

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
Teachers
Others (please specify)
Researchers
Primary School Students
Professionals
Secondary School Students

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?

Transferability

Can your solution partly or fully be used in other education/learning contexts or disciplines? Could you provide any example?

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?

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?

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?

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?



16.11.2025

RollUp

Turn Scattered Attention into Learning Power.



Team Spokesperson Ismail BAS

Product Owner

DigiEduHack 2025 x Cappinno x Üretken Akademi



DigiEduHack is an initiative under the European Commission's Digital Education Action Plan (2021-2027).

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PRESENTATION TITLES



01 - PROBLEM
02 - SOLUTION
03 - TARGET MARKET 1
04 - TARGET MARKET 2
05 - TARGET MARKET 3

06 - COMPETITIVE
ANALYSIS
07 - PRODUCT 1
08 - PRODUCT 2
09 - REVENUE MODEL
10 - TEAM

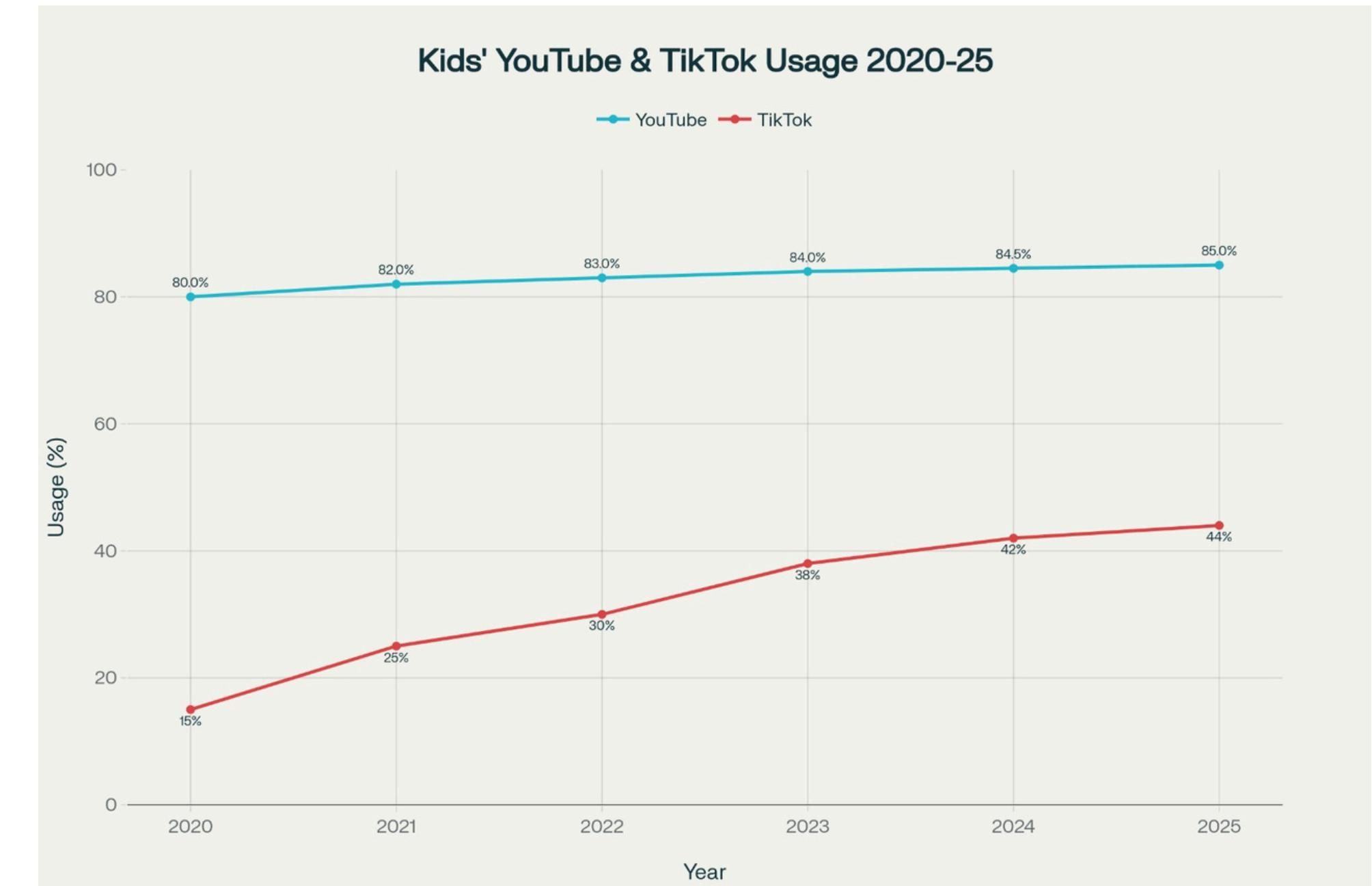
01 PROBLEM



Learning difficulties in children and adolescents caused by attention deficit.

The target group of the project consists of children diagnosed with the Inattentive Type of ADHD, who have an attention span of 10–20 minutes.

*Sciencedirect



02 SOLUTION

AI-powered mini course mobile application.

Transforming children's attention deficits into learning ease.

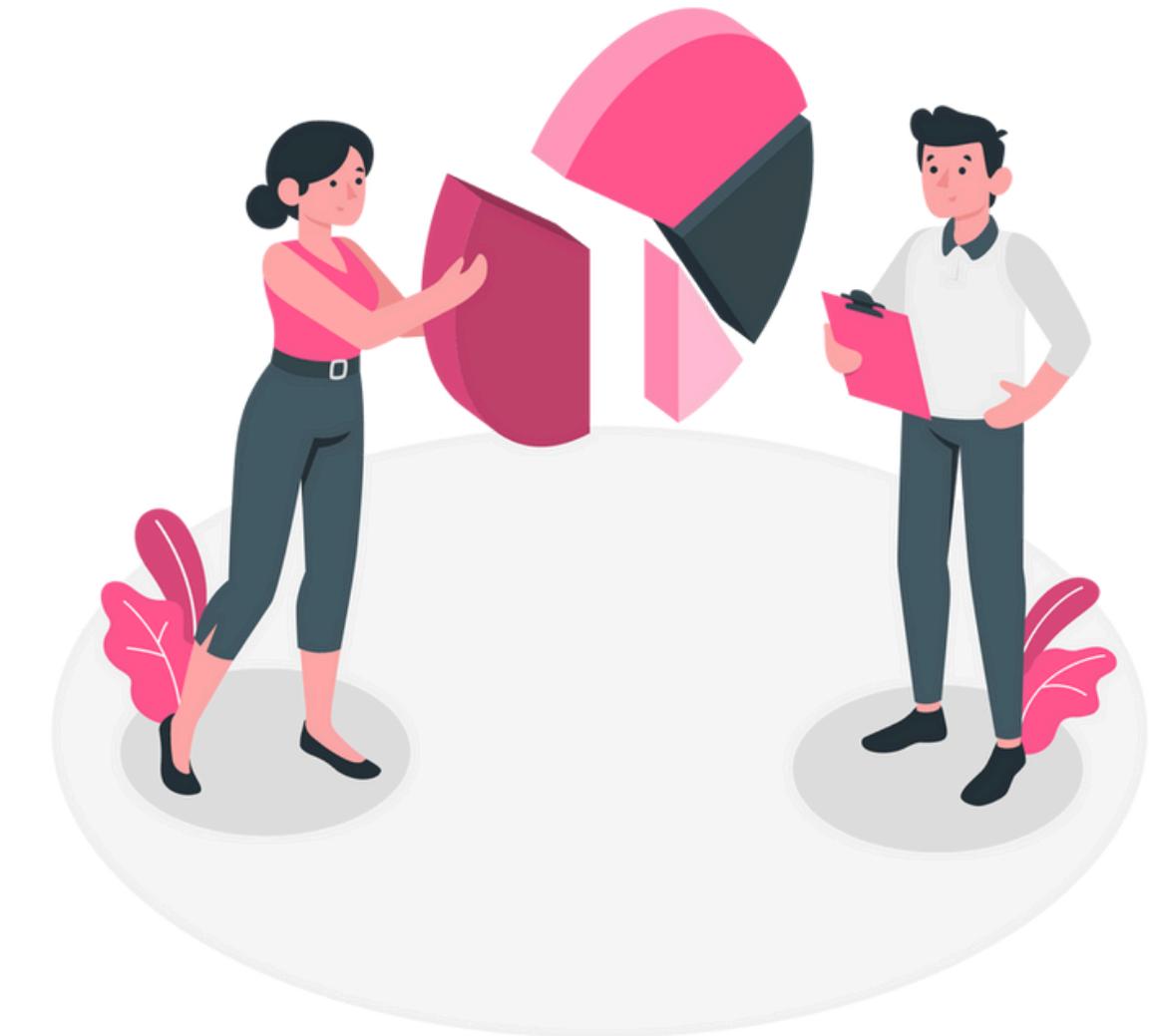


03 TARGET MARKET



There are approximately 19 million active students across Turkey, of which around 11 million are primary and middle school students. In our project, we are targeting this segment of 11 million students.

04 TARGET MARKET



We aim for a 70% success rate among the 11 million students we are targeting, as 63% of children in this age group actively use social media.

data.tuik.gov.tr

05 TARGET MARKET



2024

2 Billion ABD Dollar

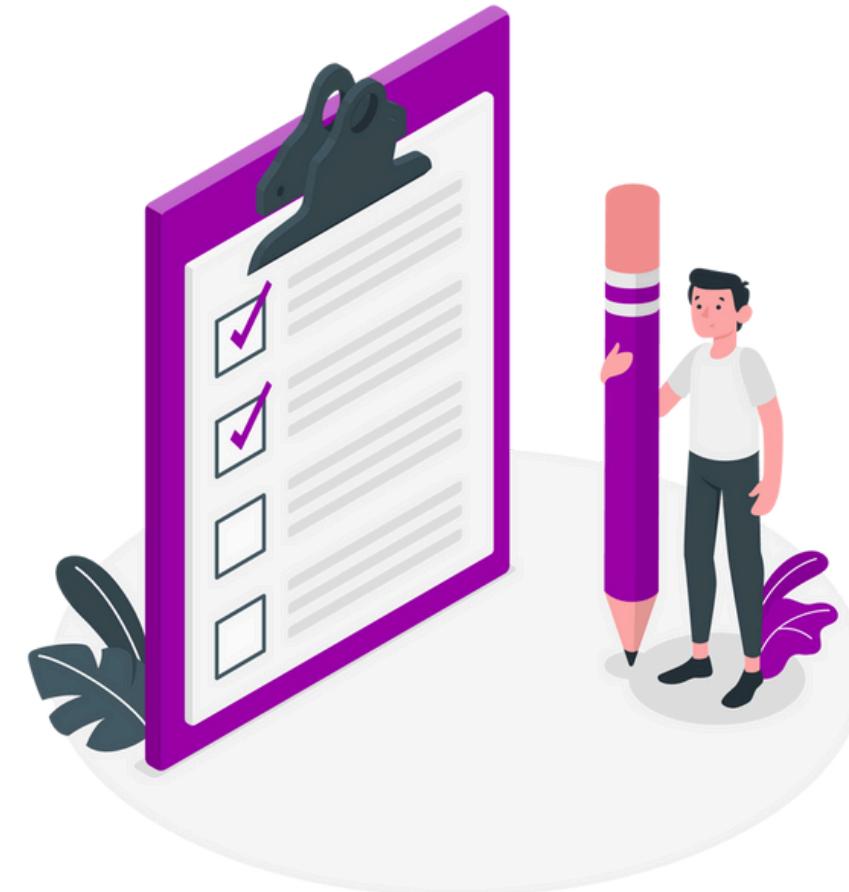
2025-2033 Growth Rate
%11.8

The EdTech market in Turkey is quite attractive in terms of size and growth rate.

06 COMPETITIVE ANALYSIS



	RollUp	MIX.AI	Udemy
personalized content	✓	✓	✓
AI-generated automatic course	✓	✓	
Story/reels style format	✓		
gamification and storytelling	✓	✓	



07 PRODUCT



Create New Content

Grade Level
e.g., Middle School - 6th Grade

Subject
e.g., Math, History

Topic Name
e.g., Solving Quadratic Equations

Create

Explore Learn

Mini Quiz: Algebra

Question 1 of 3

What is the highest power of the variable in a quadratic equation?

1
2
3
4

Next

Progress Dashboard

Weekly Learning Time
7.3 hours
Your total learning time this week.

Daily Average
63 minutes
Your average learning time per day.

Topic Distribution

Topic	Percentage
Math	45%
History	25%
Computer Science	30%

Badges

Quick Learner, Math Pro, History Buff, Perfect Week

Screen Time Analysis
You learned 28% less than yesterday.



RollUp



08 REVENUE MODEL





You've got credits!

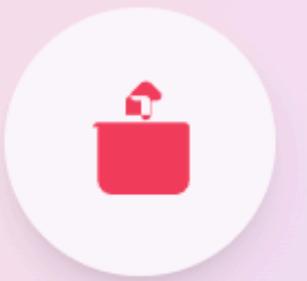
To start your learning adventure, we've gifted you

1,000
Free Credits

You can use credits to:

- ✓ Create AI-powered courses
- ✓ Unlock special story chapters
- ✓ Access premium learning tools
- ✓ Generate practice quizzes

Start Learning!



Invite & Earn!

Share the fun of learning! For every friend that joins with your link, you'll both get **500 bonus credits!**

Your unique invite link

<https://rollup.ai/invite/u-123x> 

Share Your Link



Go Premium!

Unlock all features and learn limitlessly.

Annual	\$49.99/year
Save 50%	
Monthly	\$9.99/month

- ✓ Unlimited AI Courses
- ✓ Access to all Subjects
- ✓ Advanced Progress Tracking
- ✓ No Ads, Ever!

Start Learning

9 TEAM



Feyza Hatice DİNÇ
Product
Management



İsmail BAŞ
Product Owner



Mustafa Emir ÇEBİ
Full Stack Developer
E.E.Engineer



Melike OBA
Computer
Programming



THANK YOU!

Team Spokesperson Ismail BAS
ismailbaswork@gmail.com

