

DIGIEDUHACK SOLUTION CANVAS

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How would you describe your solution in a short catchy way with maximum 28 characters?
characters.

Innovativeness

If so, why and to what extent is your solution better?

What makes your solution different and original? Are there similar solutions or approaches currently available or implemented by education sector practitioners?

Describe it in a tweet

Title of the solution:		Team name:	
Challenge addressed:		Challenge category:	
Background of the team:	Higher Education Students	Researchers	Professionals
multiple selections possible in case of mixed teams)	Teachers Others (please specify)	Primary School Students	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?

What is the current or future problem you're trying to solve? How does your

How does your solution confront the challenge posed by the hackathon

solution align with DigiEduHack 2024 annual theme?

organiser and how does it address the challenge category?

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?

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.

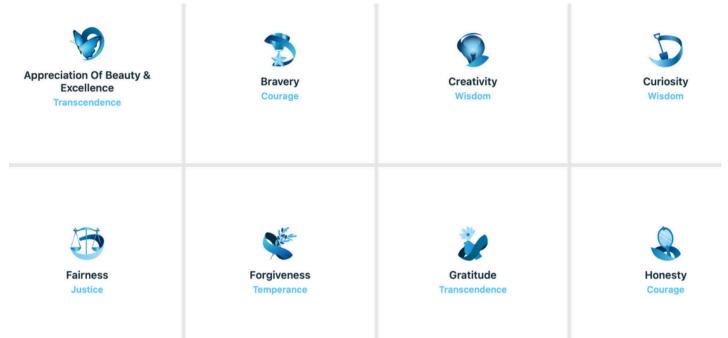
Why are you the perfect team to develop this work and what are the competencies you all bring in so the solution is developed successfully? What is your expertise within the thematic field concerned? Are you planning to continue working as a team in the future? If so, why?

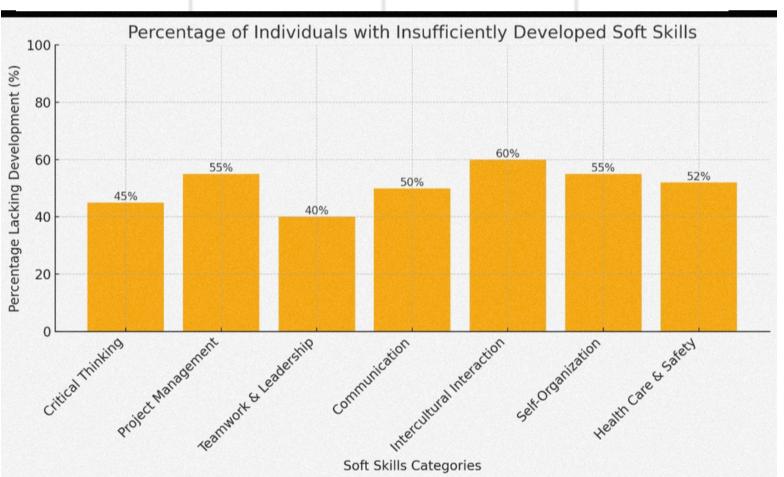






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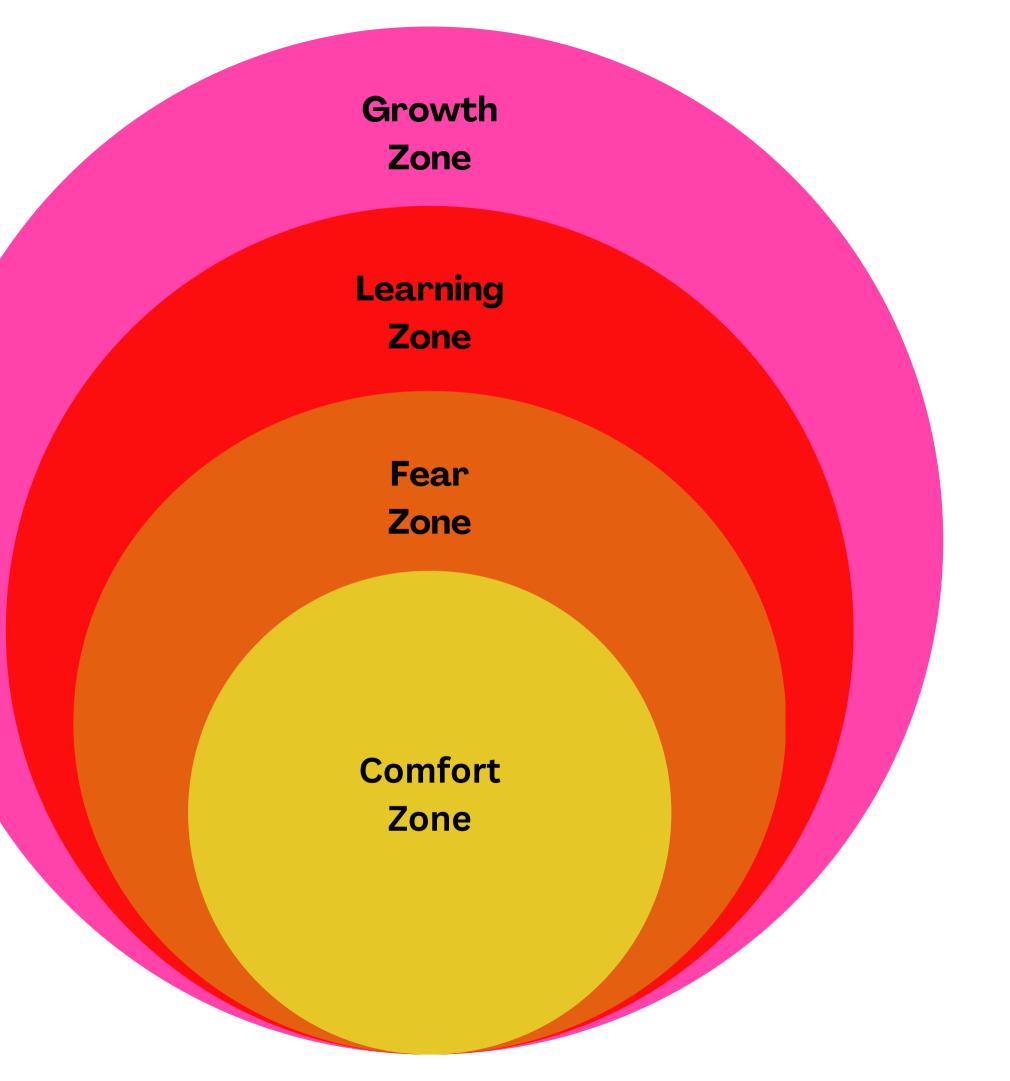
Lack of human flourishing skills among university students is a growing problem that impacts their successful integration into the job market and their personal growth.

The percentages represent the lack of development in soft skills among students, highlighting key areas such as critical thinking, leadership, and teamwork.

Why do students don't have these skills? Do we now how to develop them?

LLEVAR A LA ZONA DE DESARROLLO

HMW create and track personal and professional goals using a movil game?



RISE UP

LET'S GROW

LET'S PLAY





PROPOSAL

A mobile app designed for university students to help them learn how to set and track their personal and professional goals, Including the 24 strenghts of human flourishing. It features a game board within the app, where users can compete against others with similar objectives, promoting competitiveness and self-management. The goal is to simplify the process of learning how to establish effective goals and to enhance personal growth through emerging technologies.

BUSINESS MODEL

- Possibility of obtaining premium avatars or gadgets accessible through payment (Microtransactions)
- In-app advertising

Let's GROW in a fun way

Let's Grow

Let's Play

BUILDERS OF TOMORROW

Tania Paola Pérez Fragoso Maria Yafté García Romero Alexia Arteaga Mendoza Raúl Coellar Salgado Eliseo Antonio Valdes Castillo