DIGIEDUHACK SOLUTION CANVAS

Title of the solution:	Future VR
Challenge addressed:	28h - Transforming Education

Team name:	Future AI
Challenge category:	Emerging technologies for education

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 successof the solution be measured? How will the solution provide benefits to the challenge owner?

Our proposal is the creation of a web platform used for student assessment using VR and AI technologies. The web platform, designed for students and teachers, is composed of elements that distinguish generation of AI-powered evaluations and feedback for education of platform's users-students. We generate a personalized evaluation, with quick and constructive feedback. Also, we encourage active participation through development of practical skills and effective collaboration.
The implementation project begins by developing a base platform with certain common but innovative exercise features. For example, in the math field we will use VR environments creating a problem that simulate an " Escape room" mode where students need to apply their math knowledge to complete a dungeon. For the language field, there is a VR environment for interaction between users where you can initiate specific discussions and communications

Context

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

Nowadays education assesments are changing. Many of them are more focused in collaboration and evaluating skills. Therefore, the current system of evaluations needs to change with integration of the new technologies, in this case, AI and AR/VR. With this project we change our perpective by creating more challenging and personalized asessesments for the students, with instantaneous feedback for their progress.

Target group

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

Our target clients are the universities and institutes that will use our platform for their learning process. This solution is convinient because they could interact with many new elements like AI and VR, which presents new level of use and apply the new concepts learned in lectures.

Their direct benefits are having more precision in evaluating a skill, having more interaction between student-teacher or students groups, having personalized feedback to highlight skill not yet well-performed, and having new tools to create different and unique activities to resolve in class.

Impact

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

This solution makes it possible to speed up the development of new evaluation methods in an automated and personalized environment. The platform creates much more dynamic assessment environments that impact student learning.
Our service understands that, according to scores obtained in assessments, if many students have greater than 90% of their scores, it can be considered that student's learning is aligned with the objective of improving digital evaluations.

Describe it in a tweet

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

Our new solution wants to transform the evaluations of today into the future. No more paper tests, no more boards, dive into it, challenge yourself!

Innovativeness

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

Many web apps have introduced new interactive asessments for making dynamic exercises and powering learning. Besides, our platform wants to power by AI to make it faster, clearer and specific to our users. The process of feedback and evaluation makes us outstanding in the area

Transferability

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

Even we focus our market with universities and institutes, we can use this platform for any educative enviroment. For example, this platform could be used for job training in different topics. The difference is made by the instructor.

Sustainability

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

The first step is to have a basic platform with some designs of common exercise like escape room and virtual debate. After that we connect with clients for feedback and by having new additions and acceptance, we develop the strategy to reach many more users of the platform

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 have diversity in terms of studies we have. Many of our members have abilities in business and language and other in engeneering and math. Both are neccesary to understand and create this business model and developing it. Makes our vision focus into the main objective

1. Solution Name

Future VR

2. Slogan or Tweet

Our new solution wants to transform the evaluations of today into the future. No more paper tests, no more boards, dive into it, challenge yourself!

3. Solution’s description

Our proposal is the creation of a web platform used for student assessments using VR and AI technologies. This platform, designed for students and teachers, has items like VR-powered assessments and AI-powered feedback for the platform's users-students.

4. Name Team

Future AI

5. Team Members

- **Alemán Aguirre, Adriana - Mentor**
- **Cabañas Bringas, Giancarlo**
- **Flores Sinche, Camila Mirelly**

- **Lostaunau Nuñez, José Roberto Luis**
- **Hurtado Quispe, Estefani**

6. Team Logo

FUTURE VR

Education & Technology

7. Canvas Model (First page attached)

DIGI EDU HACK 2023

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European Commission

8. Video Link

[Video explanation link]

9. Site Web link (Prototype)

[Prototype site link]

10. User Manual

[User manual link]

11. Notes

- ***First idea***:

- **Design users according to student and teacher**
- **Student: Limited version, avoid detailed description of solutions.**
- **Teacher: Full version. Creation of exercises.**
- **Create a password for use by teachers.**

- **Authentic and related to the real world.**
- Interactive and dynamic, rather than traditional multiple-choice tests.
- Personalized and adapted to your level of competence.
- With immediate feedback and improvement resources available.
- Project-based and collaborative, encouraging teamwork and problem solving.

- ***Budget:***

1.Technology Development (AI, VR/AR): This can be one of the most costly items, and includes the development of AI platforms, VR/AR content, mobile applications, learning management systems, etc. The cost could range from S/40,000 to S/100,000 , depending on complexity.

2. Personnel and Salaries: The salaries of the development team, administrative staff, AI experts and other professionals will depend on the structure of the team. An initial budget could be from S/40,000 to S/100,000 per month, depending on the size of the team taking into account that we have our developers specialized in this type of technology, in the same way an internship agreement with institutes or universities will be acquired in order to constantly acquire new updates and ideas.

3. Equipment and Technology: Computer equipment, software, VR/AR devices and other technological resources would have a representation of the company.

4. Marketing and Advertising: Promoting your educational platform will require a budget for online advertising, presence at educational fairs, public relations, etc. This could range from S/20,000 to S/100,000 or more per year.

5. Operating Expenses: This includes office rent, utilities, insurance, internet services and other operating expenses. These expenses may vary depending on the location and the specific needs of your business, but could be in the range of S/20,000 to S/60,000 per month.

6. Research and Development (R&D): If you are innovating in educational technology, you should allocate a budget for R&D, which could be 5% to 10% of your annual revenues.

7. Legal and Compliance: Costs related to legal consulting, intellectual property registration and regulatory compliance. This could vary according to needs, but could be around S/10,000 to S/30,000 per year.

8. Travel and Training: If travel or training of staff is required, consider a budget for these purposes, which could range from S/10,000 to S/30,000 per year.

9. Contingencies and Reserves: It is important to have a contingency fund for unforeseen events, which could be 5% to 10% of your total budget.

Remember that these numbers are approximate and can vary significantly depending on the scale of your project and the specific decisions you make. You should also consider projected revenues and the time it will take to reach profitability. It is advisable to prepare a detailed financial plan and consult an accountant or financial advisor to get a more accurate estimate of the costs for your venture.

- ***Work team:***

1. CEO/Project Coordinator: The person in charge of leading the project and making strategic decisions. Must have a clear vision and management skills.

2. CTO (Chief Technology Officer): A technical leader who oversees the development of AI technology, including the creation of learning platforms, educational chatbots, data analytics, etc.

3. Software Development Team: Software engineers, application developers, UX/UI designers, among others, who work in the development and maintenance of technological solutions.

4. AI experts: Professionals with expertise in artificial intelligence and machine learning who can develop AI algorithms for learning personalization, automatic evaluation, etc.

5. Pedagogues and Teachers: Experts in education who collaborate in the creation of content, curriculum design and pedagogical approach of the platform.

6. Educational Content Specialists: Writers and instructional designers in charge of creating high quality didactic materials adapted to the online platform.

7. Technical Support and Customer Service Team: Personnel who can solve technical problems and assist students and teachers in case of queries or difficulties.

8. Data Analysts: Professionals who are responsible for collecting, analyzing and using data to improve platform effectiveness, personalize learning and make data-driven decisions.

9. Marketing and Sales Team: Essential for promoting the platform and attracting students and teachers. This includes specialists in digital marketing, social media management and sales.

10. Finance and Administrative Management Experts: To manage the budget, control costs and ensure that the company runs efficiently.

11. Legal and Compliance Advisor: To address legal and regulatory issues in the field of education in Peru and ensure compliance with local regulations.

12. Human Resources: To manage personnel, hiring, training and talent development.

13. Public Relations and Corporate Social Responsibility: To manage relations with the educational community and develop social responsibility programs that benefit Peruvian society.

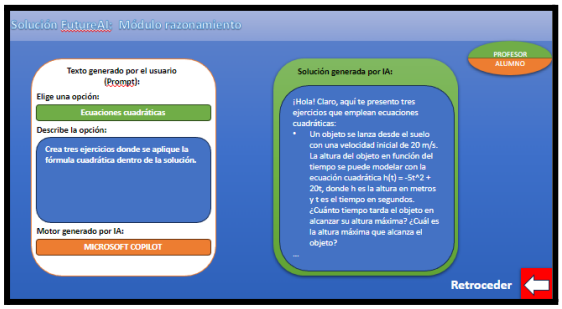
14. Information Security Specialists: To ensure that student and faculty data is safe and protected from potential cyber threats.

15. Expansion and Strategic Alliances Specialists: To seek strategic partners and growth opportunities in the education market in Peru.

Previous Work:

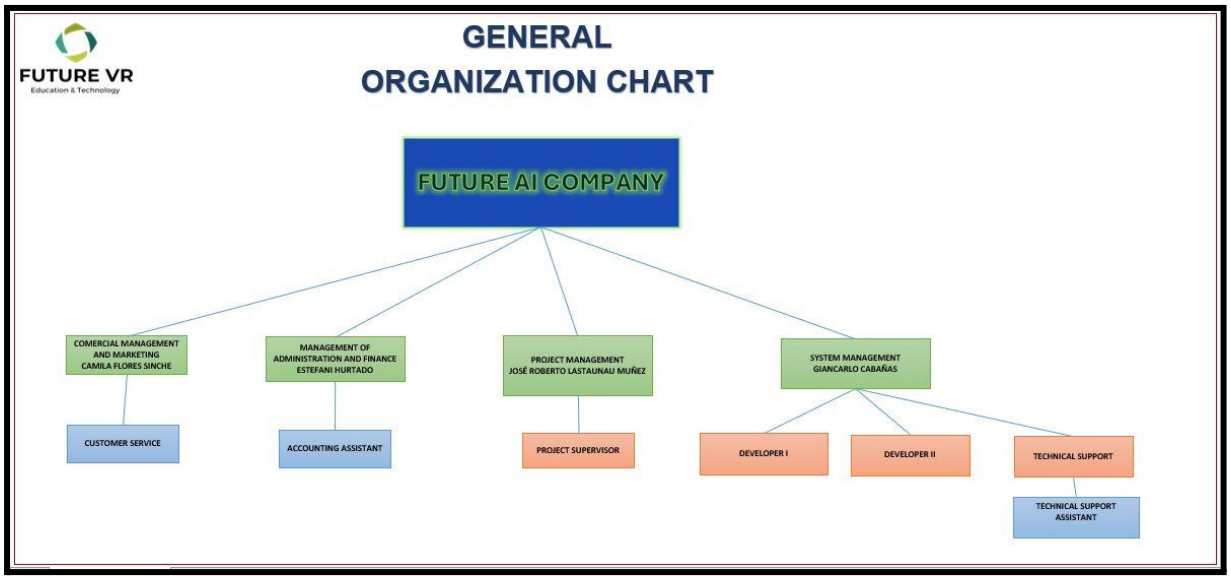
Add content for the platform in the following sections:

Reasoning module	Practical module	Creative module	Research module
• Automatically perform mathematical exercises. • Create mathematical problems with solutions.	• Laboratory simulation.	• Creative Canvas RV/RA.	• Plagiarism detector. • Keyword generator.
Verbal communication module	**Written communication module**	**Critical thinking module**	**Human social module**
• Simulate Thesis presentations. • Debate practice.	• Text writing. • Spelling. • Detection of main ideas.	• Data analysis.	• Corporal expressions. • Human cases.



Canvas model:

Organizational chart:



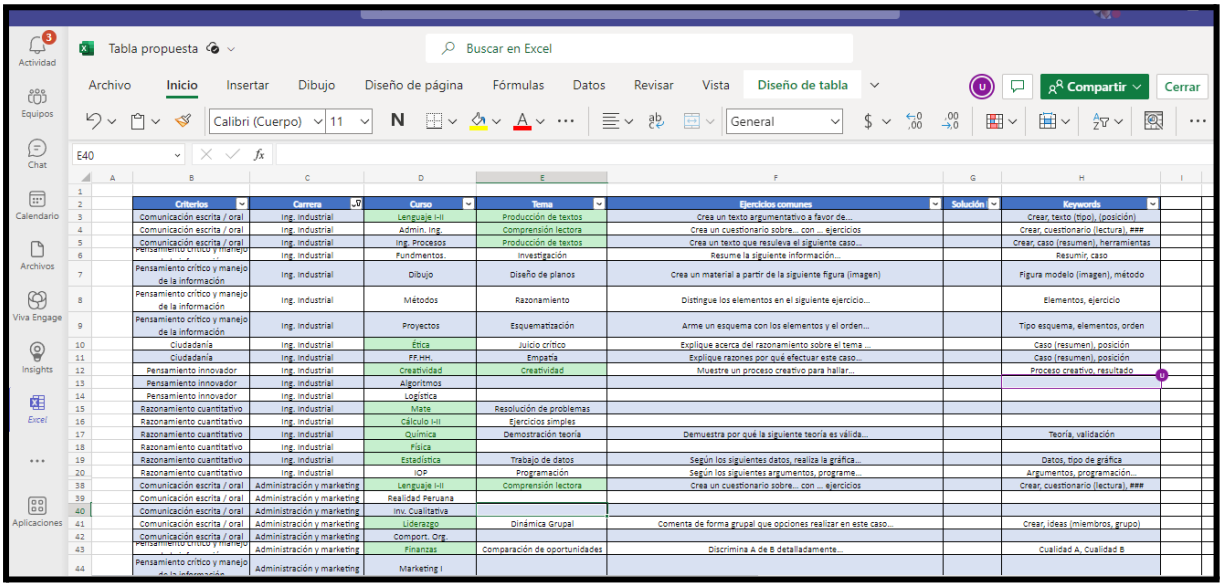
Definition of value proposal:

TRANSLATION:

This is a relevant project for the superior sector, taking in account the assessment based in VR and gamification, being applicable in every area of study.

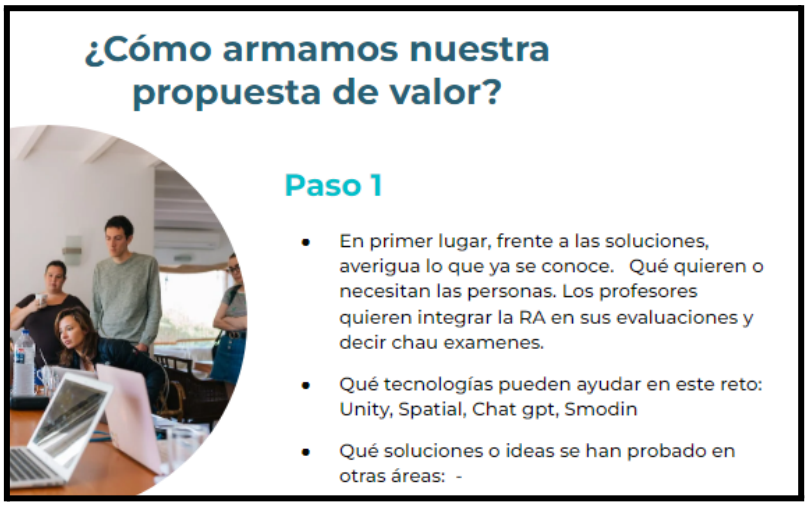
Presentation of the MVP:

Exercise database:



Criterios	Carrera	Curso	Tema	Ejercicios comunes	Solución	Keywords
Comunicación escrita / oral	Ing. Industrial	Lenguaje I-II	Producción de textos	Crea un texto argumentativo a favor de...		Crear, texto (tipo), (posición)
Comunicación escrita / oral	Ing. Industrial	Admin. Ing.	Comprensión lectora	Crea un cuestionario sobre... con ... ejercicios		Crear, cuestionario (lectura), ###
Comunicación escrita / oral	Ing. Industrial	Ing. Procesos	Producción de textos	Crea un texto que resuleva el siguiente caso...		Crear, caso (resumen), herramientas
Pensamiento crítico y manejo	Ing. Industrial	Fundmentos.	Investigación	Resume la siguiente información...		Resumir, caso
Pensamiento crítico y manejo de la información	Ing. Industrial	Dibujo	Diseño de planos	Crea un material a partir de la siguiente figura (imagen)		Figura modelo (imagen), método
Pensamiento crítico y manejo de la información	Ing. Industrial	Métodos	Razonamiento	Distingue los elementos en el siguiente ejercicio...		Elementos, ejercicio
Pensamiento crítico y manejo de la información	Ing. Industrial	Proyectos	Esquematización	Arme un esquema con los elementos y el orden...		Tipo esquema, elementos, orden
Ciudadanía	Ing. Industrial	Ética	Juicio crítico	Explique acerca del razonamiento sobre el tema ...		Caso (resumen), posición
Ciudadanía	Ing. Industrial	FF.HH.	Empatía	Explique razones por qué efectuar este caso...		Caso (resumen), posición
Pensamiento innovador	Ing. Industrial	Creatividad	Creatividad	Muestre un proceso creativo para hallar...		Proceso creativo, resultado
Pensamiento innovador	Ing. Industrial	Algoritmos				
Pensamiento innovador	Ing. Industrial	Logística				
Razonamiento cuantitativo	Ing. Industrial	Mate	Resolución de problemas			
Razonamiento cuantitativo	Ing. Industrial	Cálculo I-II	Ejercicios simples			
Razonamiento cuantitativo	Ing. Industrial	Química	Demostración teoría	Demuestra por qué la siguiente teoría es válida...		Teoría, validación
Razonamiento cuantitativo	Ing. Industrial	Física				
Razonamiento cuantitativo	Ing. Industrial	Estadística	Trabajo de datos	Según los siguientes datos, realiza la gráfica...		Datos, tipo de gráfica
Razonamiento cuantitativo	Ing. Industrial	IOP	Programación	Según los siguientes argumentos, programe...		Argumentos, programación...
Comunicación escrita / oral	Administración y marketing	Lenguaje I-II	Comprensión lectora	Crea un cuestionario sobre... con ... ejercicios		Crear, cuestionario (lectura), ###
Comunicación escrita / oral	Administración y marketing	Realidad Peruana				
Comunicación escrita / oral	Administración y marketing	Inv. Cualitativa				
Comunicación escrita / oral	Administración y marketing	Liderazgo	Dinámica Grupal	Comenta de forma grupal que opciones realizar en este caso...		Crear, ideas (miembros, grupo)
Comunicación escrita / oral	Administración y marketing	Comport. Org.				
Pensamiento crítico y manejo	Administración y marketing	Finanzas	Comparación de oportunidades	Discrimina A de B detalladamente...		Cualidad A, Cualidad B
Pensamiento crítico y manejo	Administración y marketing	Marketing I				

Development of Design Thinking:



TRANSLATION:

HOW BUILD OUR VALUE PROPOSAL?

Step 1: Firstable, research about similar solutions that have already been taken or are well - known. What people want or needs. Teachers are looking to say goodbye to exams and integrate RA in their assessments.

What kind of technologies can help us in this challenge?

Unity, Spatial, Chat GPT, Smoothing

Paso 2

Asimismo, vamos a crear áreas de oportunidad. Por ejemplo, ejemplo, si tu usuario son las personas sordomudas, se puede plantear lo siguiente:

- ¿Cómo podríamos mejorar el sistema de evaluación a partir de está propuesta?
- ¿Cómo podríamos incentivar a que los colegios adopten a desarrollar más competencias de manera similar?

TRANSLATION:

Step 2:

In addition, we will create opportunity areas. For example, if your user are deaf and dumb people, the following can be proposed:

How can we improve the assessment system based on this proposal?

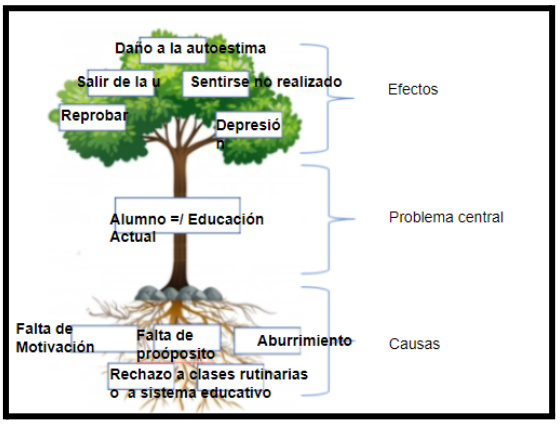
How can we encourage schools to adopt more similar competencies?

TRANSLATION:

Value Proposal:

Solution's Name: FUTURE VR, is a website that helps teachers to create assessments for students by VR and the use of virtual reality glasses.

Problem Tree



NOTES ON THE COURSE OF THE COMPETITION:

MARKETING Area:

- To see the competition, you have to look within the education sector market that offers the same services.

chrome-extension://https://repositorio.usil.edu.pe/server/api/core/bitstreams/06aa3280-c698-4ecf-9683-1af5943dcb6e/content

Area Power pitch:

- Develop / structure explanation.

Examples:

https://docs.google.com/spreadsheets/d/1UhkwXT9M_tcjskjvIS0bTTFjL0kvwRXCaFXCb5Uacxs/edit?sp=sharing

Prototyping Area:

- Develop MVP.

Authentic and related to the real world.
Interactive and dynamic, rather than traditional multiple-choice tests.
Personalized and adapted to your level of competence.
With immediate feedback and improvement resources available.
Project-based and collaborative, encouraging teamwork and problem solving.