

DIGIEDUHACK SOLUTION CANVAS

Title of the solution: EduMind

Challenge addressed: HMW

EduMind

Solution description

EduMind is a web platform whose license includes the use of innovative tools powered by artificial intelligence to help teachers make their teaching clearer for each of their students and thus achieve greater teaching efficiency. With its intuitive interface, teachers will be able to incorporate the first inputs to the platform so that it automatically creates eye-catching and interactive material for their classes and thus achieve in its first stage visual, auditory and written supports such as text documents, presentations, videos, among others, that the teacher has used or considers relevant to the learning content in class. Once entered into the database, the platform automatically creates interactive quizzes such as Kahoots related to the given input or graphic organizers with attractive and interactive images. The teacher, in addition to this “assistant” that creates add-ons, will also have an evaluation interface, which is the most crucial part of our project. In it, the teacher will enter the student's grades in previous evaluations and give an assessment of each student's performance (what he/she excels in and what he/she does not). These results will take into account the student's learning style through a test that will be applied by the institutions (such as the VAK “Visual Auditory Kinesthetic” test) as well as the student's learning style (such as the VAK test).

https://docs.google.com/document/d/1wil71X1oIE2qHiDJ-M0sMX00zBeaKfklvpZ1Wz7UnVQ/edit?usp=share_link

Context

In Latin America, the education system's lack of adaptability to diverse learning styles has resulted in poor academic performance, as reflected in the PISA 2022 results, where 75% of students failed to meet basic math levels and over half struggled in reading and science. Students, like those surveyed in Toluca, Mexico, report low motivation due to uninspiring teaching methods focused on passing rather than fostering curiosity. Teachers face significant challenges, unable to customize learning materials due to limited resources and outdated standardized systems rooted in 19th-century models. This rigid approach hampers both student potential and teacher effectiveness, reducing academic development by up to 50% (World Bank, 2019), and perpetuating a cycle of frustration and underachievement.

<https://docs.google.com/document/d/18GMG-2FZ2N6E1V6u4-JrAt9e8CGR6efbmiBpXo5Gnck/edit?usp=sharing>

Team name:

Challenge category: Emerging Technology for Education

Target group

The primary target group is children in an early formative stage aged 9 to 13, who need a more interactive and engaging learning approach. Latin American education systems have historically been regarded as rigid, neglecting those who find it hard to learn with traditional learning styles. In many cases, it leads to students becoming apathetic to the content topics, giving way to frustration, apathy of interest, and attention loss in the classroom. Instead, being a native digital generation, our target group seeks that the material and study techniques accommodate their new way of retaining information and the way they interact with content.

We also aim to target teachers whose workload exceeds the responsibilities, both paid and unpaid, that are not only required of them, but are expected of them—preparing quality classes, attending to their students individually, updating themselves in new methodologies—which on their part leads to below-average performance that is reflected in the group performance of students, and who also want to offer adaptive content that accommodates the different needs of children, such as teachers who seek to personalize their content, have numerous students, or have to offer very different content, as in the cases of rural teachers who teach different levels at the same time, seeking accompanying tools to help them design this teaching material and evaluate the individual performance of each student.

The tertiary target group is educational institutions that seek to improve their competitiveness worldwide, adopting both new technologies to their institutional curriculum and a social business model to attract more students and professionalize their educators without the need to restructure their learning plans.

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Impact

Mission:

EduMind enables students, teachers, and school staff to create content, track progress, and provide feedback collaboratively, enhancing educational quality.

Value Proposition:

- General: A tool that personalizes learning for each student without requiring major school restructuring, additional materials, or more teacher effort—achieving “more with less” while improving quality.
- For Students: Transformative learning that combines personalized education with engaging activities, making learning fun and easy.
- For Teachers: A tool that reduces workload and helps create stronger student connections, improving academic performance through a personalized approach.
- For Schools: Solutions that strengthen teacher-student relationships, personalize education, and position the institution as a leader in educational quality and innovation.

https://docs.google.com/document/d/1tPYjmkER8vboyIwRTSkSGj4A1I30S1z4f9diLTAhXCM/edit?usp=share_link

Describe it in a tweet



Innovativeness

EduMind is an AI-powered platform designed to revolutionize education by automating content creation and personalizing learning experiences. It saves teachers time by instantly transforming course materials into interactive quizzes, flashcards, audiovisual content, and presentations. Students benefit from personalized, adaptive resources tailored to their learning styles and pace, enhancing retention and understanding. EduMind fosters an engaging, interactive ecosystem that connects teachers, students, and institutions, offering real-time feedback to streamline the learning process and improve educational outcomes efficiently.

<https://docs.google.com/document/d/1d2-xUsvjgnZMMXw98POY6W1tthu8BIBcnAtAcifh2A/edit?usp=sharing>

Transferability

This solution utilizes the SAAS (Software as a Service) system, which not only allows scalability within private schools; but also can be implemented by any educational institution due to its personalized content generation qualities. EduMind is available to all those students, professors, and schools with access to internet service. A great advantage of this is that there is no need for ongoing maintenance and large upfront costs because it is already configured and ready to use.

https://docs.google.com/document/d/1cBUsvN6HnXOTGePQmkHDL8Z4jvhnSaizvstk1hOPuM/edit?usp=share_link

Sustainability

EduMind combines a robust prototype with an engaging user experience for students and teachers, initially targeting private institutions through class-based licensing to maximize revenue. A pilot program will refine the platform based on feedback, preparing for a larger-scale launch. As EduMind builds its reputation with testimonials and data, revenue will be reinvested to enhance the platform with advanced tools. Committed to social impact, for every 50 licenses sold, EduMind will donate hardware and a license to a rural school, promoting equitable education. The ultimate vision is to bridge the gap between private and public schools across Latin America, empowering students and streamlining educators' work to elevate education quality for all.

https://drive.google.com/drive/folders/1OOYny7KPEfUtW8sya8kBOHlifQJf8K5H?usp=share_link

Team work

https://drive.google.com/drive/folders/1NFRwyCeO_oGqgxewKn1rA7qx6F2KUwOc?usp=share_link