



INNOEDUHACK 2025

It's November 14th, 9:00 AM CET.

You now have 24 hours to develop your solution for the future of education.
You can work **individually** or in teams of **up to 5 people**.

- 👉 Each team member must register separately - [LINK](#)
- 👉 Only one person per team needs to upload the final project.
- 💡 15 prizes of **300 EUR** each will be awarded **per project**, not per person.
- 🕒 Deadline: **November 15th, 9:00 AM CET.**

Please submit a one-page solution (this page + one page for your solution).

TEAM INFORMATION:

Team name: _____ ScholaNova _____

NO.	NAME & SURNAME	UNIVERSITY
		If ALK student, include the year of studies, the name of the program and Student ID Number
1	Ryan Dylls	Year 3, Accounting and Finance, 49980
2	Marcel Pieloth	ALK, Year 3, Exchange Student, 48321-ex
3	Miłosz Koźluk	year 3, Management and AI, 54164
4	Niklas Hornfeck	Exchange Student, EX-48264
5	Jan Wytrazek	Exchange Student, EX-48378

!! Meta-Category is: **Digital Transformation & AI** – all ideas should address changes driven by digitalisation and new technologies, especially AI.

Select Your Category (choose one):

- Assessment & Grading – new models for evaluating student performance
- Teacher Support – tools helping educators deliver engaging classes
- Student Support – solutions that improve the learning experience

Recommended Solution Template:

- Problem Statement:** One-sentence definition of the problem (the essence).
- AS IS:** Current Situation: Describe the context with data and pain points. Why is solving this problem essential?
- Game Plan:** Your Solution: How do you get there? What's your approach or process?
- Technology (optional):** You don't need to code it! But a mockup or simple sketch of functionalities increases your chances.
- Vision of Success:** How will the user experience change? How will you measure success (KPIs, outcomes)?

Evaluation Criteria

- Creativity – originality and novelty of the idea
- Feasibility – practicality and potential for implementation

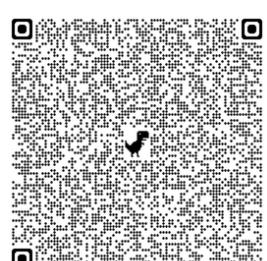
Hackathon Support

Microsoft Teams link:

Join the meeting now:

Meeting ID: 388 725 417 436 34

Passcode: JM9HW3tP



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PedagogAI

1 Problem

7-12 HOURS PER WEEK

that's how long teachers spend searching and creating materials from **scattered, unvetted sources**.

They're **overwhelmed** by endless digital tools and **unclear guidance** on what fits their subject, goals, or students — leaving most lessons **non-interactive and traditional**.



2 AS is - current situation



\$350B learning market, many products online — yet **students are disengaged**

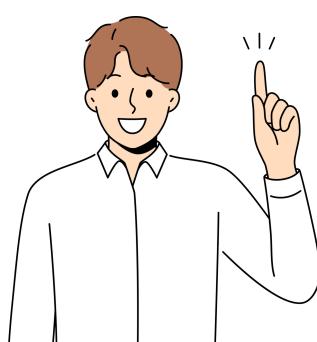
40–51% students feel **bored or distracted**, while most **teachers don't use tools** to make lessons engaging



22.3% of freshmen **drop out** within 12 months

Empower teachers, inspire students.

PedagogAI



3 Solution

Instantly recommends the best **teaching strategies** and **digital tools** for your lesson, **tailored to your curriculum** and classroom needs.

4

HOW?

it works

1. Describe your lesson & goals — **upload your scripts, slides, or materials** to pedagogAI.
2. Our **AI analyzes** your content, curriculum, and resources.
3. Instantly get **ready-to-teach plan** and 2–3 **tailor-made activities** (e.g. quiz, debate, game) with **recommended tools** like Kahoot, Bambuzle, and **many more**
4. Get **ready-to-use** activity outlines and **step-by-step guidance** on how to run them in class

You adapt & teach an engaging, interactive lesson — **in minutes, not hours**



Improved Teacher Satisfaction with Digital Teaching



Increased Student Engagement & Participation



Higher Student Learning Outcomes/Grades

Higher University Retention & Course Completion Rates



Improved Teacher Satisfaction with Digital Teaching

Higher Student Learning Outcomes/Grades

Sources



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