



DIGIEDUHACK SOLUTION CANVAS

Title of the solution:

Moments

Challenge addressed:

Safety OnlineProtect your mind and Digital World:
Self-Care and Safety Online

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

Team name:

Moments

Challenge category:

Well - being in digital education

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?

Moments is a family mobile application designed to emotionally reconnect parents and children through moments of interaction, making conscious use of technology. The main elements are the following: (1) **Micromoments** – short activities, **Macromoments** – long and planned activities; (2) **AI** that personalizes activities according to the child's preferences and characteristics; (3) **Digital pet** that grows based on the moments lived.

On the other hand, the mobile app has been designed in **Figma**, with **AI** integrated for the personalization of activities (micro and macro moments).

The main objective of **Moments** is to be the **bridge of emotional reconnection** between parents and children.

The implementation plan is divided by months: (**1st and 2nd month**) Prototype design, (**3rd month**) MVP development, (**4th month**) Pilot test, and (**5th month**) Adjustment and beta launch.

Resources: technical team (developer and engineer), marketer, and international business administrator.

Difficulties: maintaining family consistency and balancing the digital with the emotional.

Educational impact: helps children and parents learn to use technology in a balanced way, combining digital life with real experiences.

In **Moments**, success is measured by the number of moments recorded, the evolution of the digital pet, and family retention after 30 days.

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 target audience of *Moments* is families with children aged 5 to 12 who seek to emotionally reconnect through digital balance. They will benefit by strengthening their emotional connection, reducing the distance created by excessive screen use, and recovering spaces for dialogue, play, and shared real experiences. The solution is relevant because it meets a clear need: families do not want more technological control, but simple ways to reconnect without giving up the digital world. To engage them, *Moments* offers micro and macro moments adapted to their routines and preferences, along with a digital pet that grows with their shared experiences, encouraging continuous participation and the creation of sustainable family habits.

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?

Moments drives educational change by promoting emotional and digital well-being within the family environment, the foundation of learning. It fosters emotional education, mindfulness, and digital balance, essential skills for students and teachers. On a social level, it strengthens communication between parents and children and improves the quality of shared time. In the environmental sphere, it encourages outdoor and offline activities (walks, games, family projects) that replace hours of digital consumption.

For example, a school can use *Moments* as part of its family well-being program: through AI, the app suggests a micro moment like "cook something simple together" or a macro moment like "an afternoon without screens in the park." When completed, the family records it in the gallery, and their digital pet grows, reinforcing consistency and the value of sharing real time together.

Describe it in a tweet

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

#Moments is an app that helps families emotionally reconnect by balancing digital and real time. It offers AI-personalized micro and macro moments and a digital pet that grows with each shared experience. #DigitalWellbeing #FamilyConnection Small moments, big connections.

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?

Moments stands out by using technology not to control, but to rebuild family bonds. Unlike apps that only track screen time or block digital access, it uses AI to personalize micro and macro moments that foster connection and well-being. It combines the continuous motivation of Duolingo, the playful evolution of Pou, and the emotional planning of Couple Joy through a shared memory gallery. This integration makes *Moments* a unique proposal that leverages gamification and artificial intelligence to transform family interaction into a measurable, engaging, and lasting emotional experience.

Transferability

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

Yes, it is possible to replicate *Moments* in other contexts or settings to foster emotional reconnection. In universities or personal development workshops, it can be used to promote digital balance and emotional management. Psychologists and educational coaches can also use the app as a support tool, tracking emotional progress through the digital pet, which grows as users live and record more shared moments. Additionally, it can be applied among people who are just getting to know each other or couples seeking to reconnect and strengthen their relationship.

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?

With the prototype already developed, *Moments* will move into a validation stage with families to measure its impact on coexistence and digital well-being. In the medium term, it will establish partnerships with schools, psychologists, and NGOs focused on emotional health and digital education to implement the app in diverse educational settings. In the long term, it aims for national and international replication, adapting its micro and macro moments to different cultures and contexts. The solution works in the medium and long term because it creates sustainable habits of emotional connection that last beyond the app's direct use.

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?

The *Moments* team is composed of a developer, an engineer, an International Business Administrator, and a marketer, united by a shared vision: using technology to strengthen human bonds. The developer and engineer provide the technological foundation of the prototype, the International Business Administrator manages team organization and global outreach, and the marketer leads the emotional and communication strategy. We are also supported by our mentor, a systems engineer with experience in project management, who guides the technical and strategic development of the product. Driven by an innovative mindset and the use of Design Thinking, we continue to create solutions that merge technology with empathy, fostering genuine human connection in the digital age.

Prototype link: <https://www.figma.com/make/VlJDUeCxfPXzH9xKX4DvMc/Emotional-Well-Being-App-Prototype?node-i>

Video link: <https://youtu.be/pOpVmQLiao8?si=HO12eBY3nMleUWdE>