

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

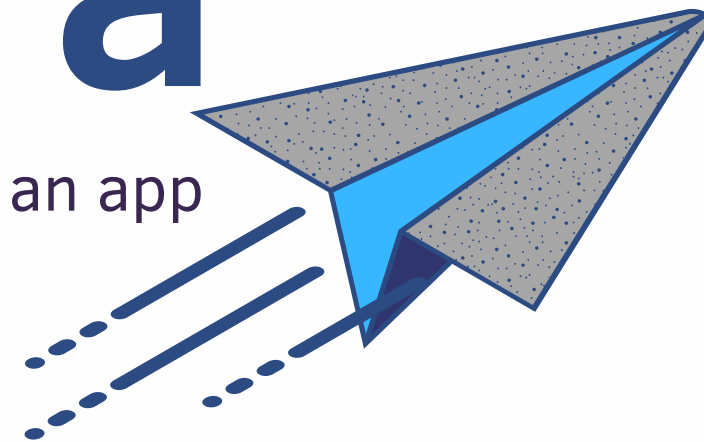
How would you describe your solution in a short catchy way with maximum 280 characters?

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?

Integra

Your highschool in an app



Main problem

In Oaxaca over **200,000** students leave elementary and middle school, posing a significant challenge for **education continuity**.

El Universal (2023).

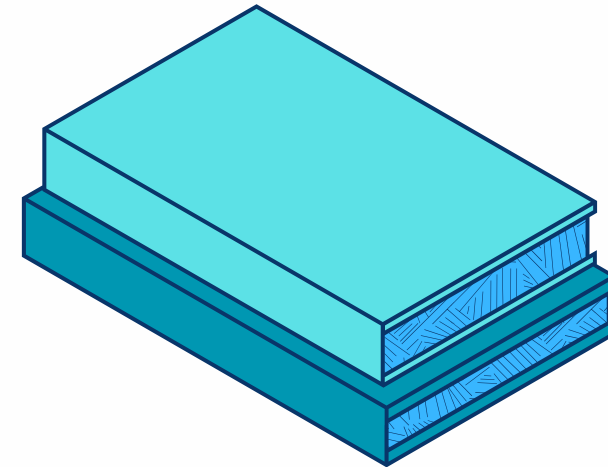


Why?

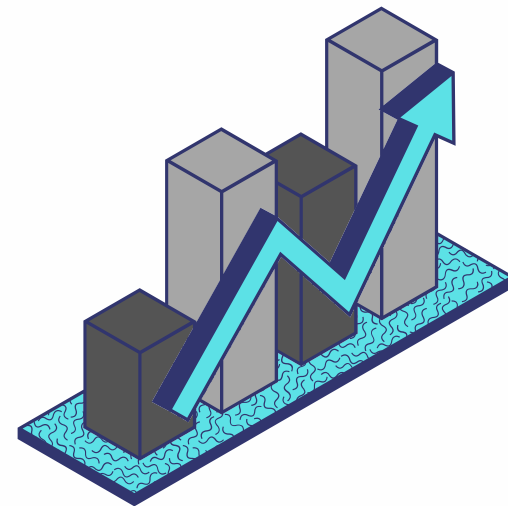
Need to work



Lack of interest



Associated costs



Inflexible schedules



How might we **co-create**
human flourishing through
education with emerging
technology?

Key facts

57%

of 18 to 29 year olds
work in **low-skilled,**
low-paying jobs

97%

of **students** aged 15
to 18 in Mexico have
internet access

15%

of middle schoolers in
Chiapas **abandon**
school



Value Proposition

Empower middle-school graduates in Mexico to achieve their high school CENEVAL certificate through a **gamified app** that **seamlessly integrates with their work schedules**.

 Partnership with employers

 Personalized learning

 Mobile-First Design

Differentiators

Transforming SEP learning, made simple



AI support

Plan order, lesson load, **evaluations** and **assistance** powered by **AI**

Achievements and badges

Recognition of acquired **skills** that can be shown in a **CV**

Intuitive UI

Ease of access to **lessons** and **additional features**

Fintech Integration

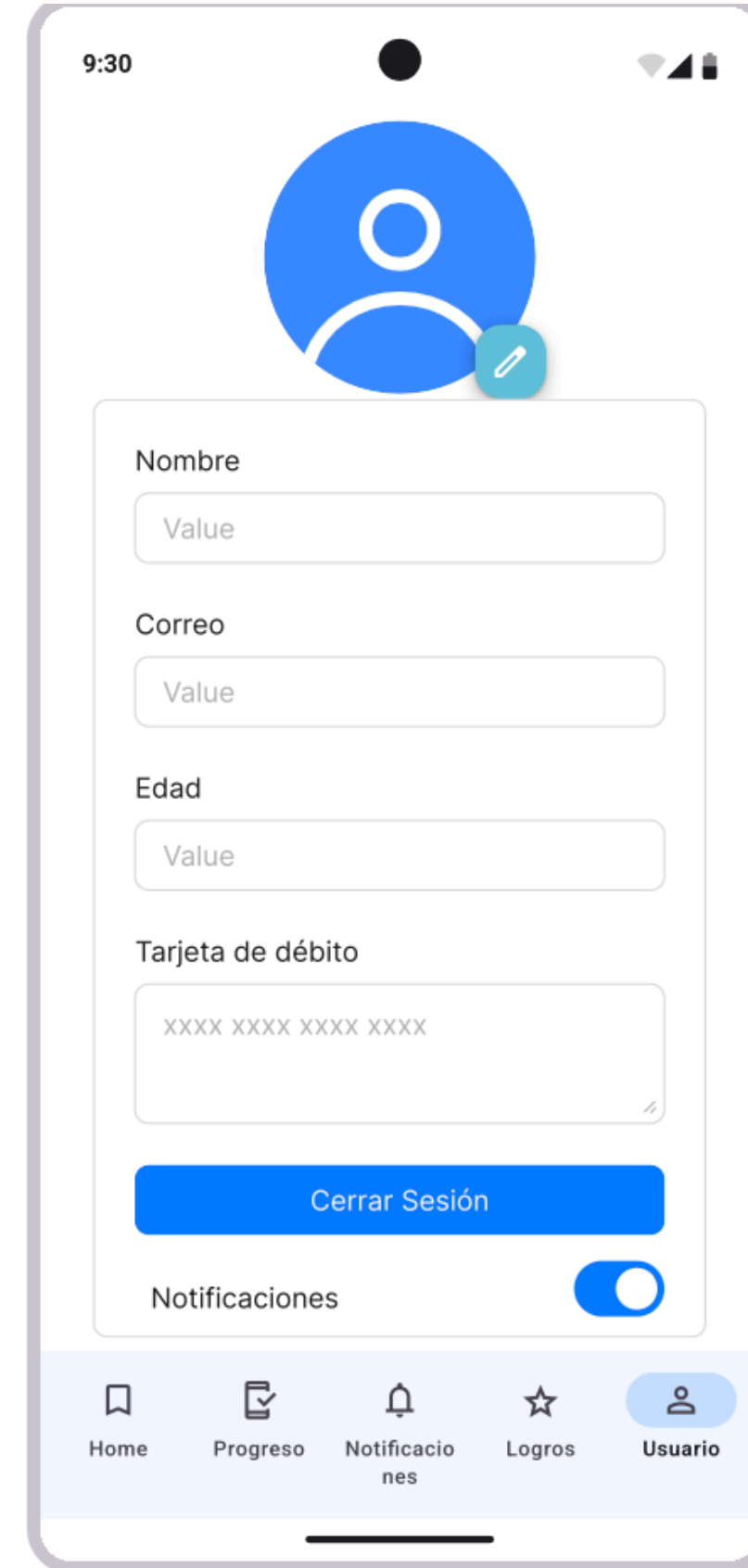
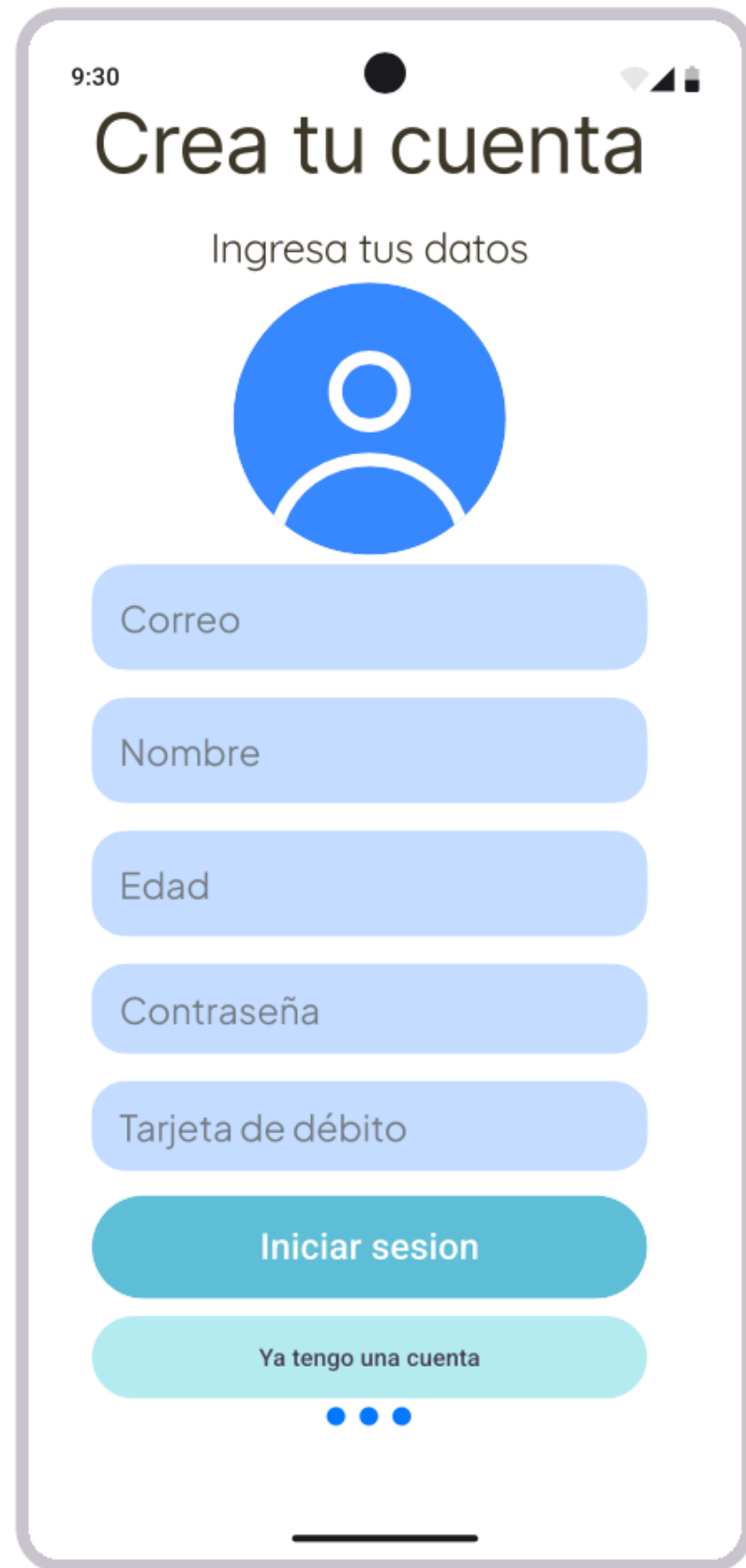
Debit card add-on feature for milestone **compensation**

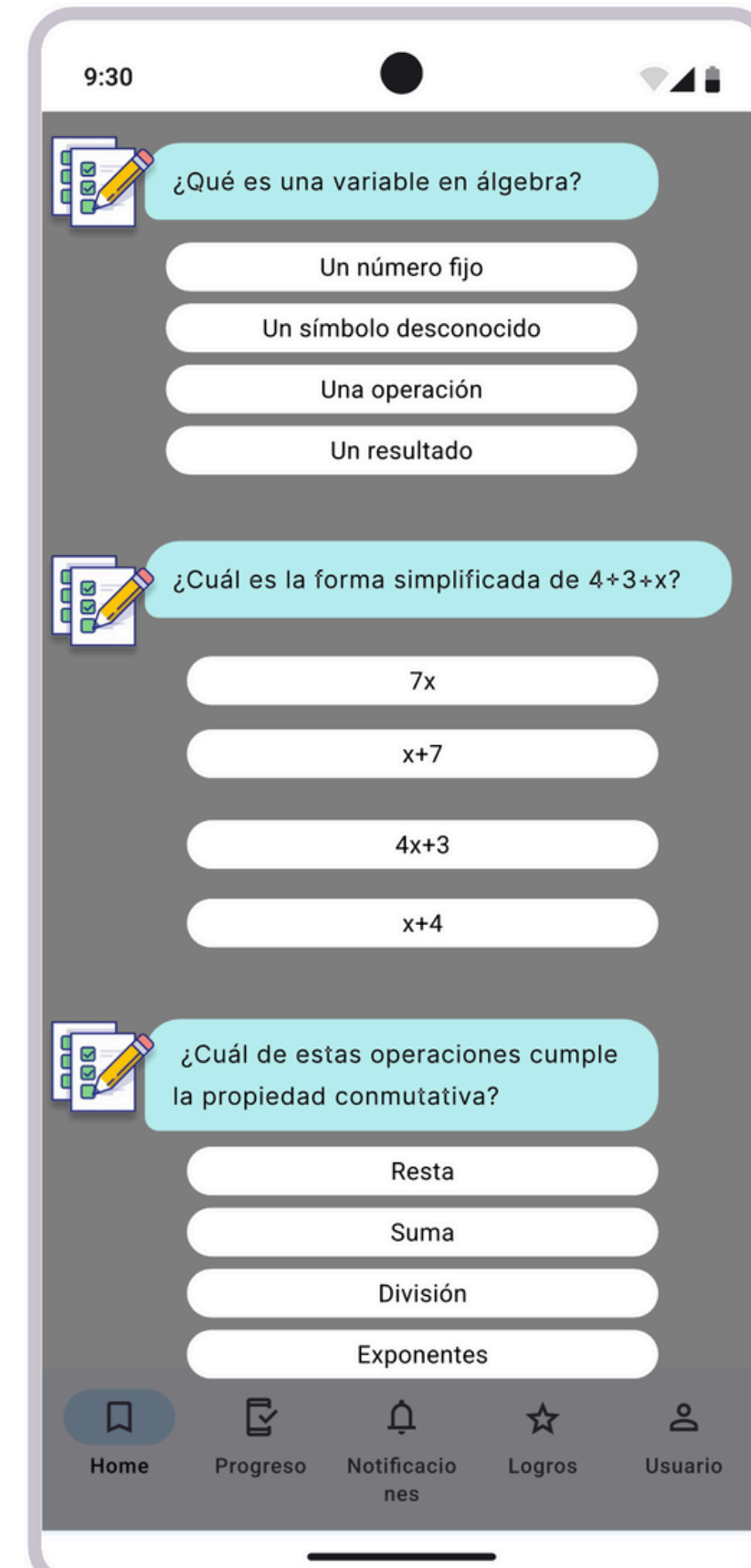
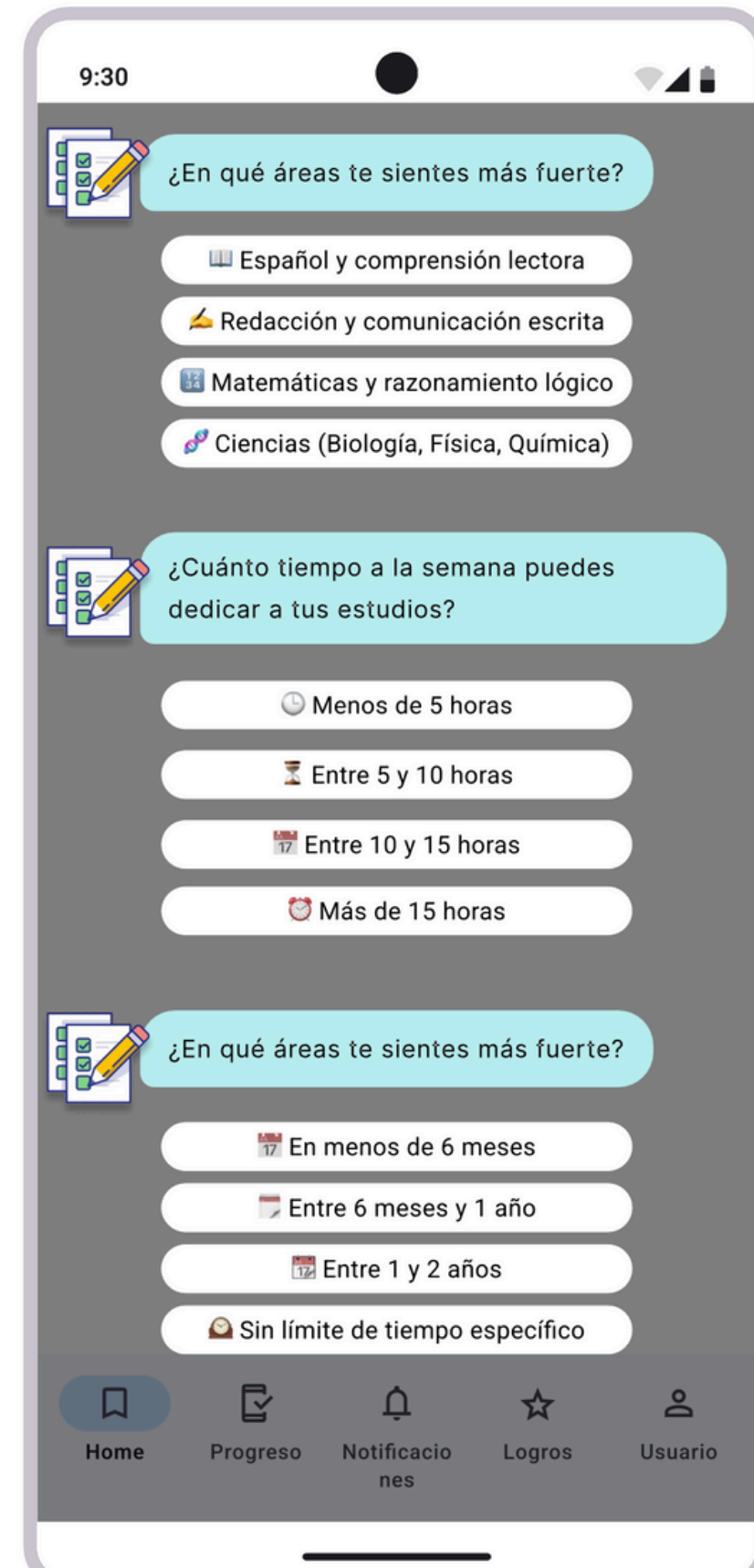
User Journey

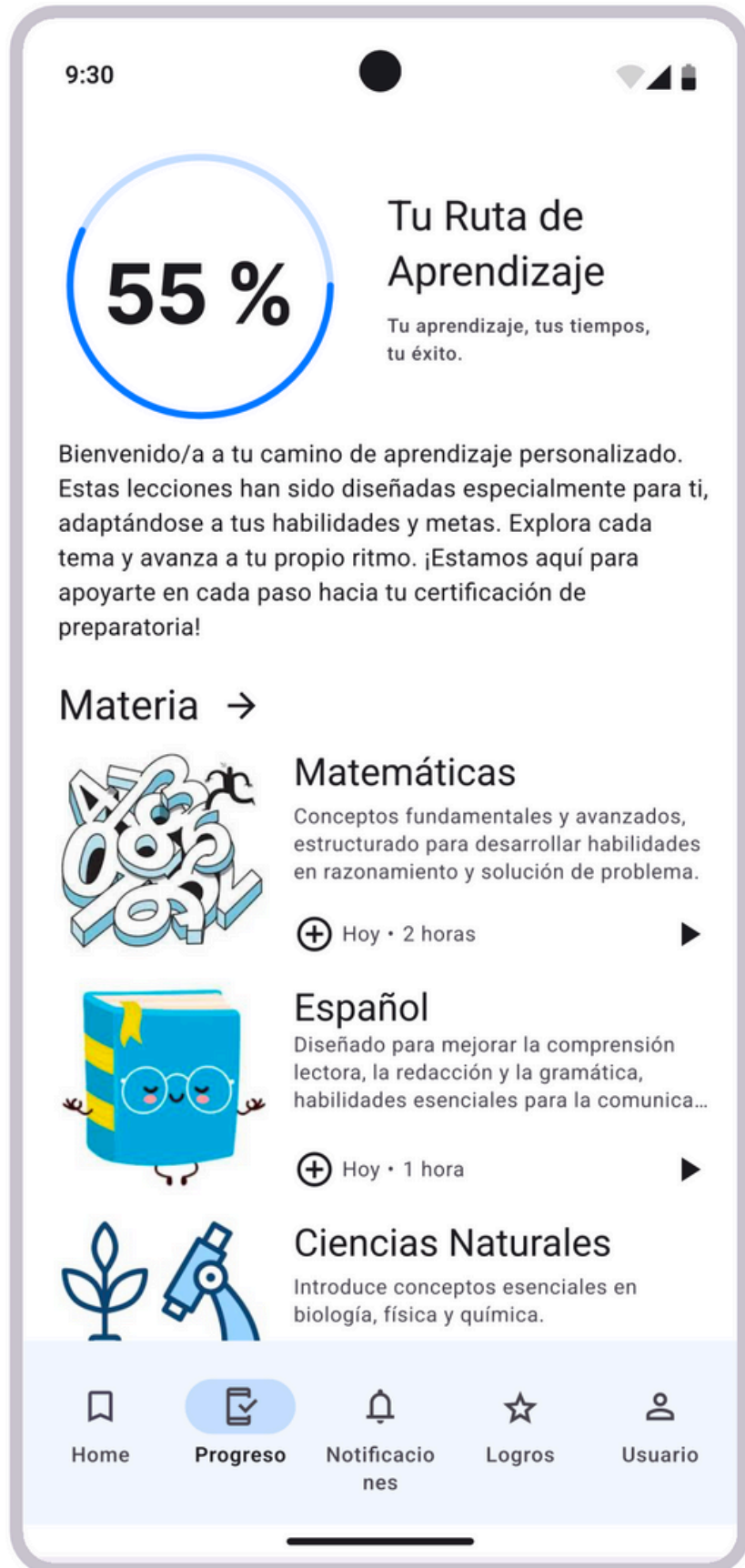
Awareness	Registration	Lessons	Evaluation	Loyalty
Deciding to continue education	Add personal information	Learning modules	Be tested in a general knowledge	Complete Ceneval preparation modules
Educational campaign	Register part and admission test	General knowledge assessment	Middle quizzes	Several attempts to trial Ceneval test

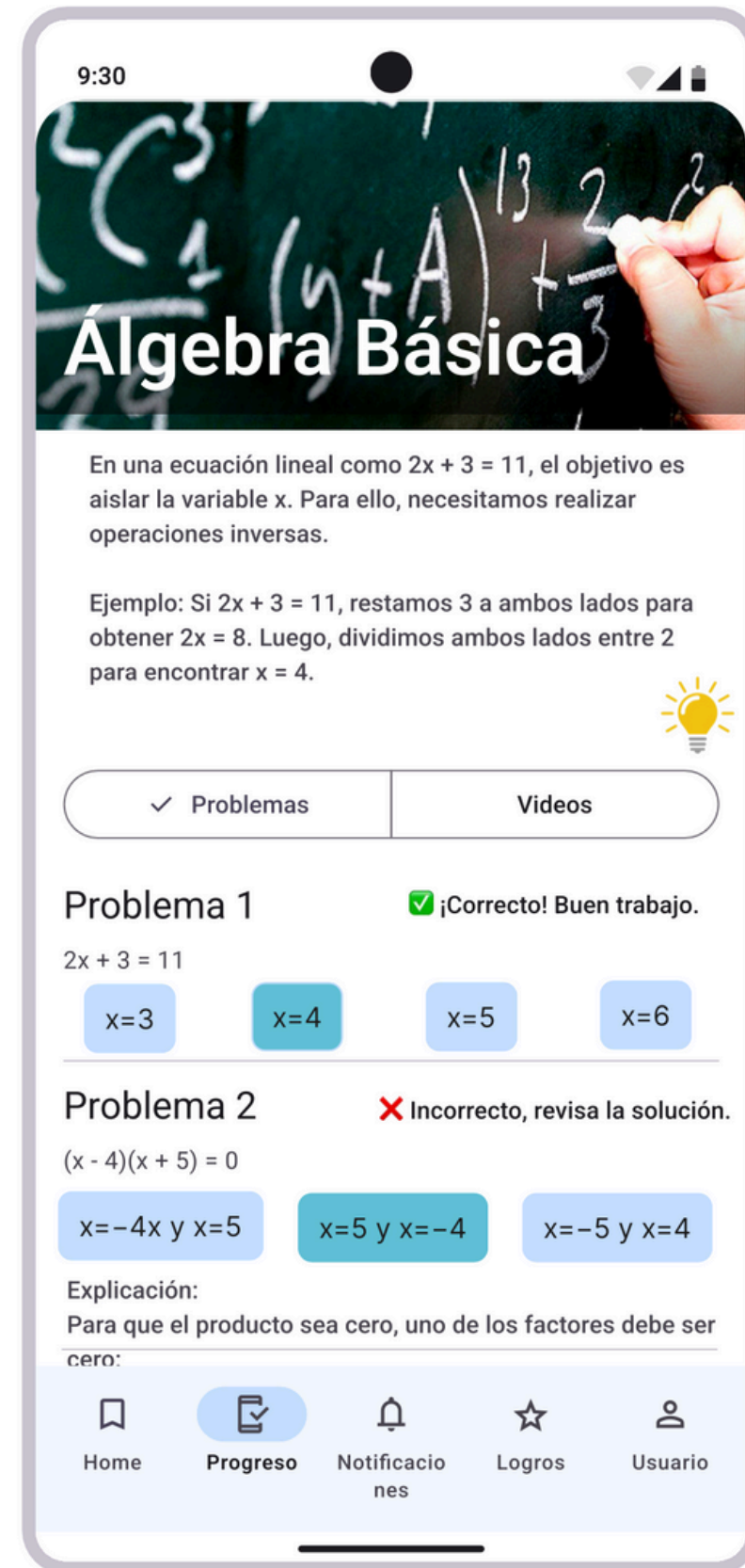
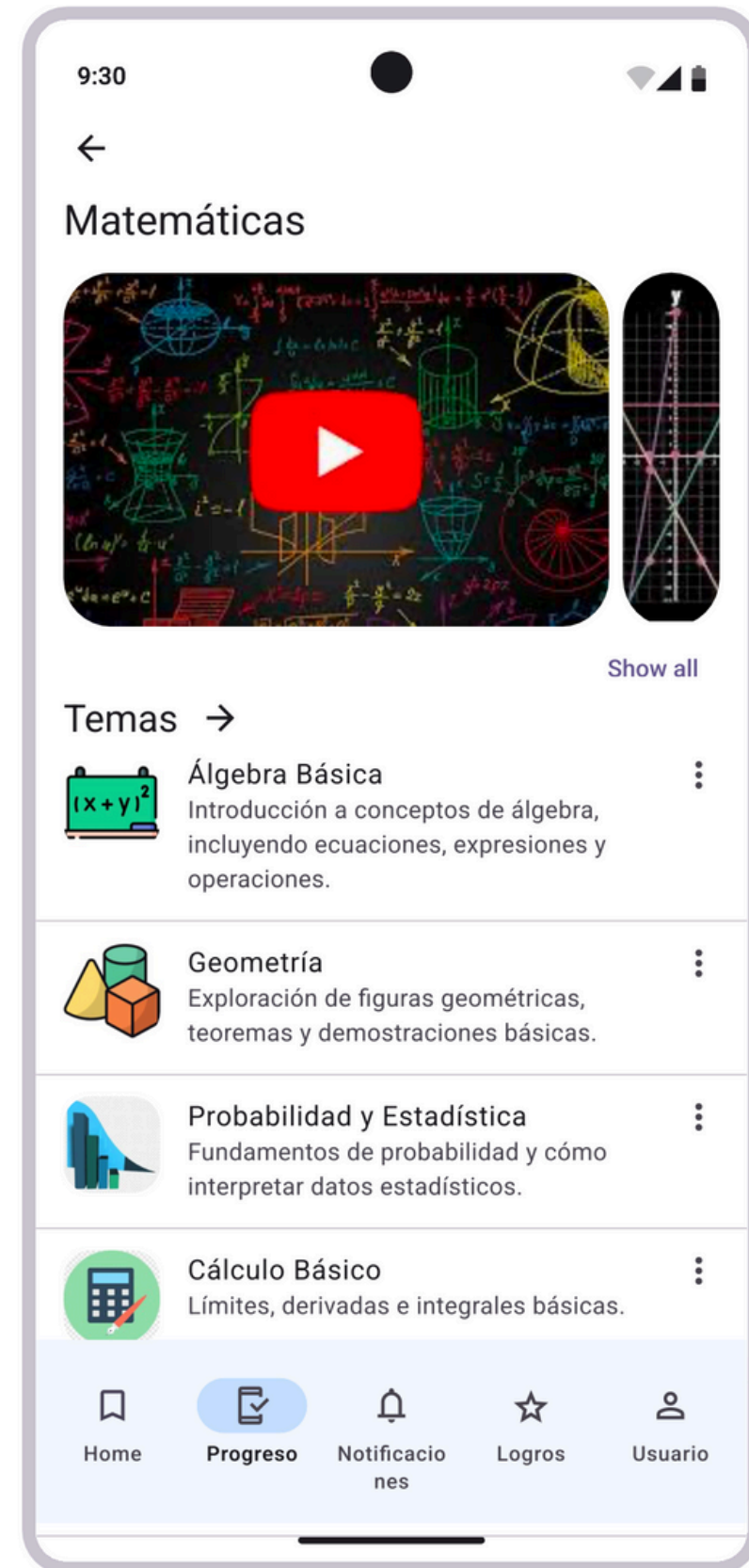
Prototype

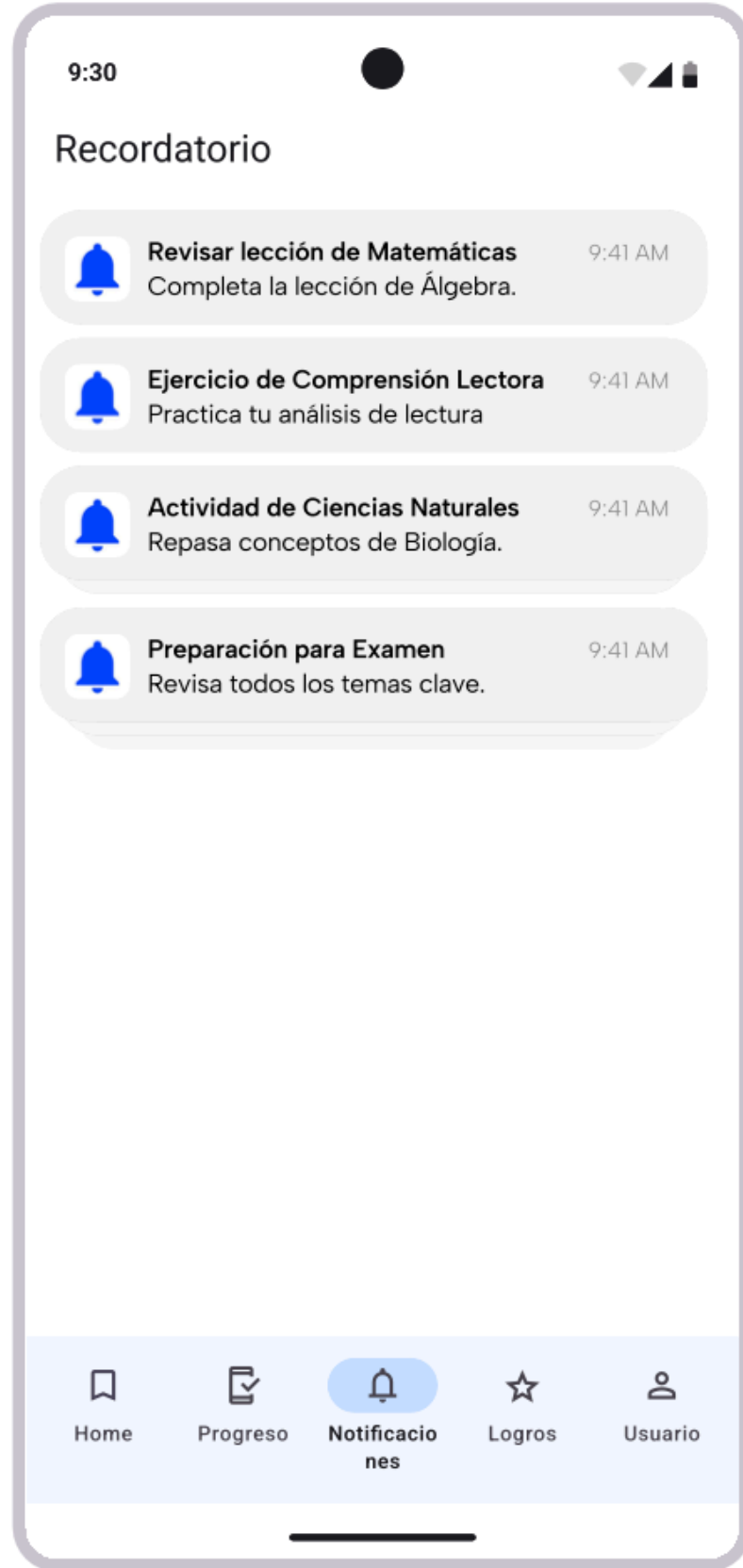












Other Potential customers



Manufacturing workers

Face long hours and **limited** access to **opportunities**.



Housewives

Juggling **responsibilities** with **career advancement**.



Teleperformance

Monotony and lack **opportunities** for professional **development**.

Next Steps

1

Pilot launch with a select group of students and partner companies

2

Expand availability to additional areas with high dropout rates

3

Secure sponsorships from corporations for workforce development

4

International expansion to other education models



**Facing change
revolutionizing
education**

Contact Us



Anna Durán
A01285674@tec.mx



Atenea López
A01750999@tec.mx



Oscar Castañeda
A01384841@tec.mx



Daniela Balderas
A00837085@tec.mx



Erick Flores
A00836404@tec.mx