

DIGIEDUHACK SOLUTION CANVAS



Title of the solution:	CapiMatch									
Challenge addressed:	The Learning Experience									
Background of the team: <small>(multiple selections possible in case of mixed teams)</small>	<table border="1"> <tr> <td>Higher Education Students</td> <td>Researchers</td> <td>Professionals</td> </tr> <tr> <td>Teachers</td> <td>Primary School Students</td> <td>Secondary School Students</td> </tr> <tr> <td>Others (please specify)</td> <td colspan="2">Higher Education Students</td> </tr> </table>	Higher Education Students	Researchers	Professionals	Teachers	Primary School Students	Secondary School Students	Others (please specify)	Higher Education Students	
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Others (please specify)	Higher Education Students									

Solution description	Target group
<p>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?</p> <p>How could your solution be used to enhance digital education nowadays? How could its success be measured?</p> <p>Capimatch is a free web platform that connects children, teenagers and adults with educational events and opportunities tailored to their interests, level and context (time, mobility). It uses a neural network – based recommendation engine, a reward system and notifications via app, email, SMS and WhatsApp. Its goal is to reduce the access gap and act as an intelligent layer that recommends online courses, events, activities and opportunities at the right moment, fully personalised for each user. We will start with an MVP (profiles, event creation and a basic recommender) and then iterate with a small technical team, cloud infrastructure and messaging credits, while facing challenges such as data privacy, institutional adoption and connectivity. Success will be measured through active users, participation from vulnerable contexts, match-to-attendance rate, repeat usage and satisfaction from participants and organisers.</p>	<p>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?</p> <p>Our main target groups are students in primary, secondary and higher education, young jobseekers, and adults who are updating their skills or changing careers. For them, Capimatch turns the chaotic search for opportunities into a clear, personalised feed of events, scholarships, workshops, hackathons and community activities that match their interests, level and availability. To engage them, we will work with schools, universities, youth organisations and NGOs, running guided pilots and using simple rewards and SMS/WhatsApp reminders to keep them active on the platform and continuously refine the recommendations.</p>
Impact	
<p>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?</p> <p>Capimatch can catalyse change in education by shifting from a passive model, where people “find out by luck”, to a proactive and personalised one, where every child, teenager or adult receives a steady flow of workshops, scholarships, clubs, online courses and community events that fit their interests, level and context. For example, a high school student interested in science no longer has to depend on a teacher or a WhatsApp group: the platform suggests science fairs, STEM clubs, digital bootcamps and nearby or online mentoring, helping her build a continuous learning path instead of just accessing isolated events.</p>	

Context	Team work
<p>What is the current or future problem you're trying to solve? How does your solution align with DigiEduHack 2025 annual theme?</p> <p>How does your solution confront the challenge posed by the hackathon organiser and how does it address the challenge category?</p> <p>The current and future problem is the gap in access to information about educational and development opportunities: today many children, young people and adults only find out about workshops, scholarships or programmes “by luck”, through their contacts or because they live close to the city, in a context where education is becoming digital and AI is advancing. Capimatch aligns with the DigiEduHack 2025 theme by promoting data-driven education, personalised learning experiences and the use of AI and emerging technologies to support education.</p>	<p>Present the members of your team.</p> <p>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?</p> <p>We are a multidisciplinary team with profiles in web development and AI, UX/UI, and the management of educational and youth projects. We combine technical skills (backend, APIs, recommendation models, databases) with hands-on experience working with students, teachers and organisations that run workshops, scholarships and learning activities.</p>

Describe it in a tweet
How would you describe your solution in a short catchy way with maximum 280 characters?
CapiMatch is a free platform that connects children, young people and adults with personalised events, scholarships and learning experiences, with rewards and SMS/WhatsApp alerts so that the right opportunity finds you.

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?
Capimatch is different because it doesn't start from the event, it starts from the person. It's not just a catalogue of activities: it is a personalised opportunity layer that combines scholarships, workshops, hackathons, community events, online courses and mentoring into a single feed, using neural networks and a reward system that motivates people to actually participate, not just “save it for later”, while making access to these opportunities easier.

Transferability
Can your solution partly or fully be used in other education/learning contexts or disciplines? Could you provide any example?
Capimatch can be applied in other contexts and disciplines: teacher training, technical education, entrepreneurship or professional upskilling. For example, an institute could recommend short courses to learners, or an arts faculty could connect its community with workshops. In all cases, it works as a discovery layer that can be adapted to the content and target audience.

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?
The next step will be to run local pilots with schools, universities, youth organisations and NGOs to validate the experience, adjust the recommendation engine and measure impact. We aim to scale in stages: more regions, more institutional partners, more types of opportunities and, in the long term, to replicate the solution in other countries.

Team work
<p>Present the members of your team.</p> <p>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?</p> <p>We are a multidisciplinary team with profiles in web development and AI, UX/UI, and the management of educational and youth projects. We combine technical skills (backend, APIs, recommendation models, databases) with hands-on experience working with students, teachers and organisations that run workshops, scholarships and learning activities.</p>