

1. PROTOTYPE:

(WE RECOMMEND CHOOSING THE FIRST OPTION)

En el siguiente enlace podrán encontrar un video de como funciona nuestro prototipo
In the following link you can find a video of how our prototype works

LINK:

<https://drive.google.com/file/d/1oZD5JXQKN9hFauurg8alA9UwyURH1ijP/view?usp=sharing>.

En el siguiente enlace puede probarlo usted mismo, pero es necesario que tenga la aplicación de Justinmind

In the link below you can try it yourself, but you need to have the Justinmind app

LINK:

<https://cloud.justinmind.com/usernote/prototype/998c717148fa7e816322865b3986783767ecf0a568157f66cb96bce463cf744d>.

2.VIDEO EXPLAINING THE PROBLEM AND THE SOLUTION (SPEECH)

En el siguiente enlace encontrará el speech de nuestra solución
In the following link you will find the speech of our solution

LINK:

https://drive.google.com/file/d/1_qo2i4KLxy5xkDa_d2j1ekVqAAoCKaa/view?usp=sharing.

MODEL CANVAS :

En el siguiente enlace encontrará el modelo canva de la solución
In the following link you will find the canvas model of the solution

LINK:

https://docs.google.com/presentation/d/1KsLvL7yFpgTdZlcQY55kjYLo1_350lj/edit?usp=sharing&oid=117741142432517829691&rtpof=true&sd=true.

MODEL CANVAS :



DigiEduHack Solution Canvas

Title of the solution: Genius
Challenge addressed: Z8H – Transforming Education
Team name: R28
Challenge category: Emerging Technologies for Education

Solution description:
Please describe your solution. What is your final product/service/tool/activity? How could the solution be used to enhance digital education in your challenge area? How could the success of the solution be measured? How will the solution provide benefits to the challenge owner?

- Genius is a platform that uses AI to provide a personalized study experience. That integrates games and simulation to improve their knowledge. In base of the initial test, the AI will propose to the student a schedule and the necessary activities to achieve their goals considering their own perception type and learning cycle.
- Our contribution comes from the elimination of a standard evaluation, instead supporting learning progress using personal strengths of the students. For them we seek to use case evaluation and the use of gamification. Genius have a sort of tools that will allow a comprehensive evaluation.
- At the beginning, the initial state of each student will be defined, and the AI will establish an individual expected goal according to their capabilities. The metric to know success will be the variation achieved in the development of your skills, verifying that you managed to reach the goal with the method offered by Genius.

Contexto:
What is the problem you are facing? What is the challenge that you are solving?

- According to a study by Healthy Minds (2019), more than 60% of students suffer from anxiety and depression disorders. And one of the biggest causes is academic pressure.
- It has been proven that exams and the grading system are the main causes making students feel insufficient. That's why the aim of Genius is to reduce the rate of stress and anxiety in young people by transforming the evaluation mechanism.

Target group:
Who is the target group for your solution? Who will this solution affect and how? How will they benefit?

- The target group is higher education students and teachers.
- Students will benefit as it provides a dynamic and adaptable experience of learning.

Impact:
What is the impact of your solution? How do you measure it?

- The impact of the solution lies in improving learning, personalized and with greater resources available for each student and their individual capabilities.
- Performance is measured through constant and progressive evaluations. This way, students will also be able to know their progress according to each period of time.

Describe it in a tweet:
Describe your solution in a short catchy way in maximum 280 characters

Genius is a platform that uses AI to provide a personalized study experience. It integrates a formative evaluation method that consists of evaluating the student's progress, considering as its main axis the criteria by competencies, using games and simulations.

Innovativeness:
What makes your solution different and original? Can anything similar be found on the market? How innovative is it?

Our added value is the change in the evaluation method and the personalization for each student. Despite all the contributions made to education, the different proposals have remained in the traditional approach, based on organizational methods of both time and material. study. However, with Genius we seek a personalized experience that helps each student achieve the required knowledge of each material under their own progress and development.

Transferability :
Can your solution be used in other contexts? What parts of it can be applied to other context?

Regarding education, it can occur in specific learning that the person needs to implement, outside of being a school or university student. Likewise, they could be applied in areas such as psychology, in terms of the dynamism of the platform and being able to follow progress.

Sustainability:
What is your plan for the implementation of the solution and how do you see it in the mid- and long term?

It is hoped that, together with educational institutions and the state, more and more students in the country can be reached; and in the future it will be worked on and adapted to different parts of the world.

Team work:
How well did you work as a team? Could you continue to work as a team in the future?

Yes, we have different perspectives and ideas, but we also know how to integrate them. Furthermore, with the advantage that we belong to the target group, the knowledge we generate is very accurate. That's why we would love to continue with this project.