## Describe it in a tweet

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

## DIGIEDUHACK SOLUTION CANVAS

**P** DIGI EDU HACK 2024

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Title of the solution:		Team name:	Innovativeness
Challenge addressed:		Challenge category:	What makes your solution different and original? Are there similar solutions or approaches currently available or implemented by education sector practitioners?
<b>Background of the team:</b> (multiple selections possible in case of mixed teams)	Higher Education Students Teachers Others (please specify)	Researchers Professionals   Primary School Students Secondary School Students	If so, why and to what extent is your solution better?
Solution description		Target group	
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?		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?	Transferability     Can your solution partly or fully be used in other education/learning contexts or disciplines? Could you provide any example?     Solution partly or fully be used in other education/learning contexts or disciplines? Could you provide any example?     Solution partly or fully be used in other education/learning contexts or disciplines? Could you provide any example?     Solution partly or fully be used in other education/learning contexts or disciplines? Could you provide any example?     Solution partly or fully be used in other education/learning contexts or disciplines? Could you provide any example?     Solution partly or fully be used in other education/learning contexts or disciplines?     Solution partly or fully be used in other education/learning contexts or disciplines?     Solution partly or provide any example?     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
	challenge posed by the hackathon	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?	working in the mid- and long term? 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?

