

DIGIEDUHACK SOLUTION CANVAS



Title of the solution: SMART STUDY

Challenge addressed: Improvement of educational practice and student training

Team name: MUTATINTA

Challenge category: Technology disrupt

Solution description

We introduce a comprehensive educational platform designed for the school and home environment that evaluates and combines various study methods and the student's personal context in order to stimulate their motivation towards a quality education; resulting in a personalized educational experience for each student and an improvement on the student's self-taught skills. The platform uses data to adapt and create educational content, improving performance, understanding and mental well-being of the students.

Additionally, we offer the option of implementing a brain signaling headband that provides real-time data on attention, emotions and memory; allowing the precise optimization of learning. For children, this means an education focused on their interests, reducing fatigue and frustration. Parents have the ability to monitor and provide more accessible personalized education. Teachers have a tool to adjust class content and optimize study sessions, and schools obtain a technological differentiator that improves the educational level of the institution and provides greater attention to each student.

Context

The current educational model, designed for almost 27 million students, causes mental health problems and school dropouts by not addressing individual needs, in addition, the lack of education focused on the learner's correct learning method and preferred approach creates a barrier between learners who have access to personalised education alternatives and those who do not.

Alternatives such as private tutors are expensive and inaccessible, generating economic stress for parents and limiting access to personalized education. A more accessible and effective solution is urgently needed to provide adaptive education without compromising the financial stability of families.

Target group

Our target group is as such the children of primary and secondary schools in the country, starting with those from private schools, however we have 4 clients that we are focusing on, the first is the schools, providing them with a differentiator from other institutions and helping them to improve the educational level of the students; the second is the teachers because it gives them a great tool to support their students to provide them with the best education and helps them saving time; then there are the parents who can monitor the improvement of their children and help them review effectively and in a more accessible way; finally the children, who will receive an education with personal attention helping them avoid mental problems and problems due to falling behind in their classes.

Impact

The best way to measure the impact of our work will be with conclusive evidence that it properly serves students. For this, the most important factors to consider are the improvement of academic performance and mental health of the student. If we achieve this objective, the parents, teachers and schools will already have a benefit, in addition to this we would like to reach many schools inside and outside the country so if we achieve our goals we will be able to see this new methodology on a large scale.

Describe it in a tweet

We've created an educational platform for primary and secondary school students to personalize their study methods for them to improve their quality of education using the platform's algorithms, with the option of implementing electroencephalography technology to boost the effectiveness of the platform by analyzing the user's brain waves.

Innovativeness

We use new technologies, such as natural language models, artificial intelligence, algorithms and analysis of brain signals to give a very personalized learning experience to every student, providing useful insights and suggestions to teachers and parents alike.

Transferability

Our platform can be used from any mobile or personal device. According to statistics, the majority of children in our target population have internet in their homes and some smart device. The objective of this idea is to implement technology in education to innovate in this area.

Sustainability

We would like to see a world where this tool can be implemented to students not only for private schools but also for public schools and even children who do not have access to school, giving them the opportunity to learn in their own way, at their own timing and at their own pace to improve their school level in the most efficient way.

Team work

We make up a dynamic team with 2 software engineers, 2 biomedical engineers and 2 in mechatronics engineers, backed by experience in neuroeducational research. We have previously worked on educational and technological projects and we plan to continue working together as we are a team that complements each other greatly and communicates very effectively.