



DIGIEDUHACK SOLUTION CANVAS

Title of the solution:

DigiBlue — Voices of Water: A Digital

Challenge addressed:

Water Literacy and Digital Education

Background of the team:

(multiple selections possible in case of mixed teams)

☐ Higher Education Students

☐ Teachers

☒ Others (please specify)

☒ Researchers

☐ Primary School Students

☒ Professionals

☐ Secondary School Students

Students of WESTMINSTER INTERNATIONAL UNIVERSITY IN TASHKENT

Team name:

Hydrify

Challenge category:

Digital Education for Sustainable Development

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?

We propose “ DigiBlue — Voices of Water, ” a multimedia initiative featuring 1-minute neural videos in knitted visual style, powered by AI, telling stories of water, ecology, and hope.
Main elements:

Structured scripts with subtitles and ambient sound

AI-generated visualizations of future water solutions

Educational modules for schools and museums

Interactive maps and AR experiencesTechnologies:
Sora, Runway, Pika, Kaiber, AR platformsObjectives:

Enhance water literacy

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?

Primary audiences:

University students

Teachers and museum educators

Youth eco-clubs and community leadersBenefits:

Accessible and engaging learning format

Emotional connection to local water issues

Scalable across regions and languagesEngagement strategy:

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?

Post-prototype plans:

Regional expansion

Launch of DigiBlue open-access platform

Collaboration with Ministries of EducationMid-term vision:

Integration into school curricula

Regular content updatesLong-term vision:

Global “ Voices of Water ” network

Describe it in a tweet

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

14. Describe in a tweet

“ DigiBlue — Voices of Water: Youth in Uzbekistan use AI storytelling & AR to restore water literacy, inspire eco action, and unite communities. #DiniEduHack

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?

What makes it unique:

Neural video storytelling

Local voices as narrative anchors

Transferability

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

This solution can be adapted to:

African regions facing water scarcity

South American ecosystems like the Amazon

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?

Post-prototype plans:

Regional expansion

Launch of DigiBlue open-access platform

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?

Team name: HydrifyInstitution: WIUT (Westminster International University in Tashkent)Team members:

Ibrohim Tolibjonov — Team leader, coordinator, researcher

Muslimakhon Salikhova — Researcher video editing