



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

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?

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?

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?

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



**European
Commission**

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



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

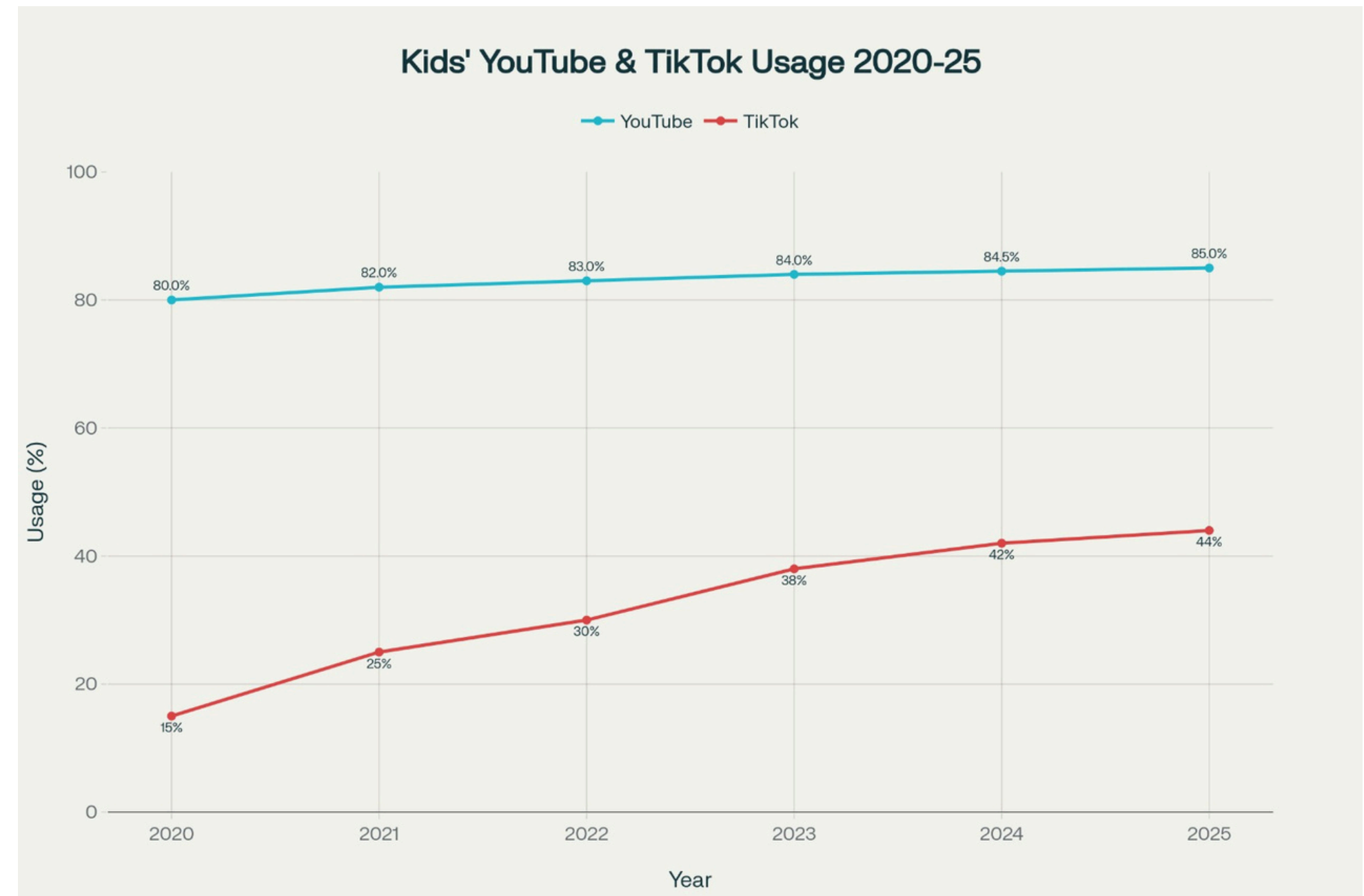
01 PROBLEM



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



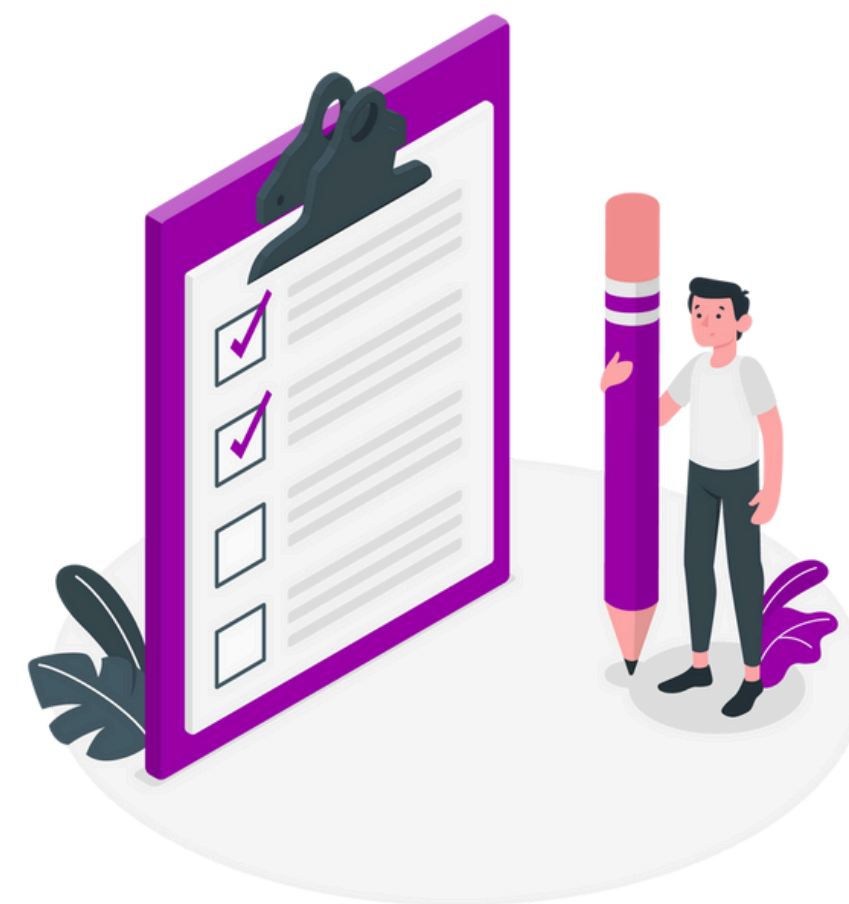
2024
2 Billion ABD Dollar

2025-2033 Growth Rate
%11.8

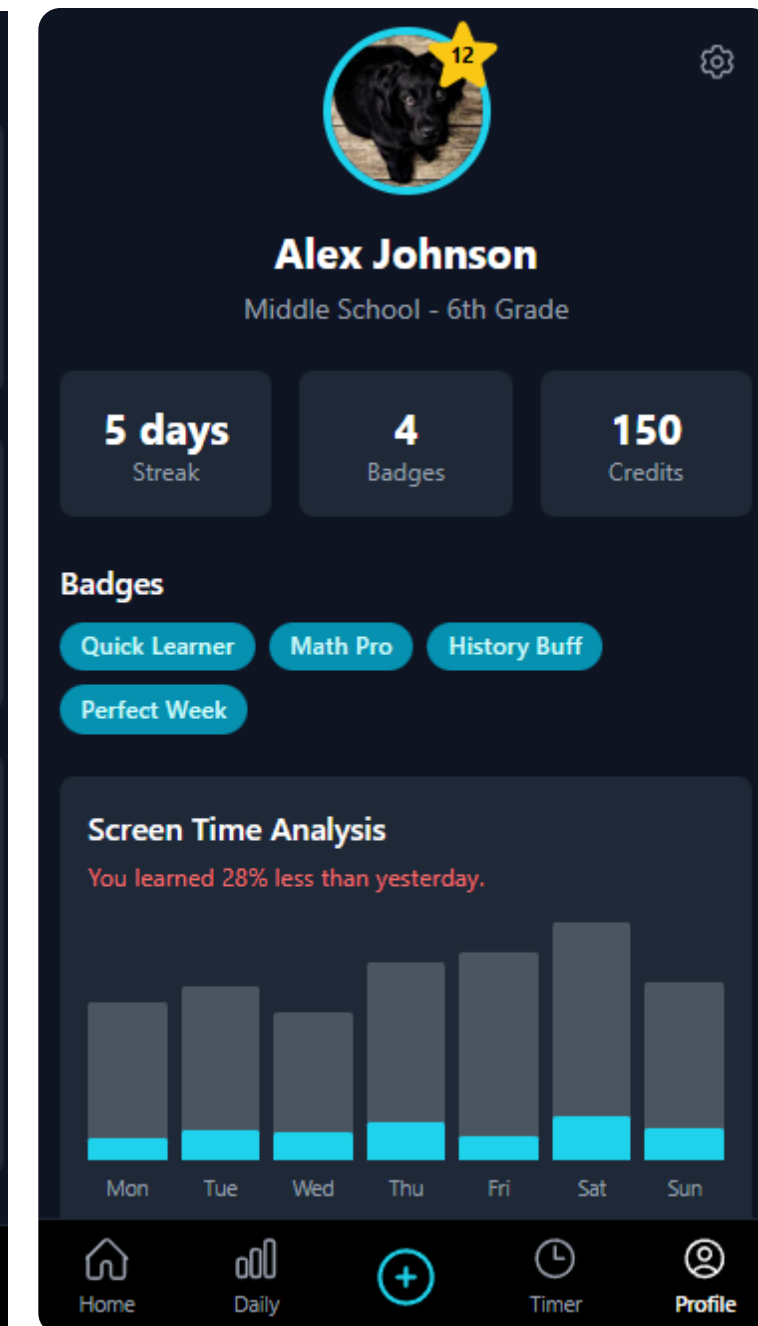
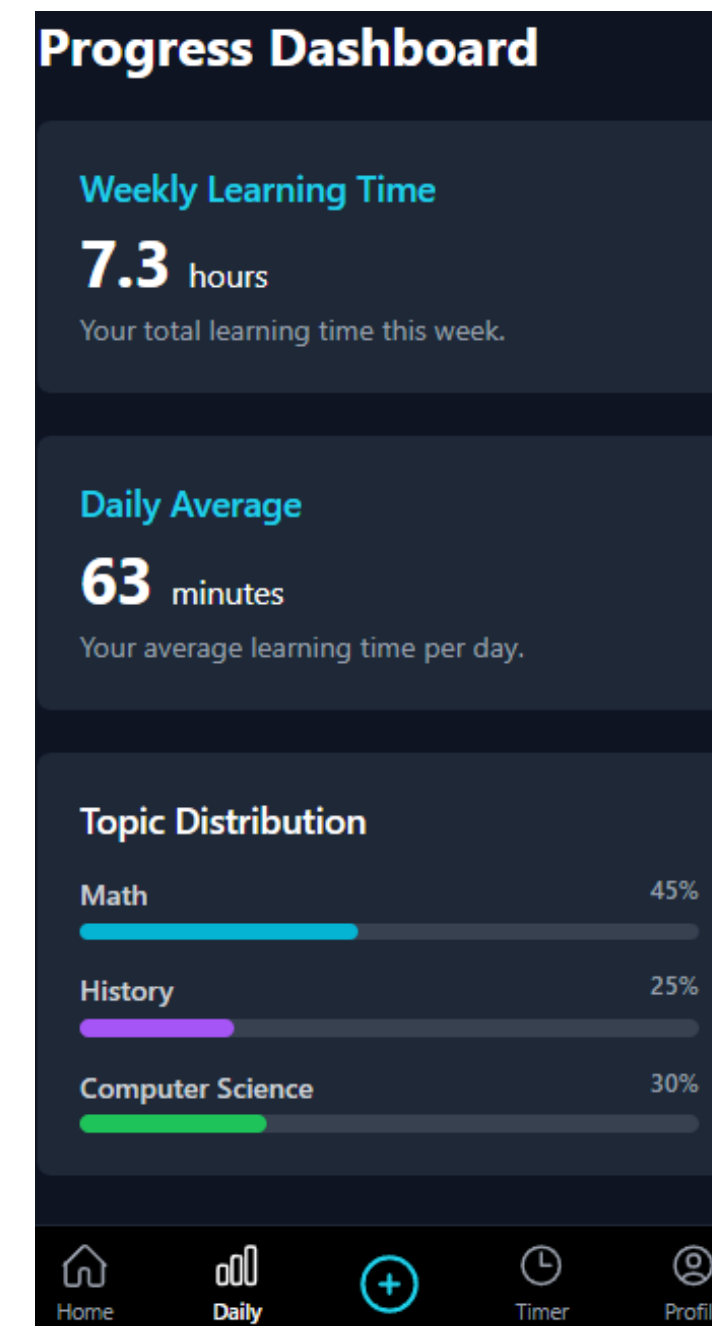
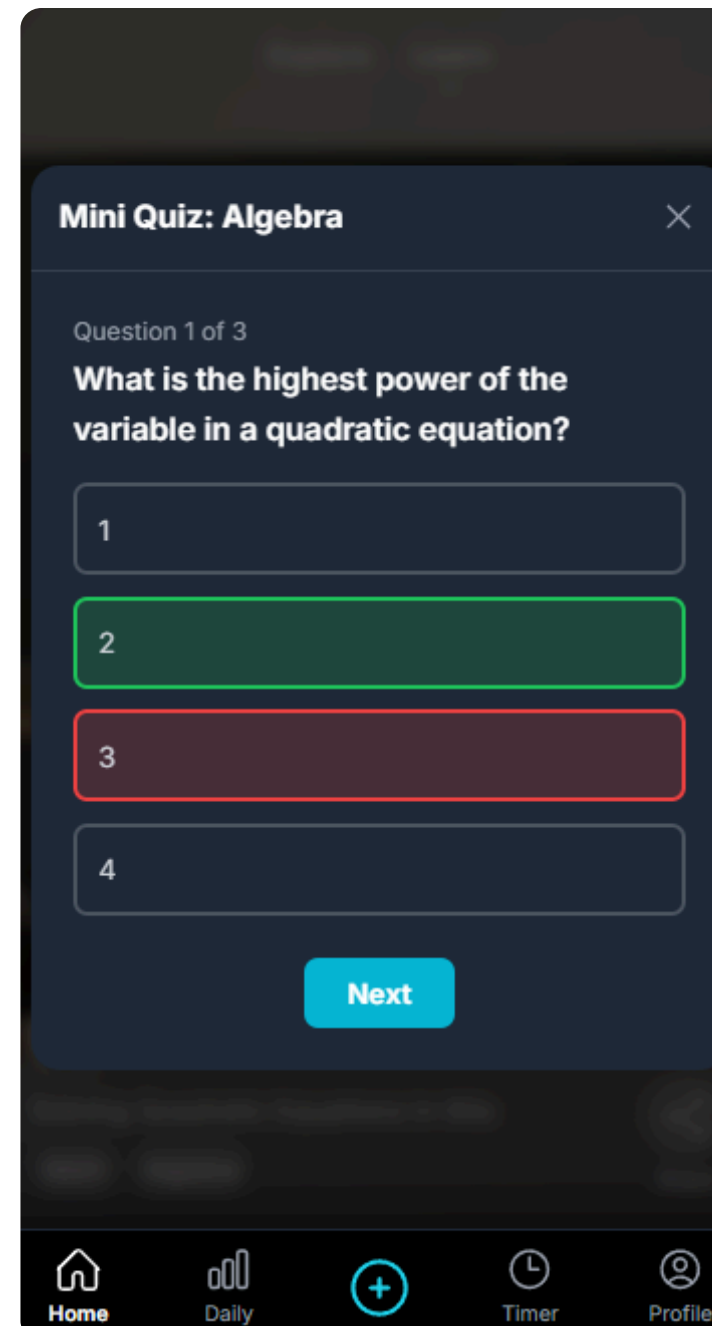
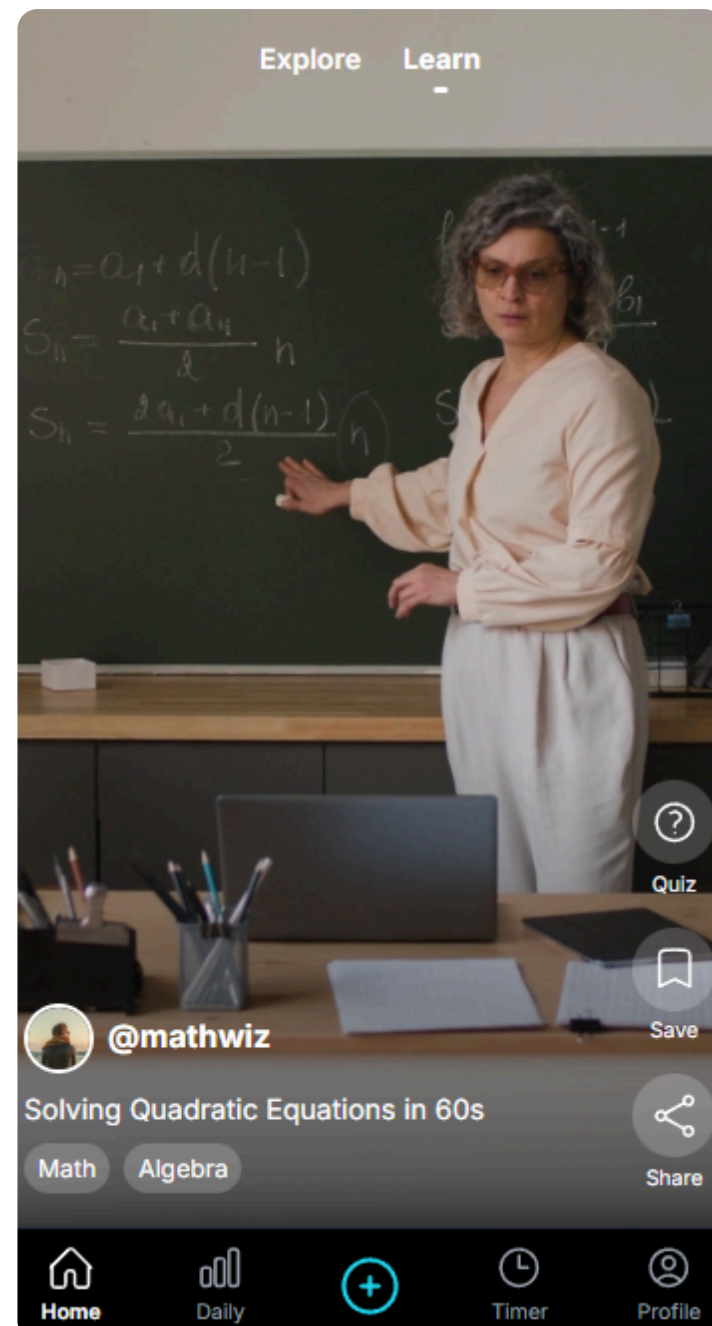
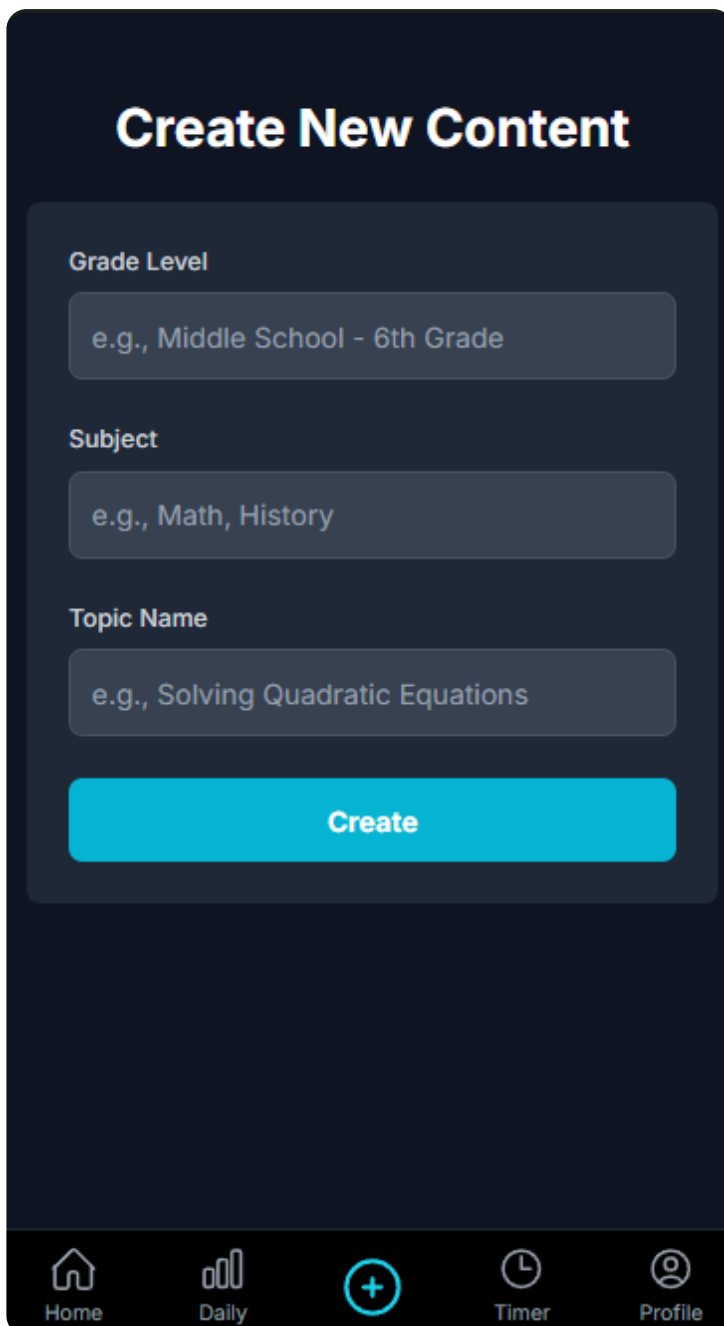
The EdTech market in Turkey is quite attractive in terms of size and growth rate.

06 COMPETITIVE ANALYSIS

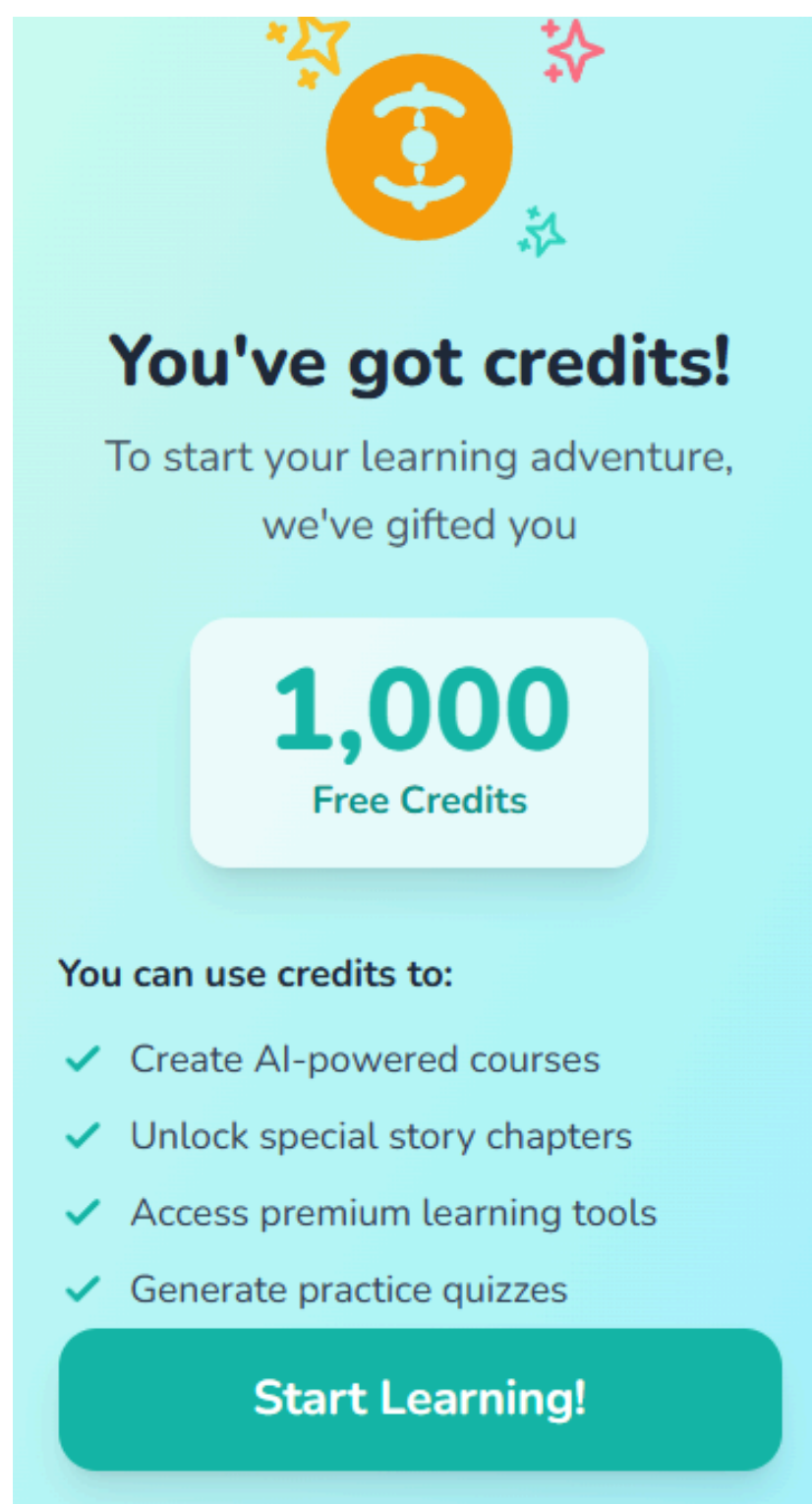
	RollUp	MIX.AI	Udemy
personalized content	✓	✓	✓
AI-generated automatic course	✓	✓	
Story/reels style format	✓		
gamification and storytelling	✓	✓	



07 PRODUCT



08 REVENUE MODEL



You've got credits!

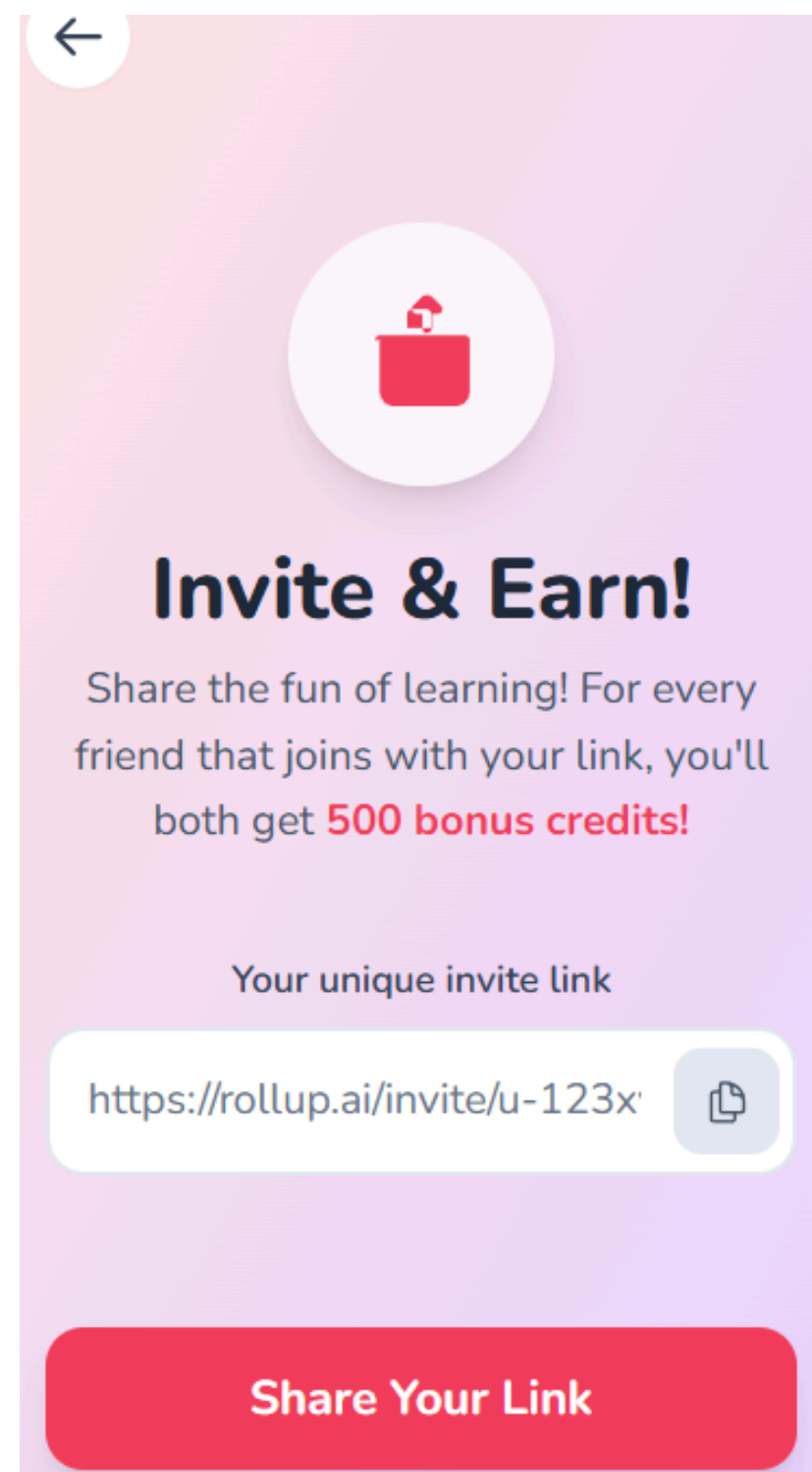
To start your learning adventure, we've gifted you

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!



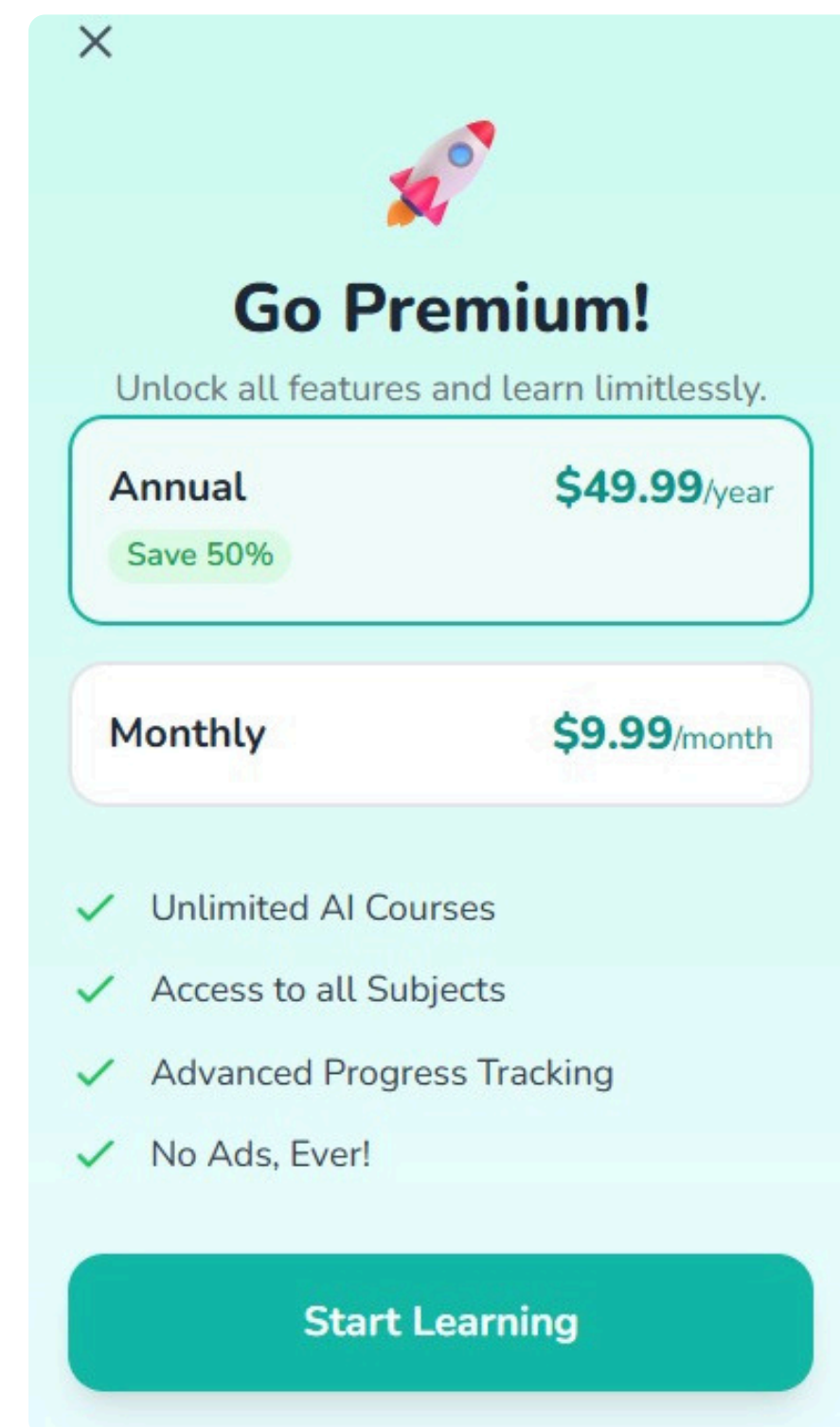
Invite & Earn!

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



European
Commission