus on achieving Sustainable Development Goals 4, 8, and 9.

Upon entering the application, the user selects which user group they belong to - Student, Professor, or Company.

Component 1 - Student Dashboard: “My Learning Path”:

- The student creates a profile based on their interests and skills they want to improve.
- The AI system generates a personalized learning plan after scanning the user’s CV (+ improvement suggestions).
- A built-in mini AI tutor (chat bubble) provides continuous learning support.
- Based on user progress, AI automatically adjusts tasks and the learning pace.
- The student receives a Skill Score and digital skill badges certified by Universities.

Component 2 - Professor Dashboard: “TeachHub”:

- The professor creates a profile using their University email.
- The AI assistant converts traditional lessons (PDF format) into interactive quizzes and challenges.
- A ChatBot planning tool helps design team-based, practical learning activities.
- The professor has access to student progress analytics.
- Mini-workshops are available on AI tools, cybersecurity, and data analytics as part of professional upskilling.

Component 3 - Company Portal: “TalentConnect”:

- The company’s HR department creates a profile and uploads real-life case studies.
- Students can apply individually or in teams.
- Each student/team receives their own AI mentor.
- Users who demonstrate strong engagement and progress may receive recommendations and internship opportunities.

Additional Features:

- Communication between users is enabled.
- AI chatbots strictly answer questions related to digital technology.
- A voice navigation system ensures accessibility for visually impaired users.

Potential challenges and solutions:

- Low user engagement - Gamification elements
- Difficult onboarding for professors and companies - short instructional video tutorials

Key Performance Indicators (KPIs):

- Monthly active user rate ≥ 65%
- AI tutor engagement rate ≥ 70%
- Partnerships: ≥ 5 universities + ≥ 10 companies

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?

Emphasizing the need for basic digital literacy as a key prerequisite for entering the labor market, we have identified three main user groups who, through the use of our eduVerse application, have the opportunity to enhance their technological competencies and gain practically applicable knowledge in the field of technology.

1. Students whose university studies are primarily based on theoretical knowledge without opportunities for practical application - through the personalized operational component (Student Dashboard - “My Learning Path”) within the application, users can make greater progress based on their interests, personal needs, and engagement. It encourages the development of relevant skills and criteria aligned with the requirements of employers from leading companies in the field of digital innovation. Through continuous adaptive learning, students acquire knowledge and competencies in AI & Big Data, Networks & Cybersecurity, as well as improve their self-management skills.

In line with **SDG Goal 4 - ensuring quality education for all**, our application provides access to educational content for individuals facing difficulties in independent learning and education, giving them the opportunity for active knowledge enhancement. It is also adapted for persons with disabilities or users who are unable to physically attend traditional classes, thanks to its portability and availability on mobile devices - thereby supporting inclusive and personalized learning.

2. University professors whose teaching methods require transformation and adaptation to the needs of students in the modern digital era. Through the use of a personalized operational component (Professor Dashboard - “TeachHub”), the traditional frontal teaching model is transformed into a participatory education model. The professor is no longer the main source of knowledge and information but becomes a mentor who guides, supports, and organizes activities that encourage students to develop essential soft skills through teamwork, such as critical thinking, creative problem-solving, analytical thinking, leadership & social influence, and talent management.

This approach contributes to increasing youth employability by preparing them for active and competent participation in the modern workforce, directly supporting **SDG Goal 8 - Decent Work and Economic Growth** through the development of relevant skills and competencies.

3. Companies operating in the digital technology sector represent a key turning point in achieving synergy between education and the labor market. Building on the existing collaboration between the Faculty of Technical Sciences and Vega IT, our eduVerse application can further strengthen the connection between academic education and the professional environment. It accelerates the acquisition of relevant professional competencies and promotes youth employability. Through the operational unit (Company Portal - “TalentConnect”), students gain the opportunity to face real-world challenges and apply their knowledge in practical contexts.

Such cooperation between academic and professional ecosystems supports the strengthening of innovation infrastructure, the development of technological capacities, and inclusive industrial practice, directly contributing to the achievement of **SDG Goal 9 - Industry, Innovation, and Infrastructure**.

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?

eduVerse transforms traditional education into a personalized, AI-driven digital learning ecosystem. By connecting students, professors, and companies through the My Learning Path, TeachHub, and TalentConnect modules, it promotes practical skills development, critical thinking, teamwork, and digital literacy. Professors shift from being the sole source of knowledge to becoming mentors and facilitators, while students engage in real-world projects and collaborative learning, bridging the gap between academic theory and industry practice.

Social Impact:

The platform increases digital literacy and youth employability, ensures equal access to education, and supports students with disabilities through voice-guided learning and accessible interfaces. By fostering collaboration between academic and professional sectors, eduVerse helps create a generation of skilled, adaptable, and job-ready professionals, directly contributing to SDG 4 and 8.

Environmental Impact:

Digitalization of the learning process reduces reliance on printed materials and physical infrastructure, minimizing the carbon footprint of education while making learning more flexible and scalable.

Examples & Scenarios:

- A student uses My Learning Path to acquire practical skills through real-world case studies provided by partner companies.
- A professor designs team-based projects and tracks student progress through TeachHub, fostering collaborative problem-solving.
- Companies engage with students via TalentConnect, offering real challenges that prepare them for the workforce.

Through these mechanisms, eduVerse creates a sustainable knowledge loop, linking education and industry in real time, promoting inclusive, personalized, and environmentally conscious learning.

Describe it in a tweet

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

eduVerse - the platform where digital education is no longer a challenge! With your AI assistant, a personalized learning model, and real-world case studies, you'll master every topic **easy peasy!** 🐼

Don't worry, we've got **rewards** for the most dedicated learners. 🧑🏻💻 So take your coffee and dive into your digital **Universe** of knowledge! ✨

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?

edu-Explorer represents one of the leading competitors, as its mission aligns closely with ours - the transformation of traditional learning into digital education.

Key characteristics of the competitor:

- The focus is on students in grades 9- 12 (secondary education) in Bangladesh, which limits the target audience to a single user group.
- The AI and machine learning system is based on local textbooks and notes from Bangladesh, making its database relatively narrow.
- Access limitation: “One device at a time” - users cannot share a single account across multiple devices.

We conclude that our eduVerse application is in a much stronger position, as our categorization of target groups covers a significantly broader market scope compared to competitors. Our project is aligned with the SDG goals, with a particular focus on improving accessibility for users from vulnerable categories. The AI-powered learning system in our application is adapted to a large and diverse database and dynamically adjusts the learning pace based on each user’s individual progress.

We demonstrate **originality and innovation** through all the functionalities described above, especially through our commitment to leveraging artificial intelligence to simplify digital learning for all users - regardless of their level of digital literacy.

Transferability

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

- **Primary education institutions** - This represents an additional segment we aim to further develop within our application, adapting it to be more engaging and enjoyable for children. The focus is on promoting proper and responsible use of technology and digital devices through interactive and gamified learning experiences, helping younger users build a healthy relationship with technology from an early age.
- **Employee training programs** - HR departments can use eduVerse to provide continuous learning and upskilling opportunities for employees. Each company has its own secure digital environment within the application, ensuring data privacy and information security. Access to this segment is exclusive to authorized members of that specific company, maintaining a safe and confidential learning space.

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?

- Year 1 - Launch Phase**
- Develop and launch the MVP version of EduVerse with functional Student, Professor, and Company Dashboards, tested with at least 500 users.
 - Secure €50,000 in funding through grants, investments, or partnerships, and achieve 2 paid pilot partnerships (e.g., one university and one IT company).
 - Form a core team of 5 members with a clearly defined operational model.
 - Reach 60% monthly active users (MAU) in the testing phase through gamification and AI Tutor features.
 - Ensure 99% system uptime and an average response time below 2 seconds.

- Year 3 - Growth & Expansion Phase**
- Grow to 20,000 active users (students, professors, HR managers).
 - Achieve €250,000 in annual revenue from subscriptions, licensing, and B2B partnerships.
 - Implement an advanced AI adaptive engine for personalized learning experiences.
 - Launch the TalentConnect Portal for real case studies and collaborative projects between students and companies.
 - Expand to 3 languages (SR, EN, DE/FR) and partner with 10 universities and 20 companies.
 - Build a 15+ member expert team (AI, design, education, business) and establish an OIR-based evaluation system.

- Year 5 - Maturity & Global Expansion Phase**
- Reach 1,000,000 global users and €1M in annual revenue.
 - Implement a Blockchain certification system for digital badges and launch EduVerse Insights, an AI analytics platform for skill tracking.
 - Achieve an average Skill Score Growth of +40% upon course completion.
 - Attain 150% ROI and establish presence in 3 international markets (EU, Balkans, Middle East).
 - Found an AI in Education Research Center and publish an annual SDG Impact Report (Goals 4, 8, and 9).
 - Establish an ESG strategy and a regional partnership network under the EduVerse Group brand.

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?

Our team brings together a blend of technical expertise, creativity, and a shared passion for transforming education through technology.

Nataša - Software Engineering student skilled in software architecture, UI/UX prototyping, and system integration, passionate about human-centered digital solutions.

Danilo - Focused on pedagogy and learning design, with strengths in structuring content, adapting learning experiences, and engaging users effectively.

Teodora - Technical expert in AI and digital tools, prototype testing, and system optimization, ensuring ideas are feasible and scalable.

As a team, we complement one another’s strengths - combining technical development, design thinking, and strategic problem-solving

We first met while collaborating on digital education projects and immediately clicked as a team, sharing the same drive to make learning more accessible and engaging. We are looking forward on working together as a team in our future jobs and projects. Our team is more than excited to complete and resolve every problem in our way!