

# DIGIEDUHACK SOLUTION CANVAS

**Title of the solution:**

**Team name:**

**Challenge addressed:**

**Challenge category:**

**Background of the team:**

(multiple selections possible in case of mixed teams)

Higher Education Students

Researchers

Professionals

Teachers

Primary School Students

Secondary School Students

Others (please specify)

## 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?

## 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?

## Transferability

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

## Context

What is the current or future problem you're trying to solve? How does your solution align with DigiEduHack 2024 annual theme?  
How does your solution confront the challenge posed by the hackathon organiser and how does it address the challenge category?

## 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?

## 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?

## 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?

## Describe it in a tweet

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

## 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?

# Display settings

Your device has a range of settings, such as colour filters, that can be adjusted to make it easier for you to follow this presentation.

## Windows

- Start menu – settings – system – ease of access

## Apple Mac

- Apple menu – systems settings – accessibility

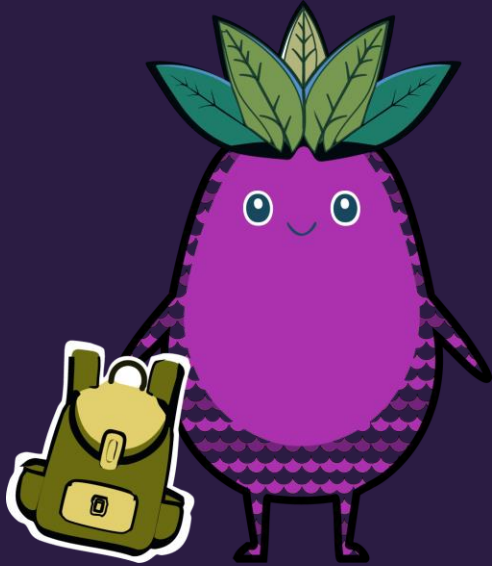
## Android phone

- Settings – accessibility – colour filters

## IOS phone

- Settings – accessibility – display & text size - colour filters

# Study Sprout



# Our team



Ashley Rowley, LD & Maintenance specialist



Ambrose Cole, SLD & Platform and tech specialist



Celine Llewellyn-Jones, LD & Chair of Disabled Staff Network



Sophie Rowson, CC & Technology specialist



Hilary Wray, PhD Student & Product Design / UX specialist



Michael Swift, DMP & Accessibility Specialist



Barry Hall, DMP & Audio specialist

# Working together

- **Student Insight:** Our experience with university courses gives us deep insights into student challenges and needs, enabling us to design an app that addresses these points.
- **Content Expertise:** Ensuring the app's resources are accurate, relevant, and engaging, thanks to our background in creating educational content.
- **Pedagogical Knowledge:** Our familiarity with educational theories allows us to incorporate effective learning strategies into the app.
- **Technical Proficiency:** Our skills in using various digital tools for online content development translate well into app development.
- **User-Centered Design:** Our focus on user-friendly online content helps us design an intuitive and accessible app interface.

## Are we planning to work as a team again in the future?

- Many of us do so already – it has been great to collaborate on a completely different kind of challenge!
- We all agreed we've enjoyed this experience and would love to develop the game further.

# The challenge

- Jamie starts university (case study in notes)
- Engaging students more consistently in university life, lectures and development activities.
- Accessibility considerations → The seven ‘what if’s’
- Simple and straightforward to use
- A style that appeals to diverse users and supports range of preferences and needs (audio/visual)
- Mobile device agnostic

# Target group

- **HE, 1<sup>st</sup> yr UG students** – short attention spans, pulled in many directions, new to university life, lacking time management and planning skills, motivation.
- **Educators**– short on time and tech skills, but enthusiastic to engage learners better, get learners into their live sessions, and connect them additional support and developmental training.

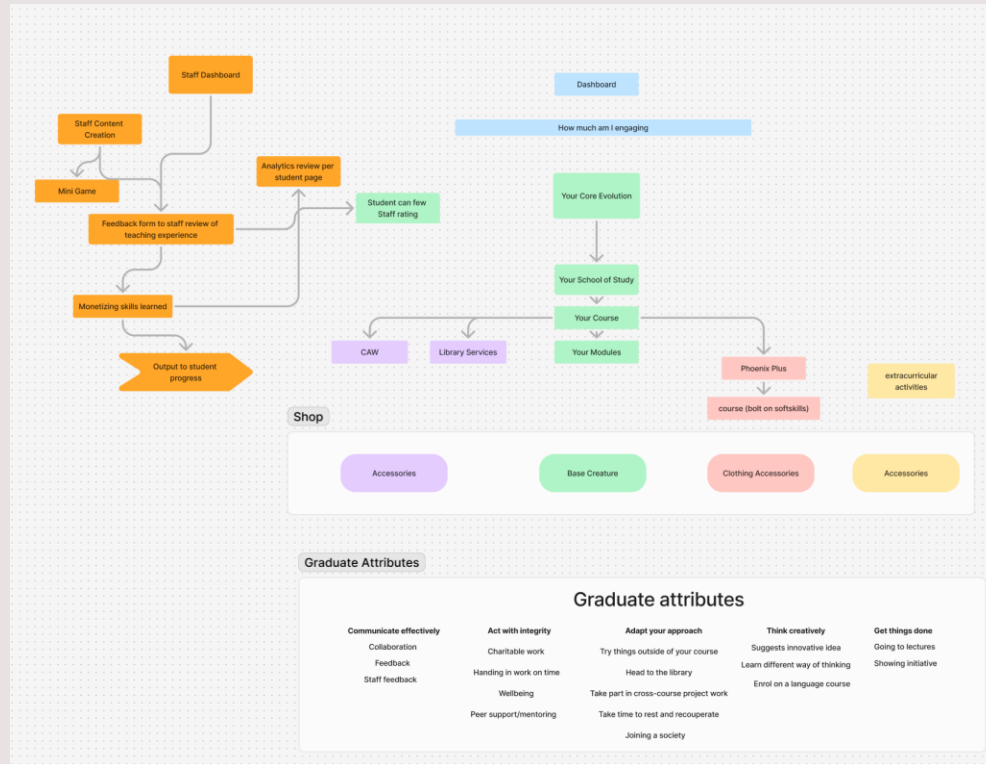
# Solution

- **Main element** → The app centres on a customisable virtual character that students can earn points for by performing tasks. These point can then be used to develop the character.
- Encourages students to interact by rewarding engagement through micro-learning.
- Virtual character/soundscape can be shared on social media, through LinkedIn, or used in their Aula profile.
- Features of the app include inclusive and accessible practices.
- Ease of use for educators.



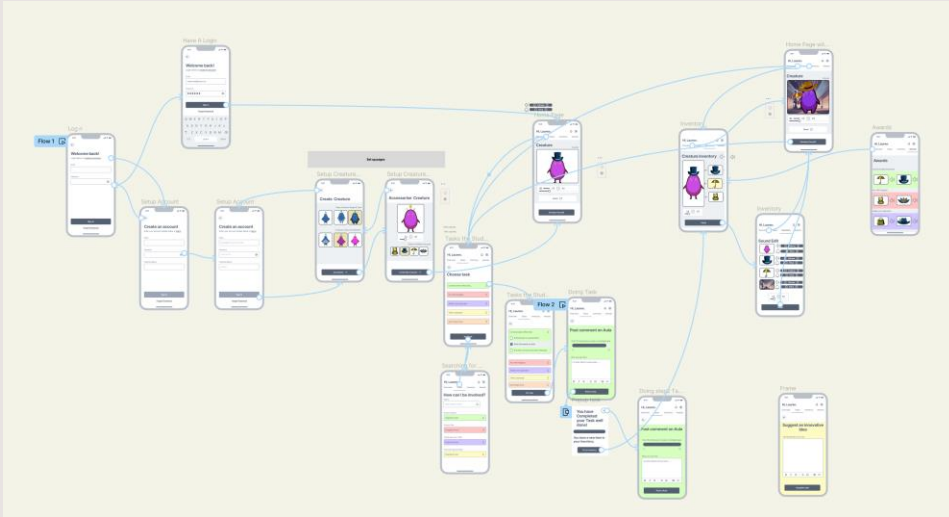


# Mind map of Solution

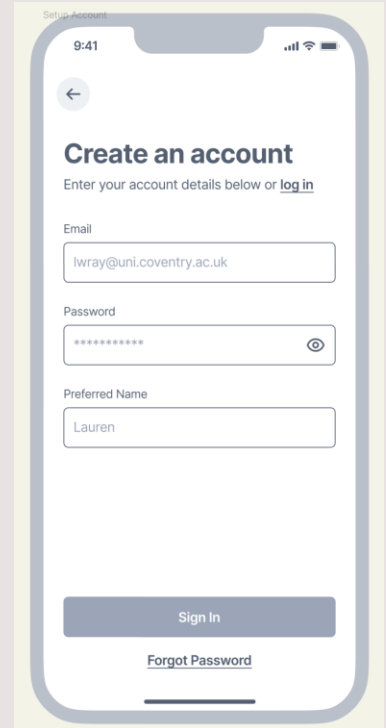


# Walk-through

- The link below will take you to a Figma walk-through



<https://www.figma.com/proto/5ijjk1ukLnA8xKtvPi9ix6/Hack-DigEdu?node-id=1513-1035&t=eaET20oYe4vciQXh-1>



# Challenges

- Non-gamers may not find this engaging enough.
- Creating a fully inclusive and accessible experience would ideally include diverse student input and feedback.
- Connecting to university systems could be technically challenging.
- QR codes and Bluetooth beacons could be used but require tech support.
- Keeping it simple whilst also supporting lots of choice.
- Technical support and ongoing maintenance required.

# Accessibility

- Wishlist of accessible interface options
- Need to think further about English as a Second Language Users
- Some of the functions we intend to include are:
  - Toggle buttons to allow or disallow accessibility aspects such as motion, audio, dark/light mode
  - Audio linked to visual features of the evolving character for visually impaired students

# How we meet the criteria

- Teamwork
  - Diverse expertise
- Innovativeness
  - Existing concept developed for new context in HE
- Transferability
  - Can be adapted to diverse environments
- Sustainability
  - A wide variety of options to develop and sustain app in the future
  - Use of the Phoenix+ framework for categorising tasks and awards

# Future developments

- Micro-credits → Presented in portfolios and LinkedIn.
- Points could be redeemed for real rewards → Earn coffees and rewards online or in local cafes and shops.
- AR element → Visit library for points.
- App could develop into other contexts → At home or work.2
- Personas → Opportunity to develop student personas further to highlight needs/motivations/challenges

