



# DIGIEDUHACK SOLUTION CANVAS



<b>Title of the solution:</b>	DigiBlue — Voices of Water: A Digital Storytelling Platform for Water Literacy		
<b>Team name:</b>	Hydrify		
<b>Challenge addressed:</b>	Water Literacy and Digital Education		
<b>Challenge category:</b>	Digital Education for Sustainable Development		
<b>Background of the team:</b> <small>(multiple selections possible in case of mixed teams)</small>	<input type="checkbox"/> Higher Education Students <input checked="" type="checkbox"/> Researchers <input checked="" type="checkbox"/> Professionals <input type="checkbox"/> Teachers <input type="checkbox"/> Primary School Students <input type="checkbox"/> Secondary School Students <input checked="" type="checkbox"/> Others (please specify) <input type="checkbox"/> Students of WESTMINSTER INTERNATIONAL UNIVERSITY IN TASHKENT		

### 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 experiences
- Technologies: Sora, Runway, Pika, Kaiber, AR platforms
- Objectives: 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 leaders

**Benefits:**

- Accessible and engaging learning format
- Emotional connection to local water issues
- Scalable across regions and languages

**Engagement 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 Education
- Mid-term vision: Integration into school curricula
- Regular content updates
- Long-term vision: Global "Voices of Water" network

### 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?

**Post-prototype plans:**

- Regional expansion
- Launch of DigiBlue open-access platform
- Collaboration with Ministries of Education
- Mid-term vision: Integration into school curricula

### 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. #DigiEduHack"

### 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:** Hydrify **Institution:** WIUT (Westminster International University in Tashkent) **Team members:**

- Ibrohim Tolibjonov — Team leader, coordinator, researcher
- Muslimakhon Salikhova — Researcher video editing