



ASTROCADEM

AstroCadem – Interactive space station for children aged 10–14

TARGET

1

Goal 1 - Improve financial literacy

Short story-driven missions teach children how to budget and understand the cost of purchases.

2

Goal 2 - Improve digital security

They teach how to recognize phishing and dangerous links through game scenarios.

3

Goal 3 - Form healthy habits

Daily tasks and streaks help you develop healthy digital habits.

4

Goal 4 - Supporting parents and schools

Simple reports and recommendations for adults based on the pilot results.

METHODS

[1 Introduction](#)[2 Education](#)[3 Examples](#)[4 Practice](#)[5 Test](#)[6 Results](#)**M****Captain Moneti**

Greetings, Agent! I'm Captain Coin. Today we'll learn the biggest secret of finance!

Progress: 1/4

[Continue →](#)**1 How many hours a day is safe for screen time? (Ages 10-14)**☒ 2-3 hours ✓☐ 8 hours☐ As much as I want**2 The 20-20-20 rule is...**☒ Every 20 minutes, look into the distance for 20 seconds. ✓☐ Play 20 hours a day☐ Charge the phone for 20 minutes



Mission Completed!

You answered 3 out of 3 correctly.

100%



+300

XP

+1

Icon

+3

Progress

Perfect result!
You have received a special mastery badge.

ADVANTAGES

Advantages


+ Plot

+ AI assistants

+ Gaming system

+ Clear and concise

AI Assistents

 **Cyberia**

Digital Security Mentor

 **Trickster**

A provocateur showing examples of deception

 **Glitch**

Assistant-prompter

 **Captain Moneti**

Financial Literacy Mentor

Progress Map



Visualizing the learning path

AC

AstroCadem - Space Academy



Become an agent - control the future



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

Teachers

Others (please specify)

Researchers

Primary School Students

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?

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?

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?

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?

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?

Transferability

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

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?