



DIGIEDUHACK SOLUTION CANVAS

Title of the solution:	Finsmart			Team name:	Digital Nomads		
Challenge addressed:	Aland Emerging Technologies for Education			Challenge category:	Economic, financial		
Background of the team:	Higher Education Students			Researchers			
	Teachers			Primary School Students			
	Others (please specify)			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?

Our team's goalto make an app that will educate people and aware about anything that can harm and prevent them. In our short term plan we want to achieve a some of autonomy in a mini games production, get published in play market, achieve high amount of downloads and start earning money from advertisements in our app. More money=more motivation and resources for us to improve our project further. However, the biggest obstacle is that we can don't achieve something for a very long time or never. It would be very bad if we don't success, if we couldn't spread to mass

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?

Kids in primary school that don't knowvalue of money and don't have any financial literacy. They suffer a lot because of the lack of experience, so they all will only benefit by learning financial literacy in fun way. We are planning to make some mini games to get an attention span of child. Our project will teach next generations, but without long and boring lectures.

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?

Our project will raise financial literacy level among kids, which is our future. That's why this project will only benefit in a long term, and will strongly impact society at all. As an example, there were lots of people that spent enormous amount of money on courses of info sellers such as Gusein Gasanov. However, today most of the kids and teenagers much more financial educated than some of the adults. That's because, some of them already have been scammed or learned from others mistakes. But just imagine that our project spreaded worldwide:There will be much less scam victims and scammers in internet

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?

Our project'smain goal is to raise an awareness about anything among people, but our prototype theme is levelling up financial literacy level among kids. Even though it is only prototype, it can help kids to get more experienced and solve possible problem of poverty high level in future

Describe it in a tweet

How would you describe your solution in a short catchy way with maximum 280 characters?
Our project will use gamified way of teaching people, but not like Duolingo, our project will have it's own way to teach-mini games. Nowadays, there a lot of Als that can do any tasks, and they will do most of the mini games on our project, but they all will be expertised by specialised people. Duolingo works in the same way. Players will also have some rewards for achieving set goals

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?
Our way of getting attention of users is not original, because it is already used by companies such as Tiktok, Instagram and Youtube. But our project is kinda unique I think, because others use mini games as a addition, but we will use them as a primary way of educating

Transferability

Can your solution partly or fully be used in other education/learning contexts or disciplines? Could you provide any example?
In myopinion, our project can be partlyused in educating other disciplines in other contexts such as raising Ecological awareness, remembering formulas(of math and physics)

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?
Our prototype will be concentrated on only one sphere and can't be competitive at all. However, we will extend our app further to educating other spheres and maybe become monopolist of this educating way.

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?

There are 6 people inmy team, counting myself. But, only 4 of them working hard, and other 2 are more like assistants than team members. We chose first case because we have an experience making simple sites and heard most of the financial scams around the world



FINKIDS DIGITALNOMADS

A mobile application for developing financial literacy for
students in grades 4-7



PROBLEMS

THE MAJORITY OF KIDS TODAY;

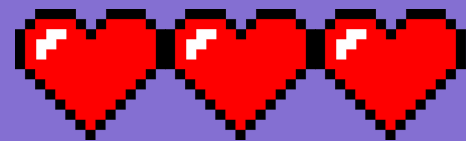
- 1. Low understanding of the value of money**
- 2. Lacks the skill to plan finances and manage personal expenses.**
- 3. Has a weak understanding of digital payments, cards and bonus systems.**
- 4. There are few discussions about finances at home, and it is not fully covered in the school curriculum.**

Children do not develop proper financial habits from an early age → they are more likely to make mistakes in the future.

FINKIDS IS A MOBILE APP THAT TEACHES FINANCIAL LITERACY TO CHILDREN IN AN EASY AND ENGAGING FORMAT

The main goal is to improve children's financial literacy and to develop proper money habits from an early age. For them; to create a budget, to understand the importance of saving, to manage expenses, to understand the difference between income and expenditure, and to make conscious financial decisions





FEATURES

VR/AR

MINI QUESTS

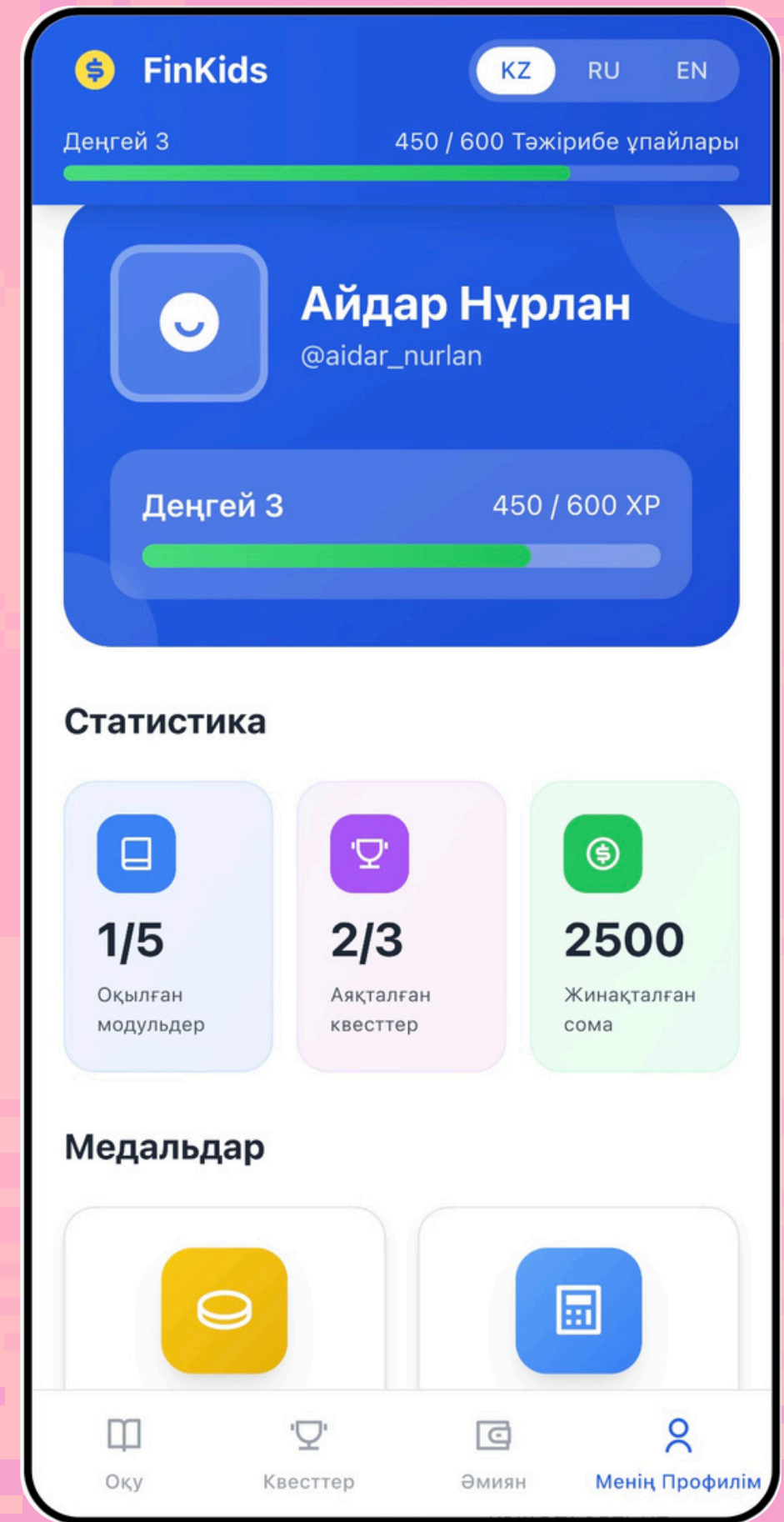
SCORES, AWARDS

SIMPLE LEARNING MODEL

Sample of the application in Kazakh, Russian, and English

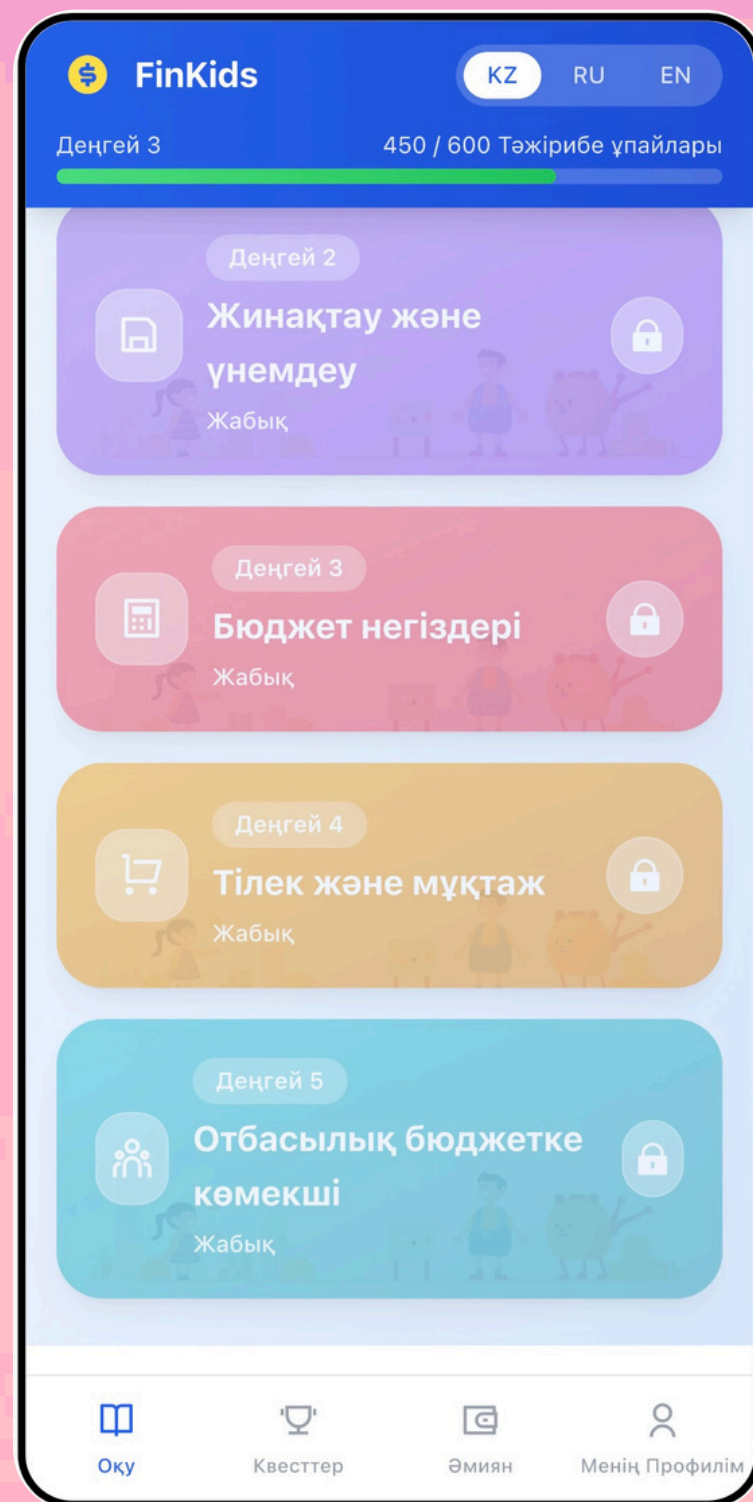


App
cover

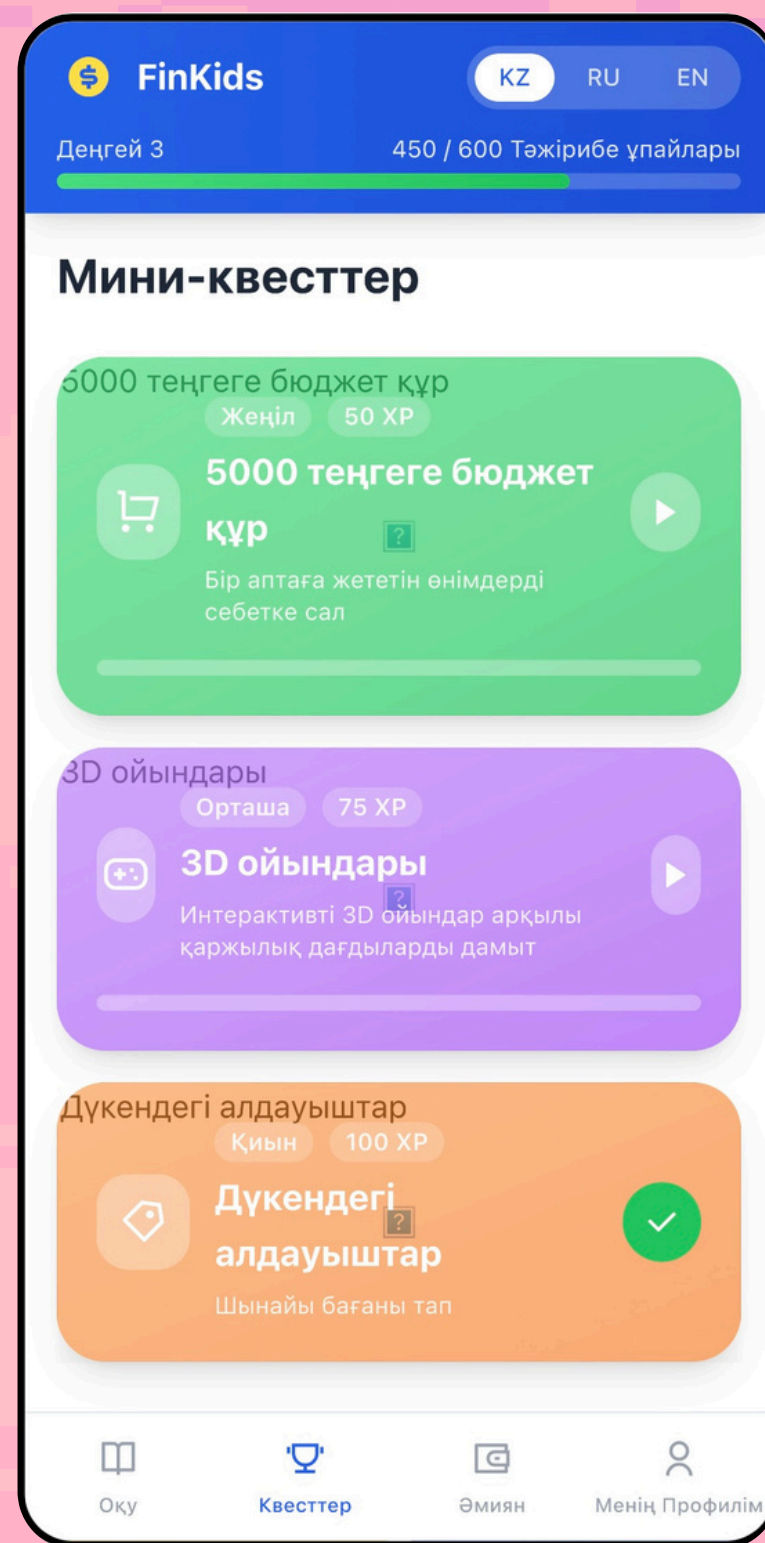


Personal
page
displaying
progress

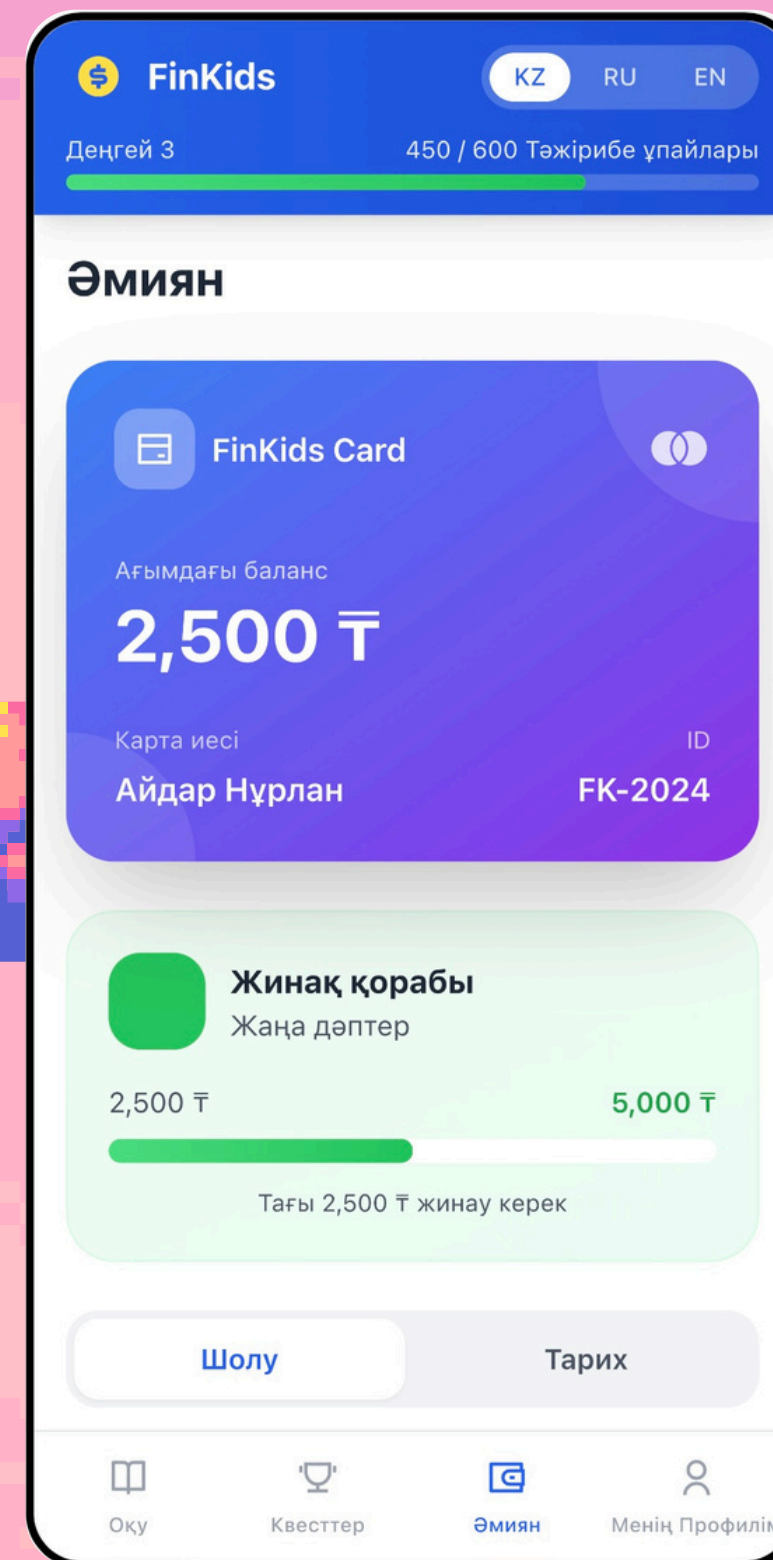




Main page

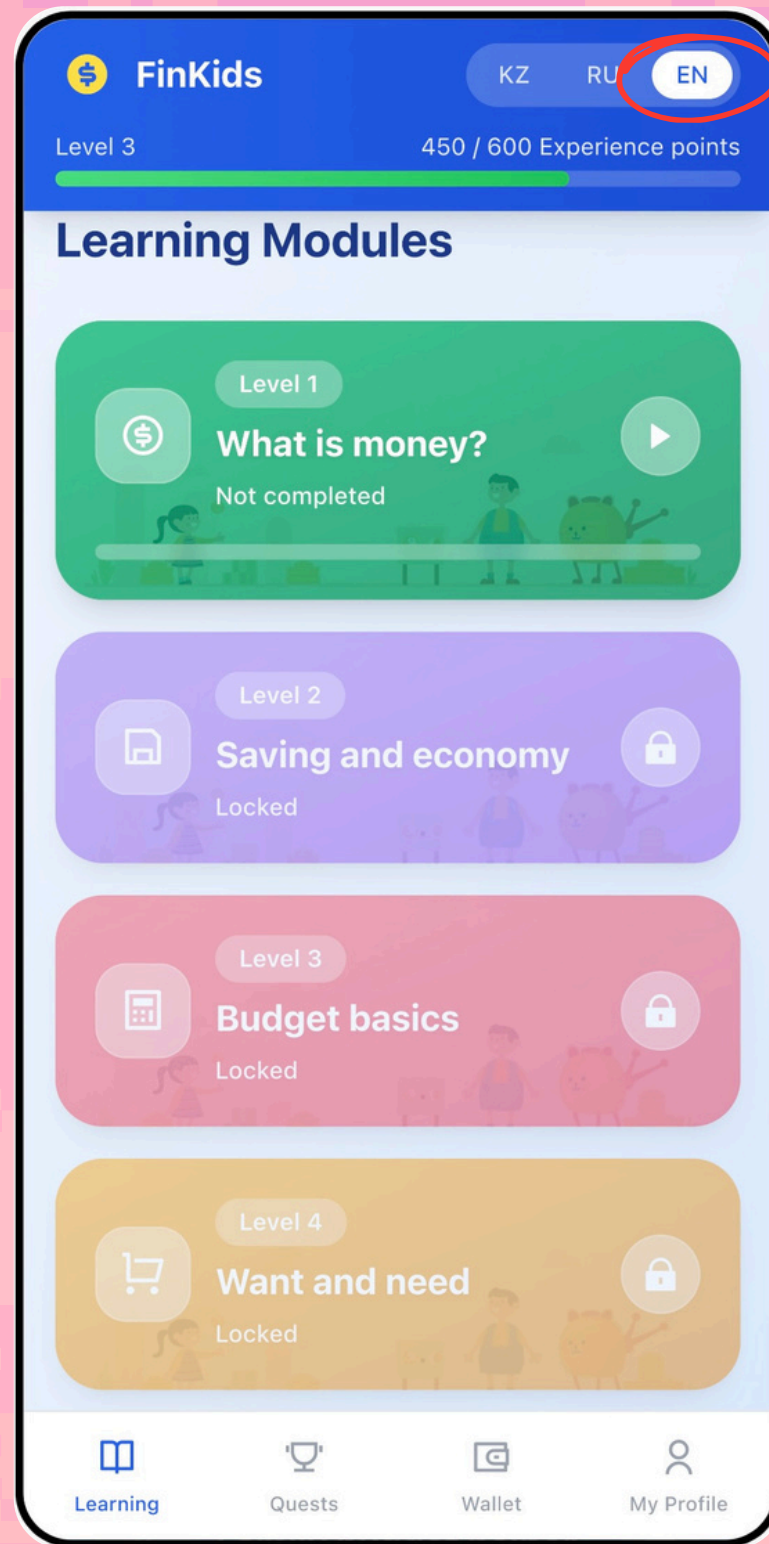
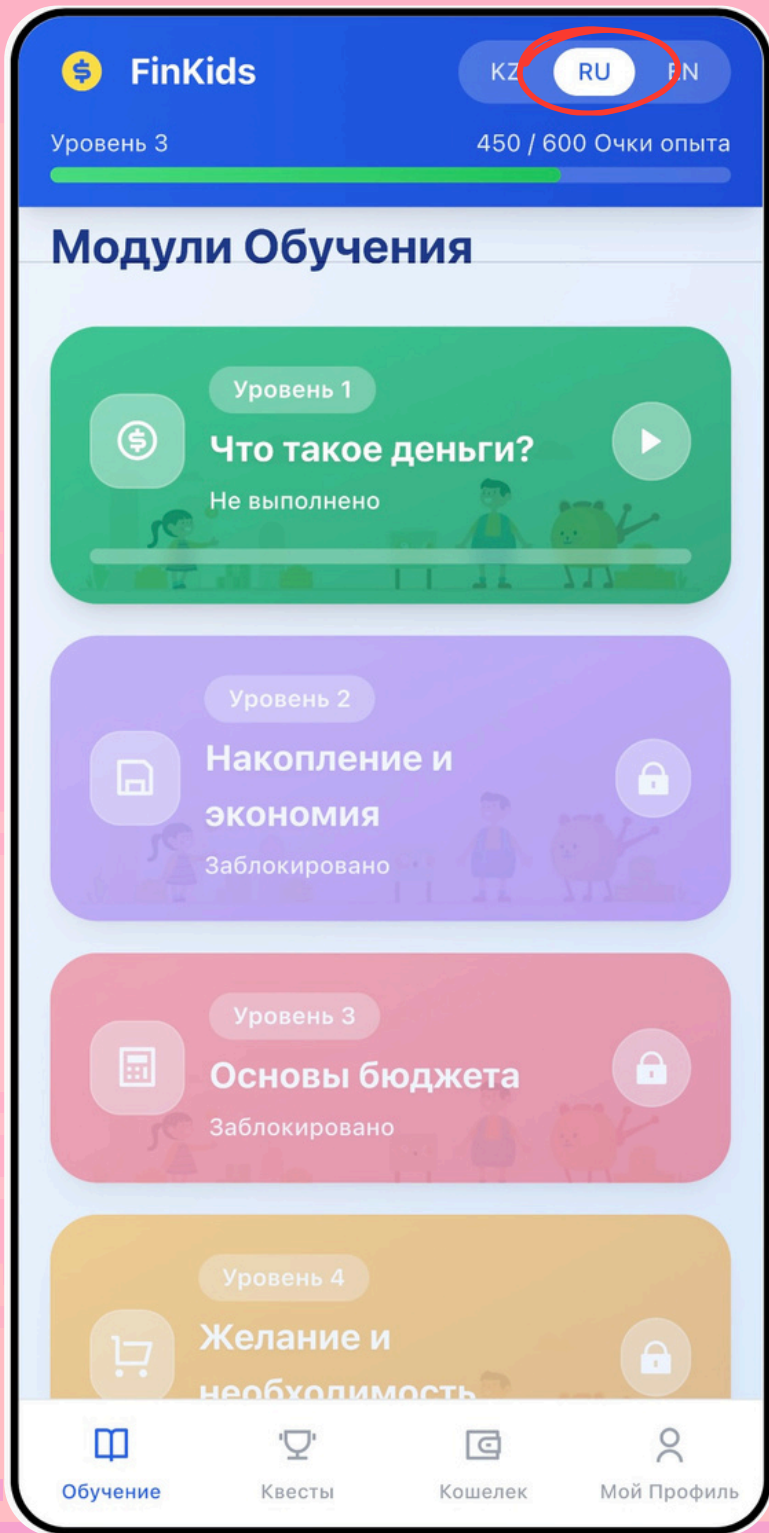
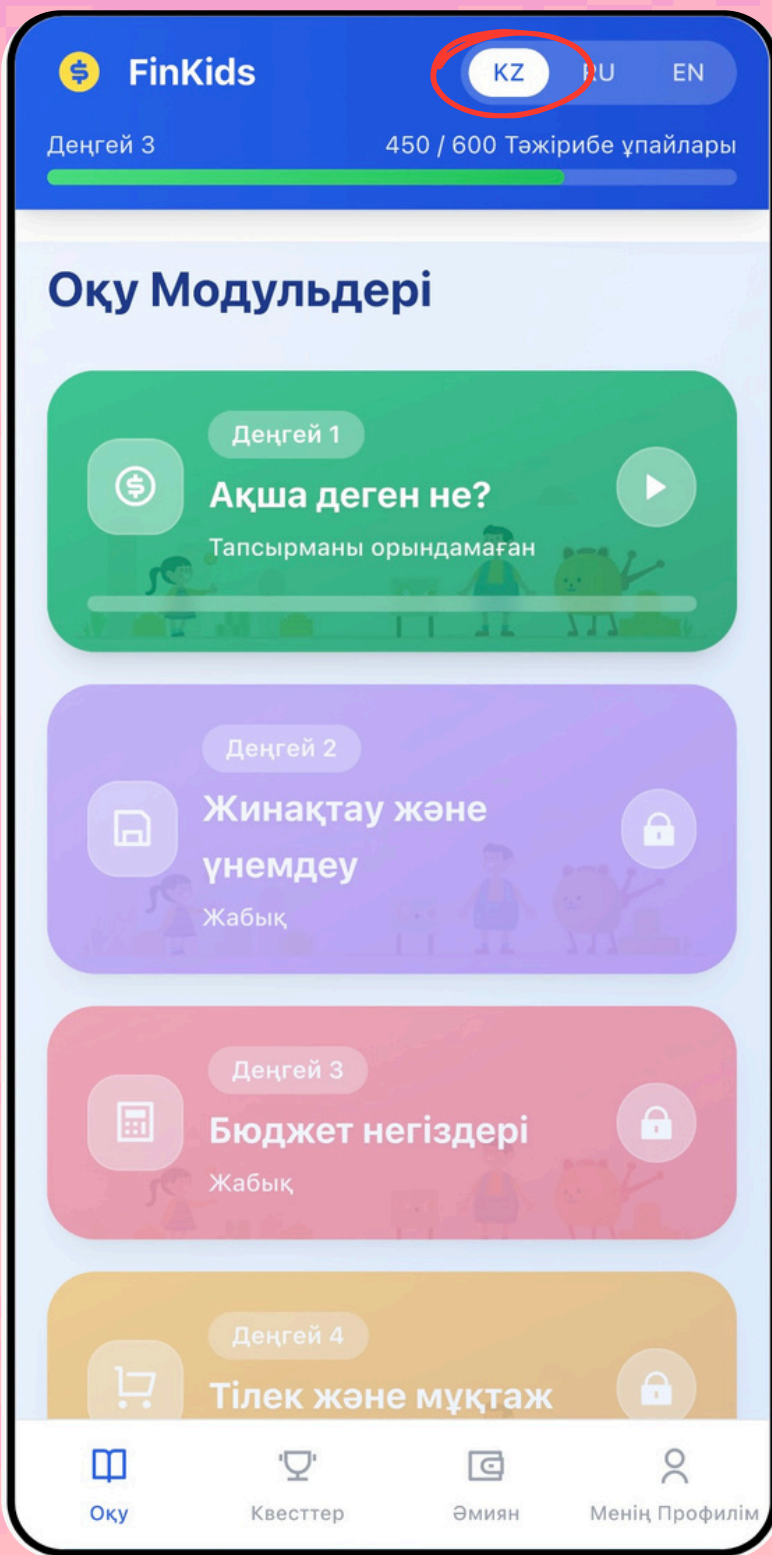


Quest games

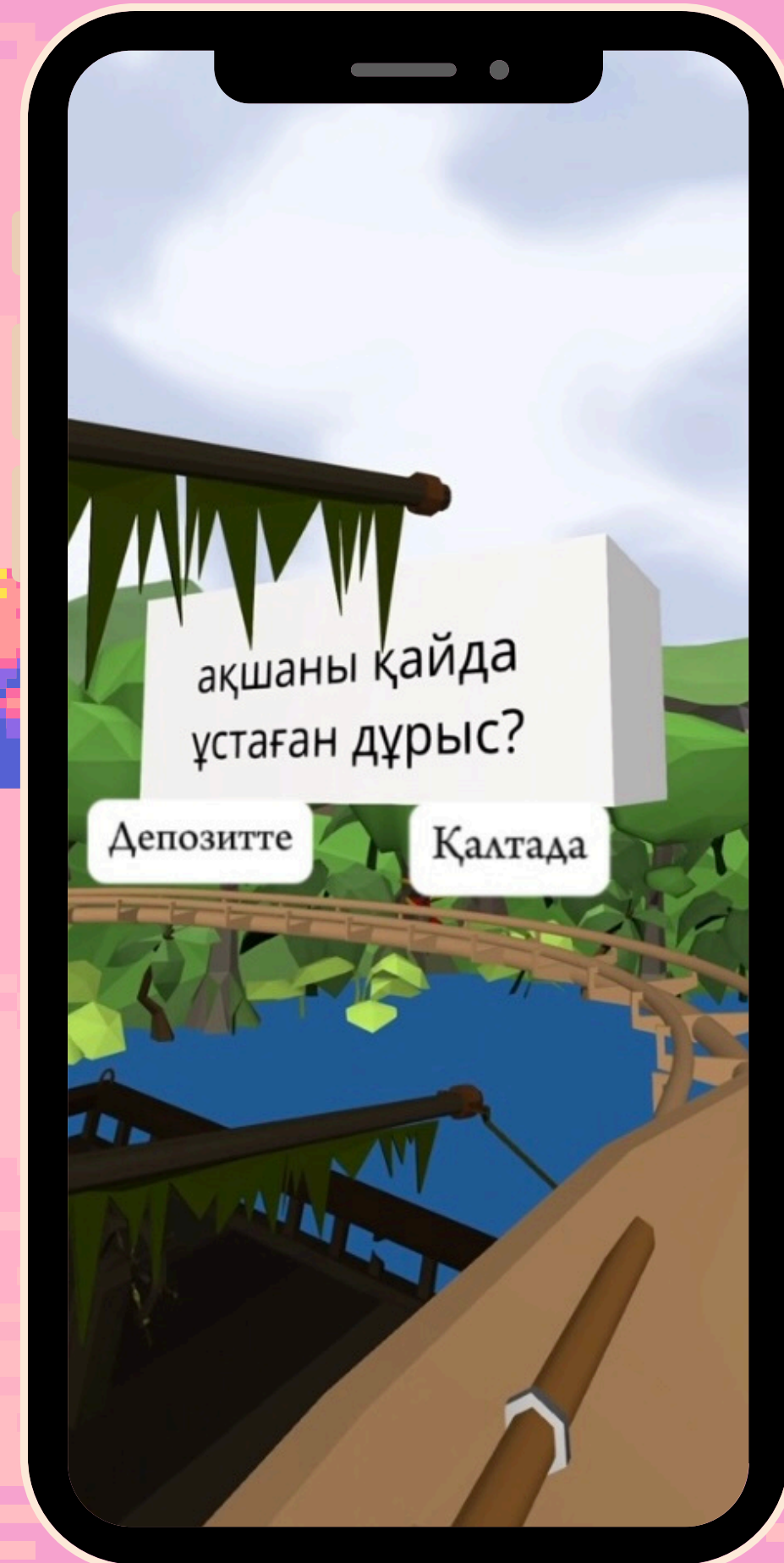
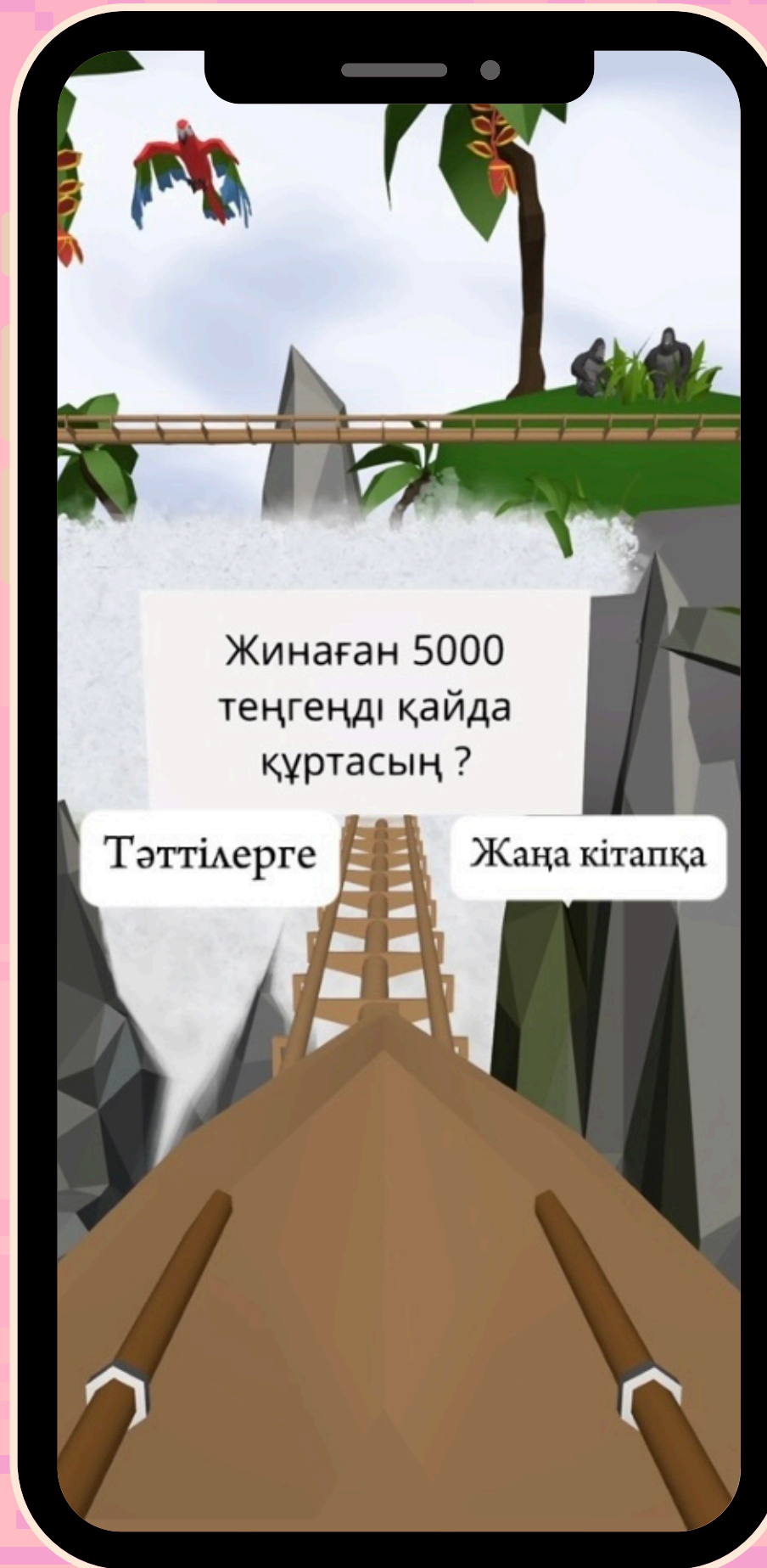


Teaches how to use money efficiently

Sample of the application in Kazakh, Russian, and English



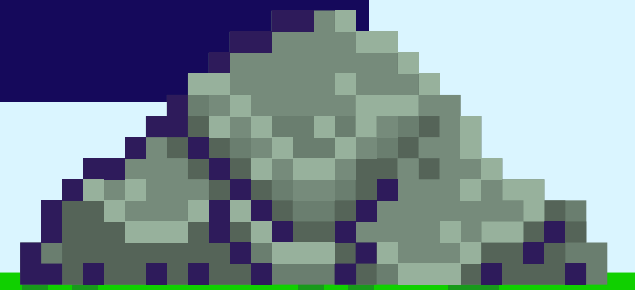
Prototype version in quest games



EXPECTED IMPACT



-
1. Children will be literate about money and finances Will distinguish between income and expenses, Able to plan
 2. Presents good habits from an early age Will save, Impulsive spending decreases
 3. Effective tool for parents and teachers: Shows the child's progress
 4. Long-term results Financial mistakes decrease in the future, Children develop economic thinking



CONCLUSION

FinKids is an accessible, engaging, and safe tool designed to build children's future financial stability.
Our goal: for every child to reach a level where they can make sound financial decisions



OUR TEAM



**AIBOLULOVICH
IBRAHIM**

Researcher



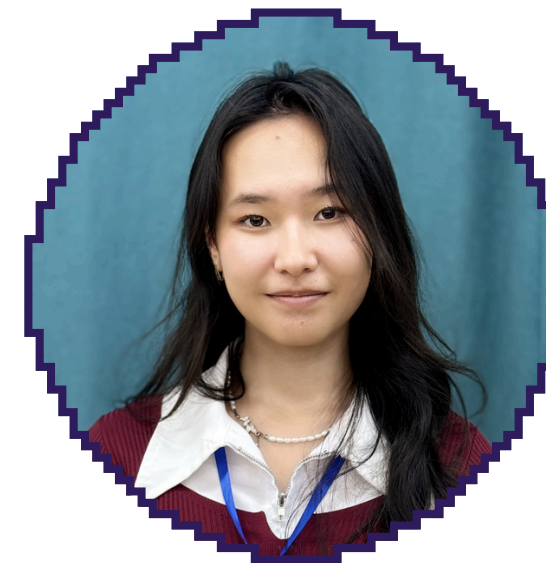
**ORYNBAY
AIBEK**

Project manager



**KEMELKHAN
MALIKA**

Designer, Strategist




**MAKHANBETOVA
TOGZHAN**

Producer



**KALDYBAI
MADI**

IT specialist



THANK YOU

DigitalNomads forever 🙌🔥

