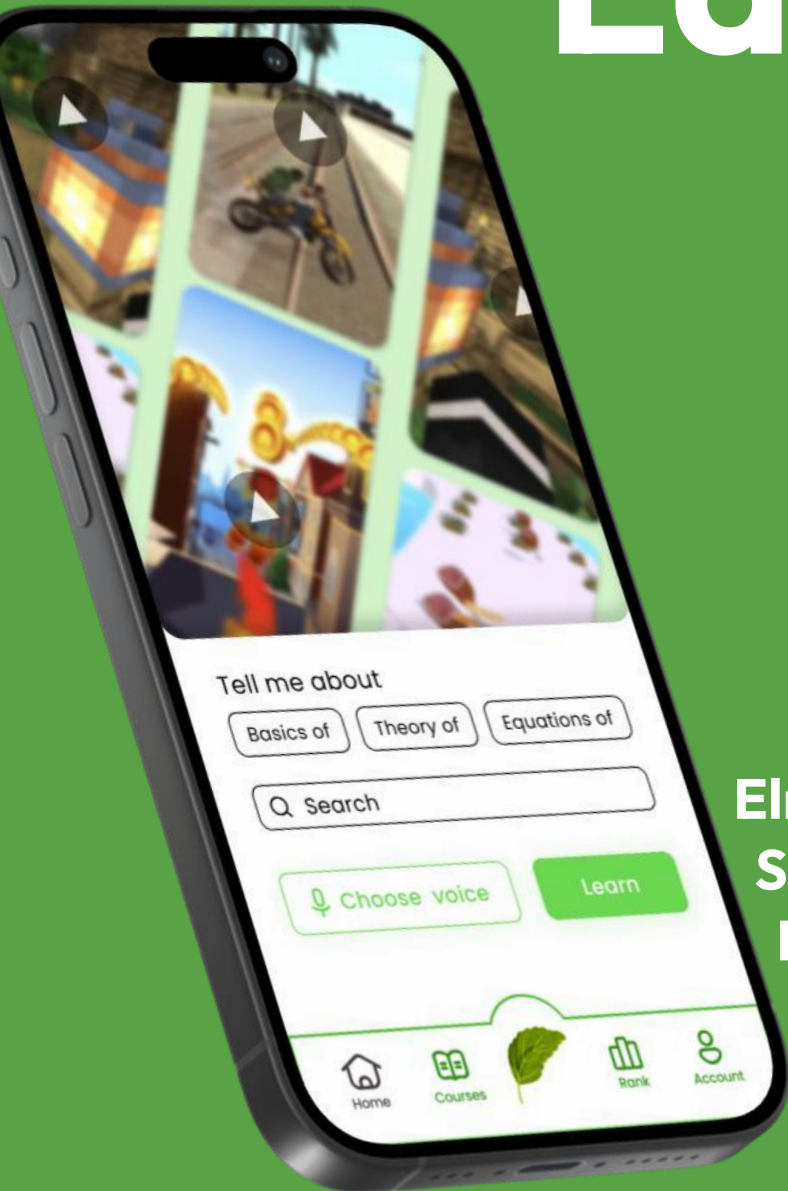


EduMint

Mints with Hints



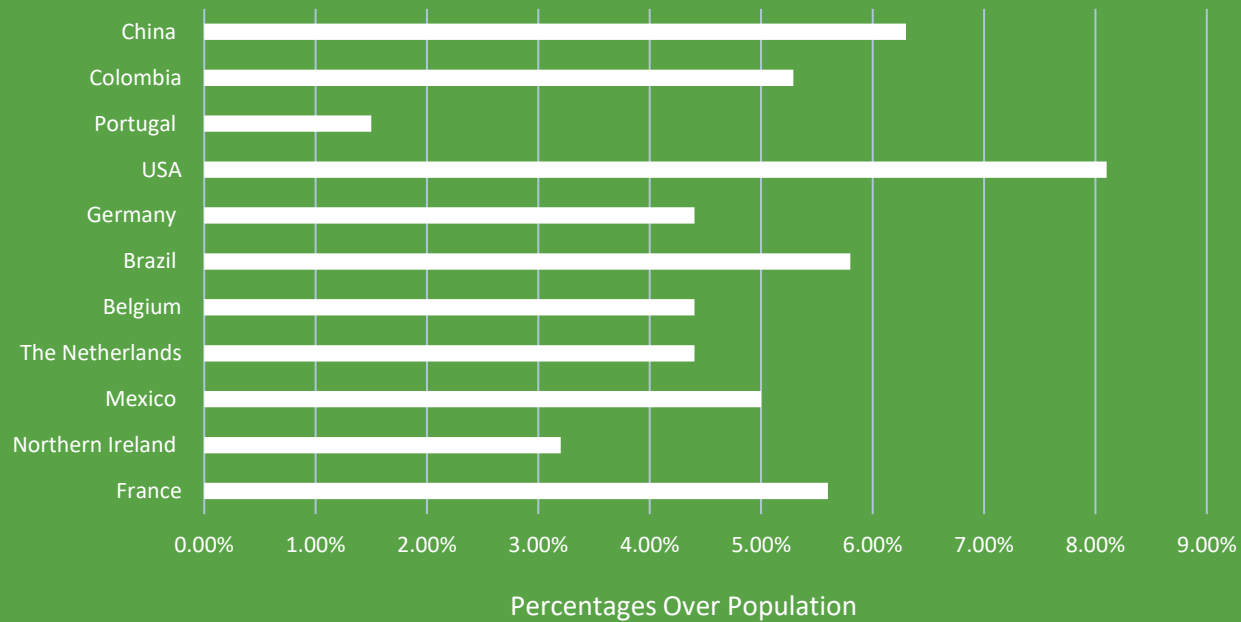
Elmir Rzazade
Sabuhi Aghayev
Kanan Maharramli
Parvin Abulhasanova



Problem

That concerns all

ADHD Rates Over the World

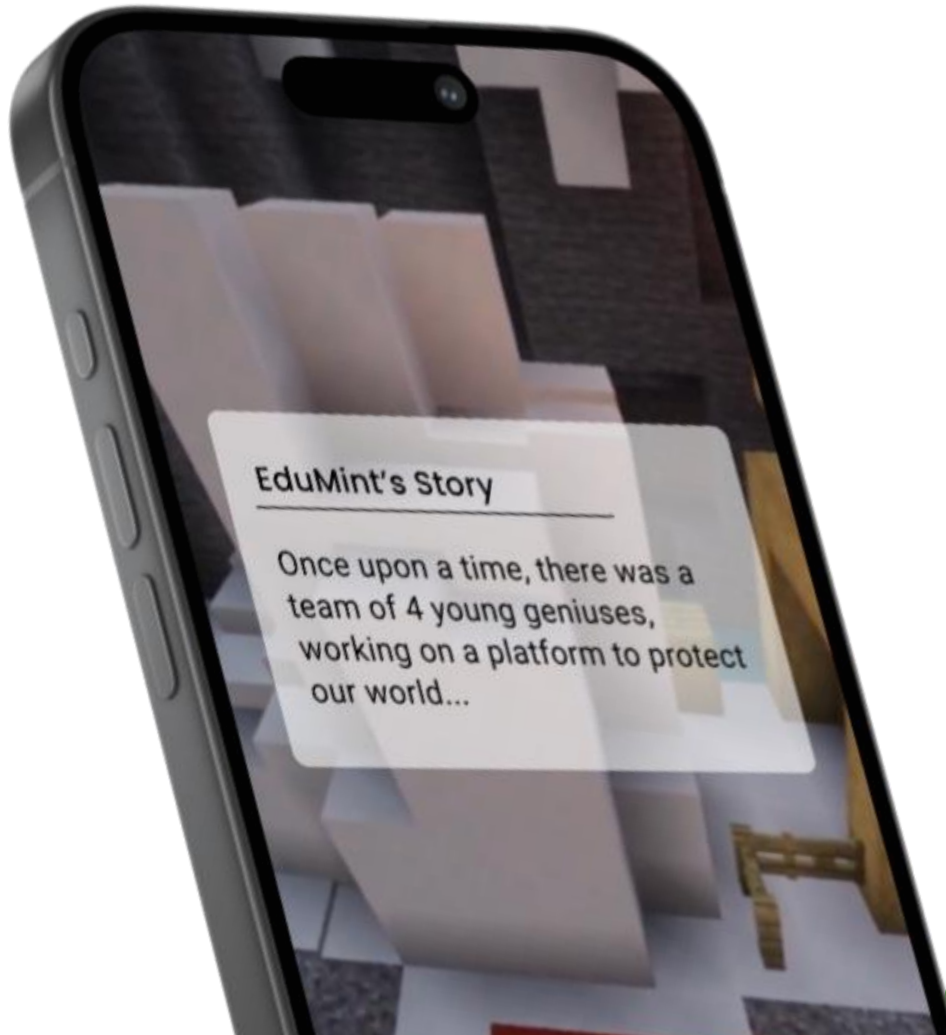


I'm concerned that my students' academic performance is suffering because of ADHD.

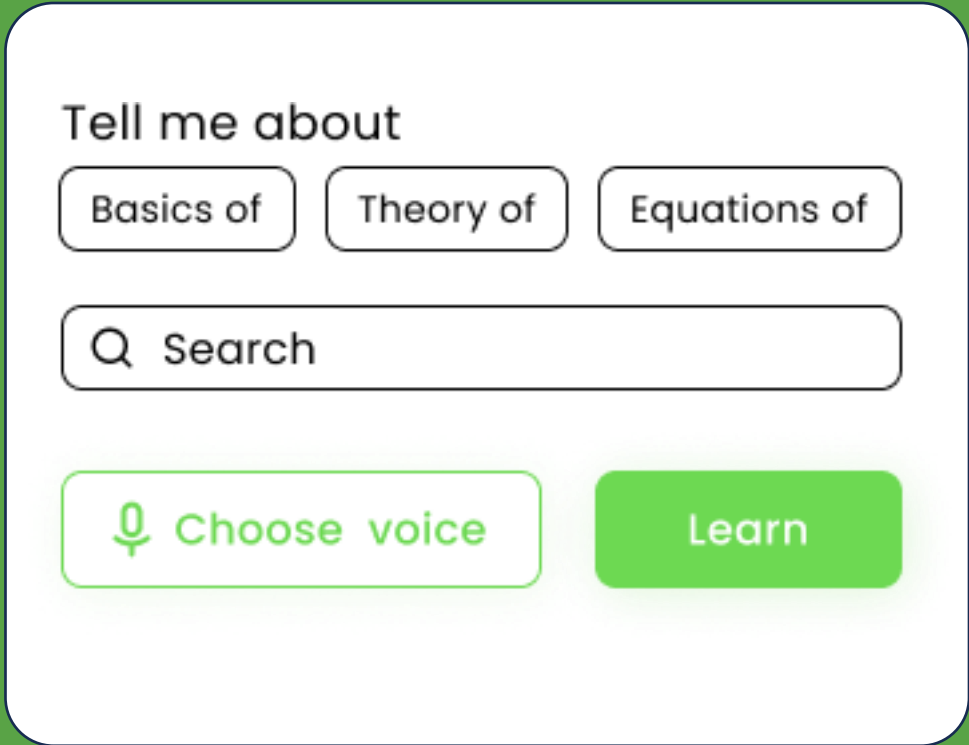
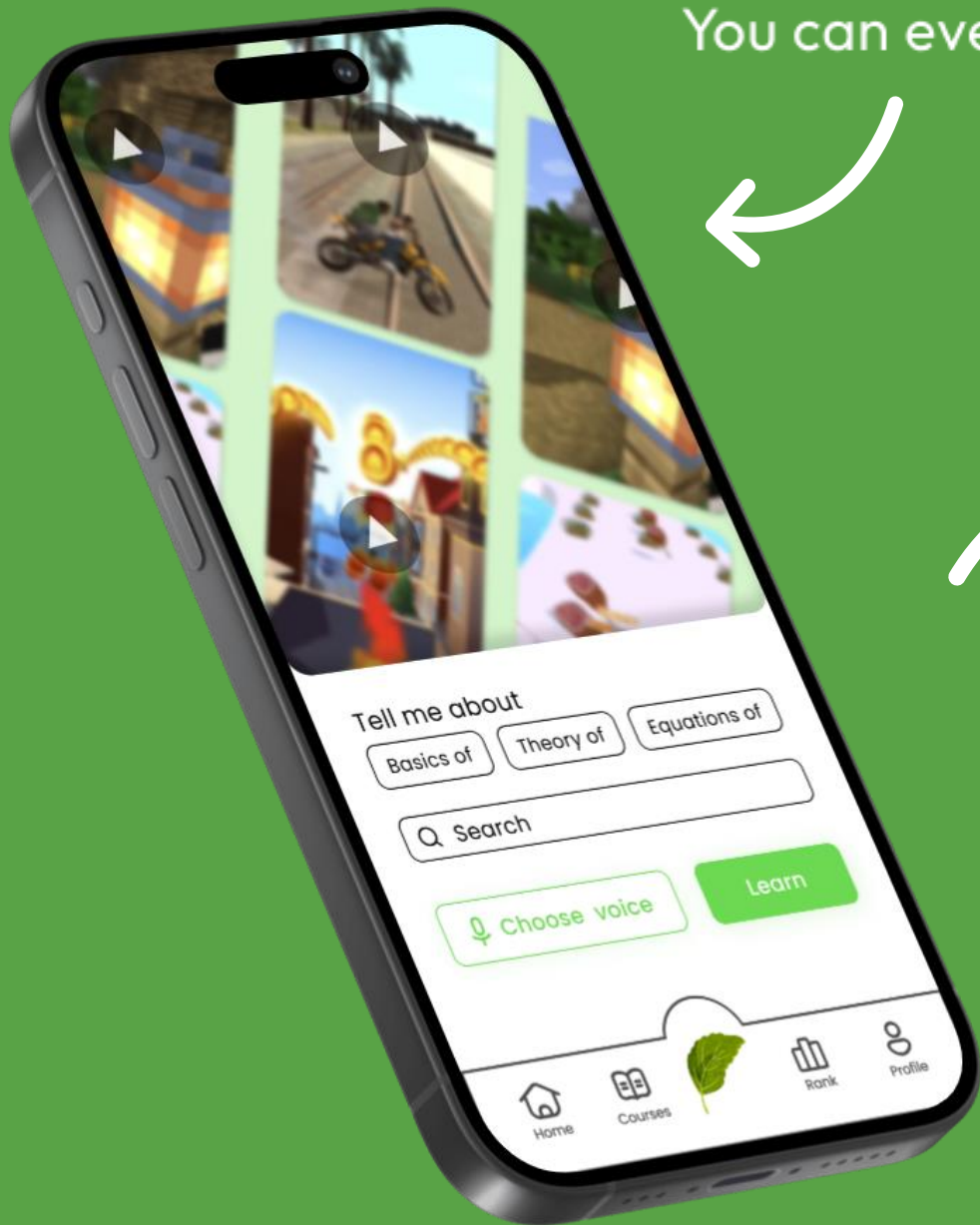
I'm worried about the seven hours spent daily on watching seemingly useless videos.

My child cannot concentrate on long paragraphs.

Solution



You can even choose videos?? 🤖



First 3 videos are free,
Up-gradable with minimum fee






Minty Courses:

First 10 chapters are free,
Up-gradable with minimum fee

- Courses for more sensitive age group
- Eligibility to add courses
- Under supervision of teachers

Our Benefits over Opponents



| | Gamified Learning | Progress Tracking | Number of Subjects | AI Integration | Collaborative Features | Ranking |
|---|-------------------|-------------------|--------------------|----------------|------------------------|---------|
|  | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
|  | ✓ | ✓ | — | — | — | — |
|  | ✓ | ✓ | — | — | — | ✓ |

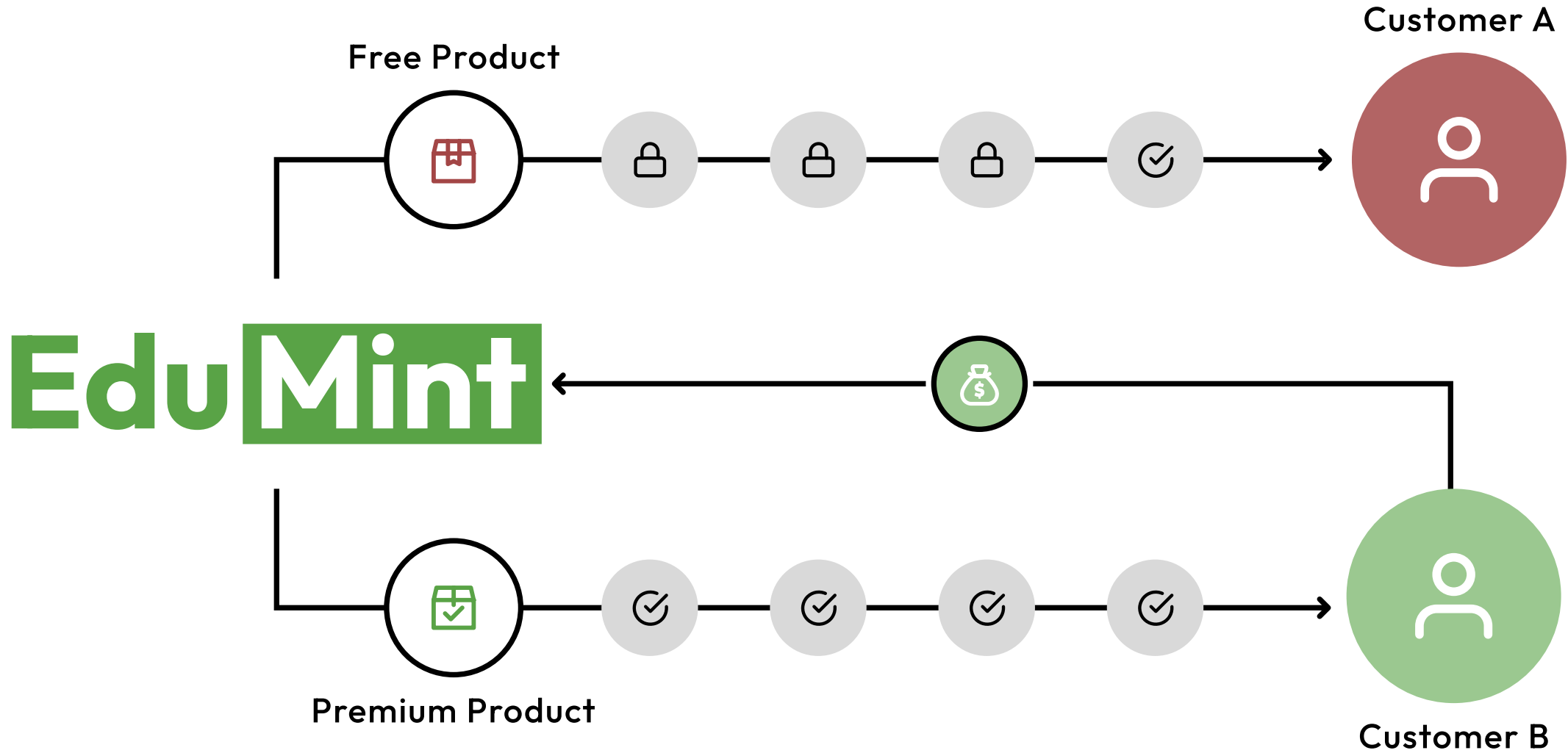
for database videos



for supervision



for AI uses



DIGIEDUHACK SOLUTION CANVAS

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 All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or by any information storage and retrieval system, without the prior written permission of the copyright owner.

Title of the solution: EduMint - Learning Application

Team name: EduMint

Challenge addressed: In the face of the contemporary challenge of diminishing attention spans and the prevalence of ADHD in children, EduMint emerges as a pioneering solution.

Challenge category: Learning experience

Solution description

Please describe your solution, its main elements and objectives as well as a brief implementation plan with some key overall milestones, resources required and eventual barriers foreseen. What is your final product/service/tool/activity? How could the solution be used to enhance digital education in the your challenge area? How could the success of the solution be measured? How will the solution provide benefits to the challenge owner?

EduMint is an innovative educational mobile application designed to address the challenges of diminishing attention spans and ADHD in children. The main elements and objectives of the solution include:

- AI-Driven Content Creation:**
Mints: Short, engaging stories crafted by AI that simplify complex educational content.
- AI Dubbing:** Dynamically translates and dubs Mints into multiple languages for global accessibility.
- Gamified Learning:**
Gameplay Videos: Integrates interactive gameplay videos to enhance engagement and make learning enjoyable.
- Gamified Elements:** Incorporates game-like features to stimulate interest and participation.
- Enhancing Digital Education:**

Target group

Who is the target group for your solution?
 Who will this solution affect and how?
 How will they benefit?

- all learners:**
Engaging Learning Experience: Learner will experience an engaging and enjoyable learning environment, making education more accessible and appealing.
- Improved Retention:** The use of AI-driven storytelling and gamified elements enhances content retention, making learning more effective

Impact

What is the impact of your solution? How do you measure it?

- Feedback and Reviews:**
Metrics: User reviews, surveys, and qualitative feedback.
- Measurement:** Positive feedback, high user ratings, and constructive suggestions for improvement provide insights into the impact of EduMint on user satisfaction and overall experience.
- By systematically tracking these metrics and continuously analyzing user feedback, EduMint can measure its impact on educational engagement, learning outcomes, global accessibility, parental involvement, adaptive personalization, collaborative learning, and overall user satisfaction. This comprehensive evaluation approach ensures that the solution's impact aligns with its overarching goal of addressing attention span challenges in the modern educational landscape.

Context

What is the problem you are facing?
 What is the challenge that you are solving?

EduMint is designed to address the challenge of diminishing attention spans and increased prevalence of ADHD in children, particularly due to the constant exposure to technology and social media. The solution aims to revolutionize the learning experience by leveraging advanced technology, including artificial intelligence (AI), to create engaging short videos called "Mints." These Mints simplify complex educational content, making it more digestible and memorable for

Describe it in a tweet

Describe your solution in a short catchy way in maximum 280 characters

EduMint: Shaping the future of education! 🚀 AI-powered Mints, gamified learning, and collaborative spaces make learning irresistible for children. Turning challenges into

Innovativeness

What makes your solution different and original?
 Can anything similar be found on the market? How innovative is it?

AI-Driven Storytelling:
Differentiator: EduMint leverages AI to craft engaging short stories (Mints) that simplify complex educational content. This AI-driven storytelling sets it apart, providing a unique and personalized learning experience.

Transferability

Can your solution be used in other contexts?
 What parts of it can be applied to other context?

Adaptation for Different Age Groups:
 The core concept of using AI to simplify and present educational content in engaging short stories (Mints) can be adapted for learners of different age groups, including

Sustainability

What is your plan for the implementation of the solution and how do you see it in the mid- and long term?

Pilot Phase (Months 1-3):

- Content Development:** Begin creating a diverse range of Mints, focusing on core educational topics.
- AI Integration:** Implement and refine AI algorithms for Mint

Team work

Explain why you are the perfect team to develop this work and what are the competencies you all bring in so the solution is developed successfully. How well did you work as a team?
 Could you continue to work as a team in the future?

As a team, we are uniquely positioned to develop and implement the EduMint solution successfully, drawing upon a diverse set of competencies and a collaborative working dynamic.
Technological Prowess:

Our Team



Elmir Rzazade
Software Engineer



Parvin Abulhasanova
Graphic designer



Kanan Maharramli
UX/UI Designer



Sabuhi Aghayev
AI Specialist

**Thank You
For Listening!**

