



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: Modern Digital Brain Hackers

NO.	NAME & SURNAME	UNIVERSITY
1	Marlena Skórnoch	If ALK student, include the year of studies, the name of the program and Student ID Number
2	Pola Tannenberg	1 Year, MiM, 48421
3	Iwona Zięba	1 Year, MiM, 48432
4	Barbara Piotrowicz	1 Year, MiM, 55141
		1 Year, MiM, 48186

!! 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:

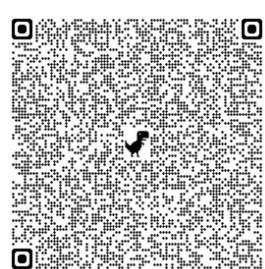
- Problem Statement:** One-sentence definition of the problem (the essence).
- AS IS:** Current Situation: Describe the context with data and pain points. Why is solving this problem essential?
- Game Plan:** Your Solution: How do you get there? What's your approach or process?
- Technology (optional):** 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



Supported by:



Funded by
the European Union



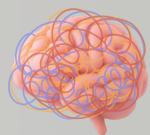


EduVRse



Modern solution for common problem - learning for everyone more effective than ever.
Your safe space to achieve personal study goals!

PROBLEM



- Short attention spans
- Problem with focus due to ADHD, dyslexia and autism-spectrum conditions
- Neurodivergent students
- Overload of text-based materials
- Home-schooled students who often lack structured guidance and interactive learning formats.

SOLUTION



- Transforming traditional lectures and materials into engaging, easy-to-absorb experiences
- Immersive 3D lessons, short videos, and simplified visual explanations
- A personalized AI teacher avatar answering questions in real time
- Additional features like body data, eye tracking, predictive analysis.

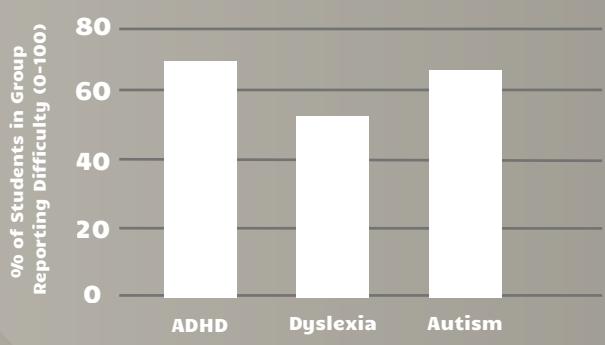
RESULT



- Reduced frustration and cognitive overload
- Transforming difficult material into clear, manageable segments
- Greater accessibility and inclusivity
- Breakthrough improvements for neurodivergent learners



Reported Learning Barriers Among Neurodivergent Students



sources: Internal Survey on Cognitive Load in Higher Education, 2023 and Inclusive Education Report, 2022

The graphical representation of real problem. Can you guess how many neurodivergent students struggle with traditional learning methods? 72% of students with ADHD find it hard to stay focused, 56% of dyslexic students struggle with reading, and 68% of autistic students have difficulty understanding lecture-based teaching.

Eye-tracking system

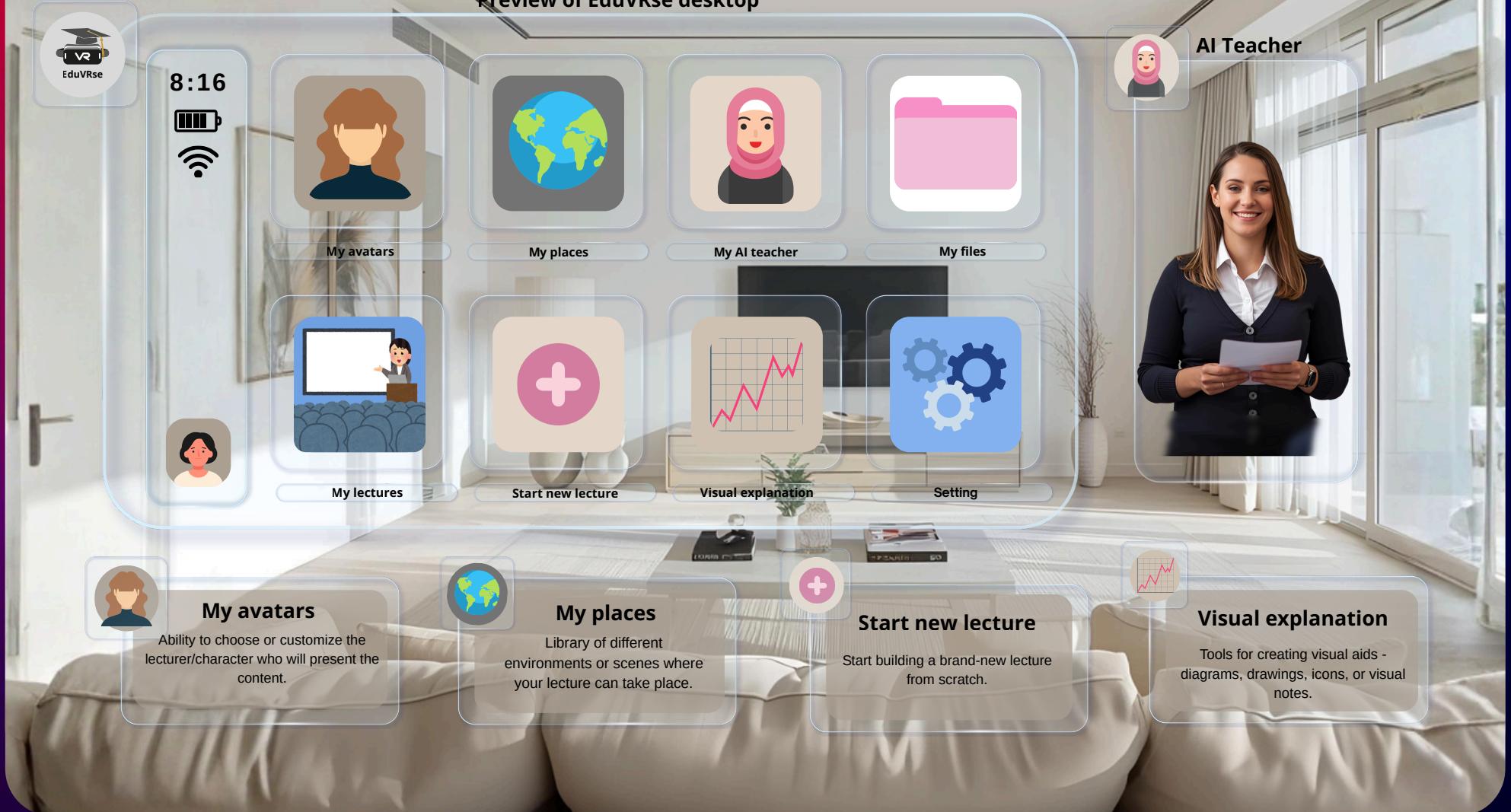
EduVRse integrates real-time eye-tracking to precisely measure each student's attention span and learning patterns. By observing gaze stability, focus shifts, and engagement levels, the system can automatically identify moments of fatigue or cognitive overload.

For students with additional needs - the platform provides personalized reminders prompting them to take breaks at the right moment.



Break time!

Preview of EduVRse desktop



Supported by:



Funded by the European Union

