



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?

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?

Context

What is the current or future problem you're trying to solve? How does your solution align with DigiEduHack 2025 annual theme?
How does your solution confront the challenge posed by the hackathon organiser and how does it address the challenge category?



The Smart Educational Ecosystem

TETHYS

Presentation

MIND



ALTYN GURREN DAN





PROBLEM



No clear system for tracking achievements

Hard to choose the right educational programs

Lack of motivation and engagement in education





SOLUTION

TETHYS MIND

- Helps users track achievements, progress and enhance skills.
- Empowering personal growth, and getting recommendations with AI



ALTYN GURREN DAN



MAIN FEATURES OF TETHYS MIND

ADMIN VIEW

PARENTS
ENGAGEMENT

GAMIFICATION

SMART NOTES

AI HELP

PORTFOLIO
POWER

ENCOURAGEMENT

DIGITAL AI
MENTOR

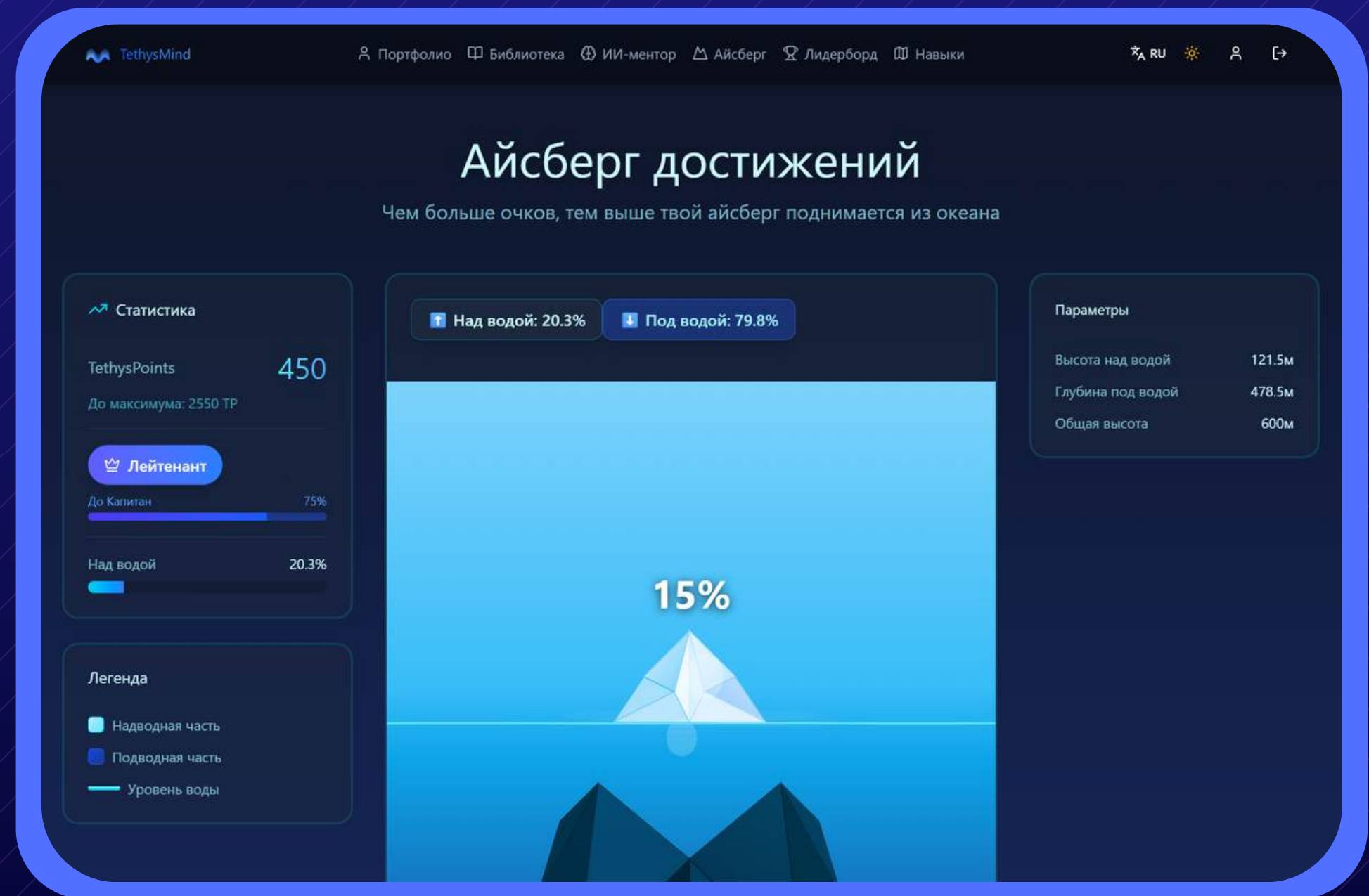
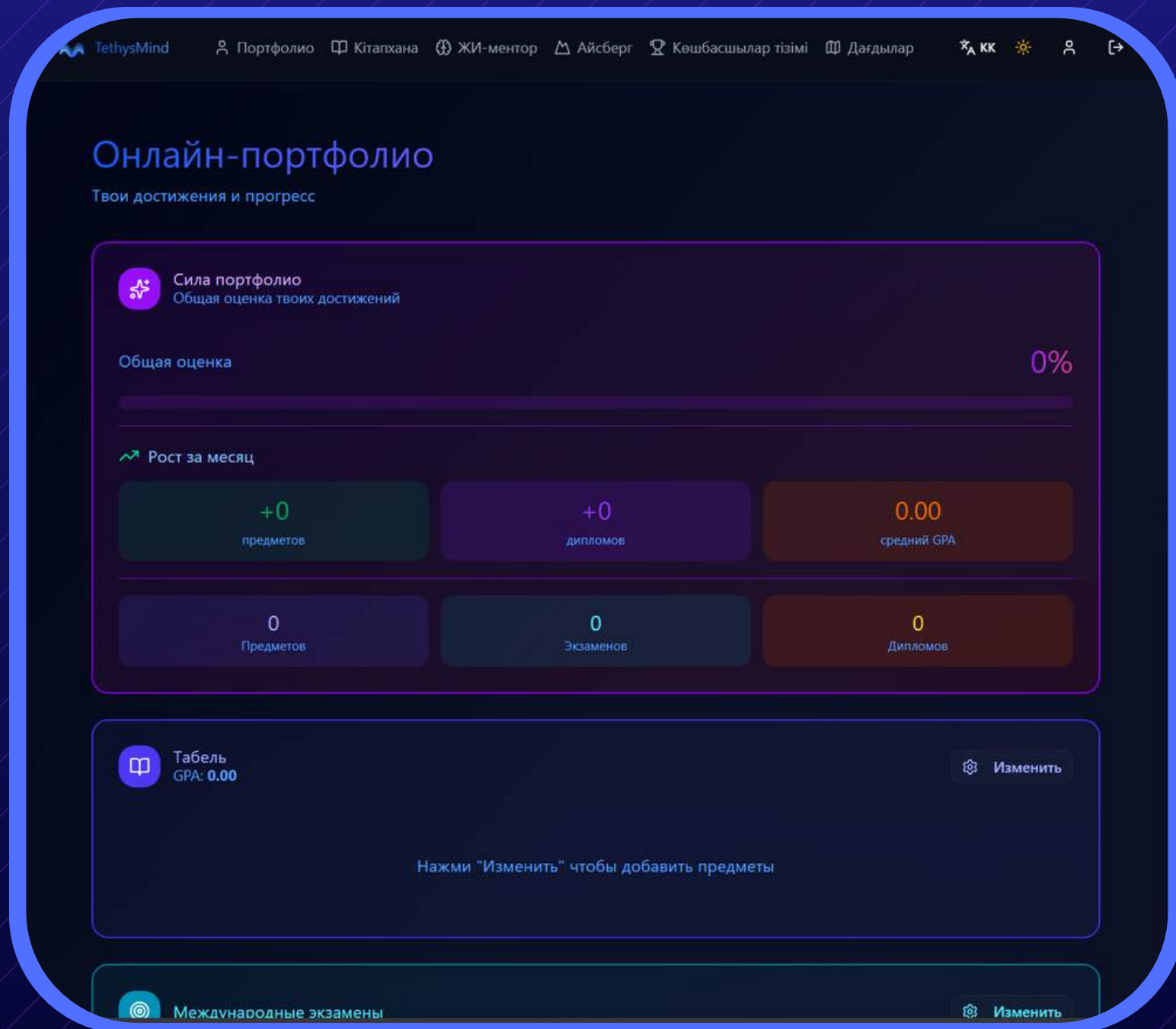


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SOCIAL GPA

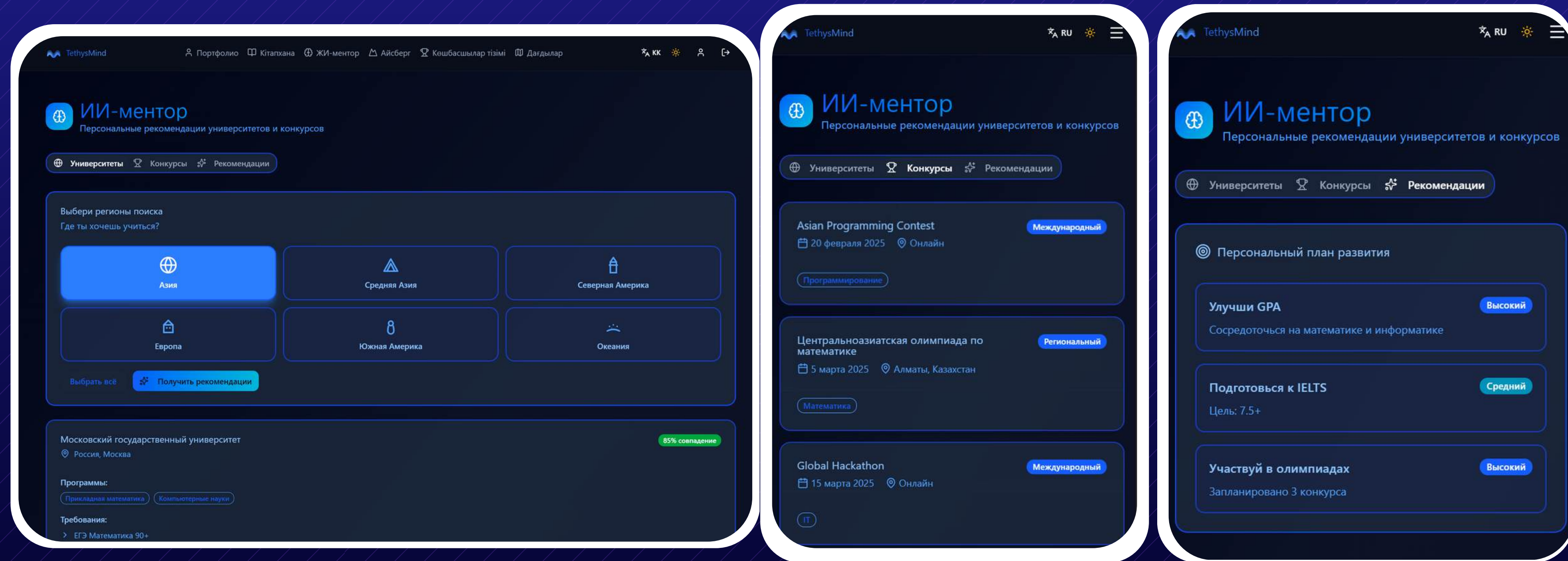
ICEBERG



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AI-MENTOR



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PARENTVIEW SKILLMAP

TethysMind

RU

Подключить студента

Введите email студента, чтобы следить за его прогрессом

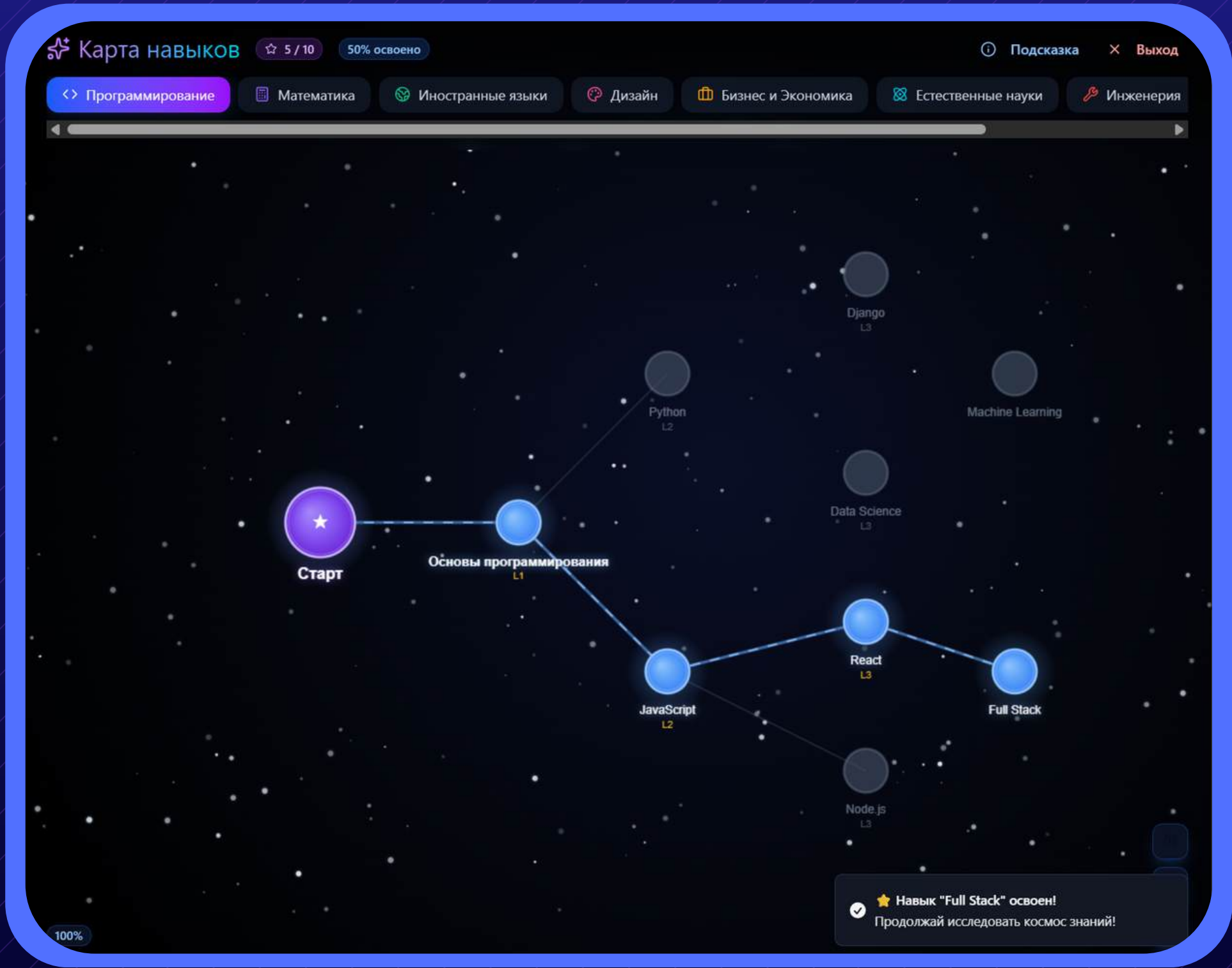
Email студента

student@email.com

Студент должен быть зарегистрирован в системе

Подключить

Пропустить



ALTYN GURREN DAN





WHO CAN BENEFIT?

- **STUDENTS
AND TUTORS**

- **YOUNG
PROFESSIONALS**

- **EDUCATIONAL
INSTITUTIONS**

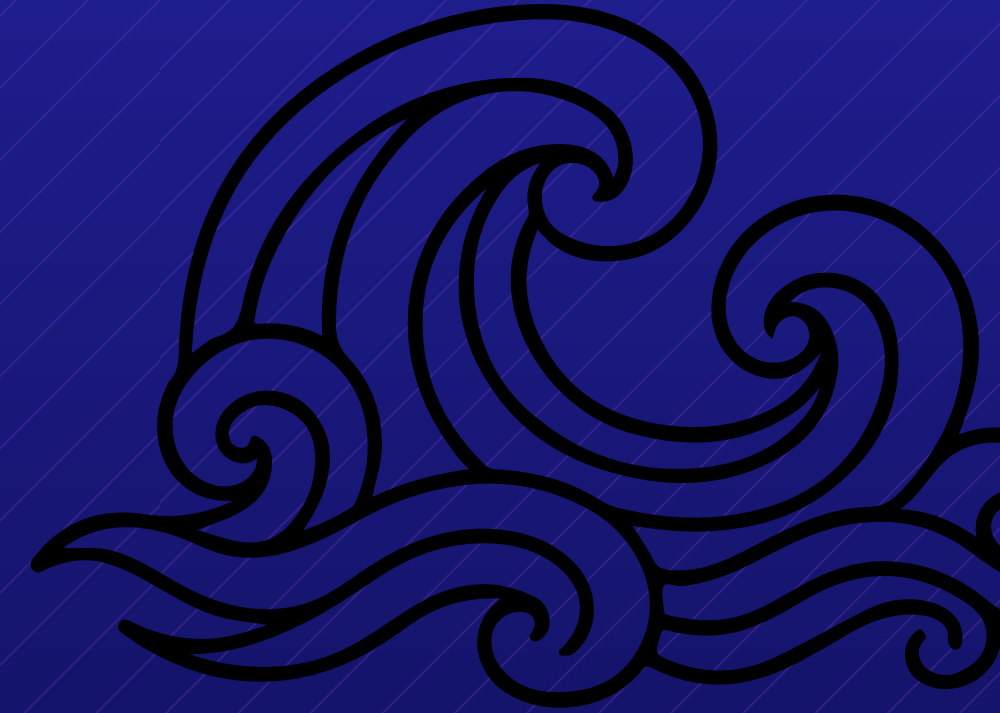


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CONCLUSION



Dive into the ocean of
opportunities and possibilities.



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RAIAN ALDIYAR ALIKHAN NURDAULET

OUR TEAM



THANK FOR YOUR ATTENTION YOU

ALTYN GURREN DAN

