DIGI EDU HACK 2024

DIGIEDUHACK SOLUTION CANVAS

Title of the solution: stucompass

Team name: stucompass

Challenge addressed: real time information and networking

Challenge category:

Background of the team:
(multiple selections possible in case of mixed teams)

- [ ] Higher Education Students
- [ ] Teachers
- [ ] Others (please specify)
- [ ] Researchers
- [ ] Primary School Students
- [x] Professionals
- [ ] Secondary School Students

Describe it in a tweet

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

Discover your path with stucompass! An app that connects students with nearby places & students who share your passions. Using location and Bluetooth, Compass guides you to points of interest and like-minded

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?

Its the gamification and real-time information that makes for the better experience

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?

Its about a platform that connect students to places and other students personalised to their interests, ambitions, skills, and personalities.

As the title says its about a compass that with your exact location it find points of interests that mach that your interests.

Also the compass can locate via bluetooth other people with the same interests (network)

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?

The target group are the students, but also the locations or places of interest can be also a target.

Students benefit from peer to peer network of other students with shared interests, Goals, and finding together the places that match with their interests

Partnering with Companies and Universities can offer events, spots, places of interest etc (advertise their POIs through the App)

Transferability

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

The app also can used by a student to navigate through the university finding locations (i.e. classrooms)

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?

Freemium Model: for school students

Subscription Model: Offer monthly or annual subscription plans with tiered pricing based on the level of access and features

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?

Enhanced Learning, Inclusivity and Collaboration

stucompass vision is to promote inclusivity by facilitating networking and collaboration among students, teachers, and professionals, helping to alleviate social anxiety and foster a culture of lifelong learning

Context

What is the current or future problem you're trying to solve? How does your solution align with DigiEduHack 2024 annual theme?
How does your solution confront the challenge posed by the hackathon organiser and how does it address the challenge category?

The problem is that the students become very shy and dont get in conntact with others in person and dont know where to find interesting events and places

We want to connect them and/or bring them to locations that they are interested.

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?

Ioannis

aditya

European Commission