

# DIGIEDUHACK SOLUTION CANVAS

<b>Title of the solution:</b>	InfoMinds: Empowering Youth through Media and Information Literacy	<b>Team name:</b>	Future Ready
<b>Challenge addressed:</b>	Digital Citizenship: skills and knowledge for the common good	<b>Challenge category:</b>	Well - being in digital education
<b>Background of the team:</b> (multiple selections possible in case of mixed teams)	<input checked="" type="checkbox"/> Higher Education Students <input type="checkbox"/> Researchers Primary <input type="checkbox"/> Professionals <input checked="" type="checkbox"/> Teachers <input type="checkbox"/> School Students <input type="checkbox"/> Secondary School Students <input type="checkbox"/> Others (please specify) <input type="text"/>		

### Solution description

InfoMinds is an interactive educational platform designed to improve the media literacy of young people between the ages of 12 and 18. Using artificial intelligence (AI), gamification and accessible resources, InfoMinds teaches teens to identify trusted sources, analyze the quality of information on networks, and manage their privacy and safety online.

Main components:

- Digital Media Literacy Curriculum: modules tailored by age group (12-14 and 15-18 years old), focusing on critical thinking skills and information verification.
- Simulations and Interactive Scenarios: Virtual scenarios that simulate real situations in social networks, where young people make decisions about sharing or verifying information, protecting their online privacy.
- Virtual Assistant (Chatbot): A chatbot that answers questions about online safety and misinformation, providing personalized support and quick reference resources.
- Gamification and Educational Rewards: Users earn points and badges for completing activities, achieving levels and rewards that keep them motivated.

Implementation Plan:

- Prototype Development (3 months): Construction of modules and initial simulations.
- Pilot Testing and School Partnerships (6 months): Focus group validation and collaboration with NGOs and schools.
- Expansion (12 months): Continuous improvement based on feedback and dissemination in social networks and workshops.

Anticipated Barriers: Limited access to devices in rural areas, resistance of institutions to adopt new learning tools.

Impact on Digital Education: InfoMinds fosters critical and responsible digital citizenship. Measurement of success will include participation in the platform, progress in media literacy skills and user satisfaction.

**Prototype:** <https://www.figma.com/proto/oSHEjtCKTT2qXb0Y6l79Hf/InfoMind---Future-Ready-28H?node-id=0-1&t=TPQZ5neqFghoFoxr-1>

**Video:** <https://youtu.be/OBISiEaNAYc>

### Context

In Peru, access to digital information and exposure to social networks is increasing. Recent studies show that 78% of Peruvian adolescents between the ages of 12 and 17 use social networks as their main source of information, but 68% of them admit to having difficulty identifying whether a news item is true or false. Misinformation and overexposure to unverified news affect both the academic performance and emotional well-being of young people.

InfoMinds aligns with DigjEduHack 2024 on its digital literacy theme, addressing the need to train critical and responsible young people in the digital environment. The platform empowers users to verify information, improve their digital privacy and make informed decisions in networks, comprehensively addressing the challenge of the hackathon on education in digital environments.

### Target group

The target audience is adolescents between 12 and 18 years of age in urban and semi-urban areas of Peru. Divided into two age groups:

- Pre-teens (12-14 years old): This group is in an initial phase of digital interaction, predominantly visual and fast on platforms such as TikTok and YouTube.
- Older Teens (15-18 years old): With greater autonomy and critical capacity, this group interacts in networks with an interest in social issues such as politics and the environment.

These young people, who mostly access the internet and social networks through cell phones, face information overload and the difficulty of identifying reliable sources. The relevance of InfoMinds lies in the fact that it offers a practical and accessible guide for these young people to navigate in a digital environment in a safe and critical manner.

To engage this audience, strategies are planned such as:

- Social media campaigns: use of popular platforms among teenagers, such as Instagram, TikTok and WhatsApp, to disseminate the platform and capture their interest.
- Face-to-face and virtual workshops in schools: Awareness-raising activities on misinformation and digital privacy.
- Gamification: Maintains their motivation through achievements and rewards, adapting activities to their interests.

### Impact

InfoMinds' impact on education and society is profound. By teaching teens to question information and verify sources, it fosters a generation of informed and critical citizens capable of making responsible decisions online and in real life.

Examples of Impact:

- Reduction of misinformation: Students will be able to recognize and avoid the spread of fake news, reducing polarization on social, political and environmental issues.
- Increased privacy and security: Students will learn safe online privacy practices, reducing risks of cyberbullying and data vulnerability.
- Promoting responsible consumption: Students will be able to balance screen time with other activities, improving their emotional well-being and academic performance.

Usage scenarios: In a school environment, InfoMinds could be integrated into class project activities where students are required to verify information, raising awareness about the effects of misinformation on issues such as climate change, public health and politics.

### Describe it in a tweet

“Empower your mind with InfoMinds! The educational platform for young people that teaches you how to detect fake news, protect your privacy and navigate the digital world safely and critically. With interactive games, become an informed and responsible digital citizen.”

### Innovativeness

InfoMinds is different from other platforms because of its focus on adolescents in Peru, its use of AI to personalize learning and the design of modules based on simulations of real situations in social networks. Digital literacy programs exist, but these tend to be general and are not adapted to the reality of social networks popular among teenagers, such as TikTok and WhatsApp. The platform stands out for offering interactive simulations where users practice how to react to fake or sponsored content, and how to protect their privacy. This personalized and realistic interaction makes InfoMinds more relevant and appealing to teens.

### Transferability

The structure of InfoMinds allows its transfer to other disciplines, such as digital health education and environmental education. The information verification and critical thinking modules can be easily adapted to other subjects. For example:

- Digital Health: could include modules that teach how to evaluate the reliability of health and diet information, promoting healthy lifestyle habits.
- Environmental Education: Students could learn to evaluate sources of information on topics such as climate change and sustainability, encouraging action on behalf of the environment.

### Sustainability

To ensure InfoMinds' sustainability in the medium and long term, strategic alliances will be established with educational institutions, NGOs, technology companies and the state. Collaboration with the public sector will facilitate the inclusion of InfoMinds in public schools, integrating the platform into the school curriculum and promoting digital literacy in communities with limited access, which will help reduce the digital divide.

In addition, regular updates are planned to keep the content relevant to emerging challenges in the digital environment, such as misinformation and online privacy. Partnering with technology companies will enable the integration of advanced AI and continuous improvement of the platform.

### Team work

Our team is made up of engineering students with complementary skills: Soleil Kamito and Sebastián Mattos, from Systems Engineering, and Glenn Mamani and Marcielo Vera, from Industrial Engineering and our mentor Jesús Castilla. This diversity of technical and analytical skills allows us to cover from the development and optimization of the platform to the implementation of usability and sustainability strategies, essential for InfoMinds' success.

Each member is distinguished by a passion for digital education and a strong social commitment, which ensures not only the creation of an effective solution, but also its constant improvement and adaptation. We plan to continue working together to advance InfoMinds as an essential educational resource, aligned with current and future digital challenges, and focused on empowering young people in a digital world.