

DIGIEDUHACK SOLUTION CANVAS



Title of the solution:

Challenge addressed:

Team name:

Challenge category:

Solution description

Please describe your solution, its main elements and objectives as well as a brief implementation plan with some key overall milestones, resources required and eventual barriers foreseen. What is your final product/service/tool/activity? How could the solution be used to enhance digital education in the your challenge area? How could the success of the solution be measured? How will the solution provide benefits to the challenge owner?

Target group

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

Impact

What is the impact of your solution? How do you measure it?

Context

What is the problem you are facing?
What is the challenge that you are solving?

Describe it in a tweet

Describe your solution in a short catchy way in maximum 280 characters

Innovativeness

What makes your solution different and original?
Can anything similar be found on the market? How innovative is it?

Transferability

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

Sustainability

What is your plan for the implementation of the solution and how do you see it in the mid- and long term?

Team work

Explain why you are the perfect team to develop this work and what are the competencies you all bring in so the solution is developed successfully. How well did you work as a team?
Could you continue to work as a team in the future?

VIDEO LINK

<https://www.youtube.com/watch?v=hat0zGiAW0Y>

CREATOR VIEW

<https://www.figma.com/file/EPFe98TN8W8HWq0NrZw1Az/EduAI?type=design&node-id=0%3A1&mode=design&t=OCphKQYO1IEpBtzl-1>

PROTOTYPE VIEW

<https://www.figma.com/proto/EPFe98TN8W8HWq0NrZw1Az/EduAI?page-id=0%3A1&type=design&node-id=134-103&viewport=274%2C393%2C0.23&t=OBTL SJ3h6tHNoU9W-1&scaling=scale-down&mode=design>

- Miembros del equipo
- Alisson Scarlet Robles Chombo
- Luis Angel Salas Ramos
- Renato Ruiz Bartra
- Galha Valquidia Buendia Arancibia

Considerations

EduAI is a prototype of an innovative application aimed at helping students improve their academic performance and find their ideal study method while reducing the teacher's workload. For practical purposes in demonstrating the application's functionalities, it was decided to provide direct access in the registration section. Additionally, in this prototype, only the student and course branding sections are functional.

In addition to that, I will now provide a brief explanation of each of the buttons within the application, as well as some of their functionalities. Before starting, it's important to note that when accessing the link, you should click on both the "start" and "login" buttons. After that, you will see an overview of the prototype, which includes 5 icons corresponding to "others," "feedback," "home," "data," and "messages."

The "others" button allows us to access a series of options, including the calendar, which is currently functional. "Feedback" directs us to the feedback section, "data" allows us to view an individual report on our performance in the course, and "messages" takes us to a simulation of what the Edubot chat function would look like. Finally, when entering the feedback section, we need to access the final work evaluation to see a model of what the feedback system would look like conceptually.