

DIGIEDU HACK SOLUTION CANVAS

Title of the solution:

Soul Sync

Challenge addressed:

Digital stress, well-being and safety in students

Background of the team:

(multiple selections possible in case of mixed teams)

Higher Education Students

Teachers

Others (please specify)

Team name:

The Beta Life

Challenge category:

Mobile application

Researchers

Primary School Students

Professionals

Secondary School Students

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?

Soul Sync is a gamified mobile application with four main modules: Digital Balance (time management), EmoSync (emotional tracking with empathetic AI), MindShield (cybersecurity missions), and LifeSync (group wellness challenges). Its goal is to humanize the relationship with technology and strengthen the user's overall well-being. The 5-month implementation plan focuses on development, beta testing, and launch, and is both viable and scalable. The solution uses gamification to improve digital literacy in security and privacy. Success will be measured using metrics such as usage, satisfaction, and perceived well-being.

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 primary target group is university students, who will benefit from a comprehensive tool for managing stress, balancing screen time, and protecting their online identity. This is relevant because it addresses their self-care challenges in a hyper-connected academic environment. Students will be engaged through pilot tests, closed betas, and the LifeSync module (group challenges) to ensure the solution meets their specific needs.

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?

It will catalyze change by transforming technology into an ally of well-being and will boost digital safety through gamification, creating safer and more inclusive digital environments. Socially, it promotes more empathetic and balanced communities through group challenges. In the educational context, students will reduce academic stress and digital fatigue (key issues) by using the Digital Balance module, increasing their mental stability for studying. 2. Cybersecurity: Users will earn the Digital Guardian Badge by completing interactive MindShield missions, actively preventing cyberbullying and misinformation.

Context

What is the current or future problem you're trying to solve? How does your solution align with DigiEduHack 2025 annual theme? How does your solution confront the challenge posed by the hackathon organiser and how does it address the challenge category?

Digital overload and the decline in overall well-being (physical, mental, and emotional) due to hyperconnectivity and online security risks align perfectly with the challenge "Take care of your mind, protect your world: self-care and safety in the digital age." Soul Sync addresses emotional well-being, mindful use of digital time, and responsible privacy management, all of which are central to this challenge.

Describe it in a tweet

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

Soul Sync: Sync your digital well-being! It's the app that uses ethical AI and gamification to combat digital fatigue, manage your emotional state, and teach you cybersecurity. Balance your online time and protect your world. Humanize your technology! #DigitalWellbeing #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?

SoulSync is disruptive because it offers a comprehensive ecosystem that merges mental well-being, screen time management, and active cybersecurity education. It differentiates itself by using ethical AI that focuses on the user's emotional state without collecting sensitive data. Furthermore, it gamifies digital privacy through interactive missions, making it more effective and engaging than existing passive tools.

Transferability

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

The solution is highly transferable and applicable beyond the educational setting. Soul Sync modules can be easily integrated into work environments to reduce digital stress and employee burnout. Specifically, MindShield is ideal for continuing education and ICT programs for all ages, teaching privacy management and fraud prevention.

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?

Highly feasible. The 5-month implementation plan is realistic, with clear milestones (prototype, basic AI development, and beta testing) and requires standard technical resources (developers, designers). Main barrier: Data protection. This is addressed by using ethical AI that only analyzes emotional tone and does not collect sensitive personal information.

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?

Yes, it's sustainable. The solution is designed modularly to facilitate expansion (e.g., adding fitness modules partnerships with institutions). It uses a freemium business model (free basic features + premium for advanced analytics) and seeks strategic alliances with universities or mental health organizations.

VIDEO LINK: https://youtu.be/SuDi7_uJGGU?feature=shared

PROTOTYPE LINK: [https://www.canva.com/design/DAG4CVF3lqo/rxCAJYJs6NX-](https://www.canva.com/design/DAG4CVF3lqo/rxCAJYJs6NX-ByA2wYKjXQ/edit?utm_content=DAG4CVF3lqo&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton)

[ByA2wYKjXQ/edit?utm_content=DAG4CVF3lqo&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton](https://www.canva.com/design/DAG4CVF3lqo/rxCAJYJs6NX-ByA2wYKjXQ/edit?utm_content=DAG4CVF3lqo&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton)