



DIGIEDUHACK SOLUTION CANVAS

Title of the solution:

The Importance of Canvas in Educat

Challenge addressed:

against innovation

Background of the team:

(multiple selections possible in case of mixed teams)

- Higher Education Students
- Teachers
- Others (please specify)

Team name:

Classrooms of the Future

Challenge category:

innovation in education

- Researchers
- Primary School Students
- Professionals
- Secondary School Students

undergraduate 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?

The final product we propose is the integration of the Canvas learning management system in order to accelerate the digitalisation process of universities and improve the quality of education. Its main elements include automatic exam scoring, the effect of attendance on scores, flexibility and customisability, integration with tools such as Google Bard, and effective feedback mechanisms. We also aim to provide a secure learning environment through compliance with international data privacy laws such as GDPR (General Data Protection Regulation.) SELPA (Special Education Local Plan Area in the United States) and FERPA (Family Educational Rights and Privacy Act).

Our implementation plan starts with analysing the existing systems and planning the transition to Canvas. Initially, system installation, adaptation of teaching staff

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?

How will the target group benefit from the solution?

Students: They store a more interactive, motivating and personalised learning experience. Thanks to badges and gamification elements, learning options will become more fun. In addition, daily feedback and ample opportunities with classmates will increase their academic success.

Educators: They will be able to monitor their participation and presentations more effectively. Teaching methods can be optimised thanks to advanced assessment tools and custom solvable course content.

Universities: Enhance their institutional reputation by offering a modern and secure learning platform. Minimise legal risks and ensure the quantity of student data thanks to international data privacy restriction compliance.

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?

Describe it in a tweet

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

Increased Student Motivation and Engagement such as gamification and badge system encourage interest and active participation in subject lessons

Innovativeness

What makes your solution different and original? Are there similar approaches currently available or implemented by education sectors? If so, why and to what extent is your solution better?

Transferability

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

Data Driven Decision Making: Thanks to advanced analytical tools, administrators and university management can better understand their service development strategies accordingly.

Reliable and Secure Platform: International compliance creates a secure learning environment

Sustainability

Once you have a prototype, what are your plans for a further development implementation upscale and replication of the solution? How do you work in the mid- and long term?

Prototype, we have a comprehensive plan to further develop our solution, scale and replicate the implementation. In the first phase, we will pilot prototype with a small group of students and faculty members. We will improve the platform and our user experience in line with the feedback we receive.