



# DIGIEDUHACK SOLUTION CANVAS

<b>Title of the solution:</b>	<input type="text" value="Eduprep"/>	<b>Team name:</b>	<input type="text" value="WasTeam"/>
<b>Challenge addressed:</b>	<input type="text" value="School dropout"/>	<b>Challenge category:</b>	<input type="text"/>
<b>Background of the team:</b> <small>(multiple selections possible in case of mixed teams)</small>	<div><input type="checkbox"/> Higher Education Students <input type="checkbox"/> Teachers <input type="checkbox"/> Others (please specify) <input type="text"/></div> <div><input type="checkbox"/> Researchers <input type="checkbox"/> Primary School Students <input type="checkbox"/> Secondary School Students</div>		

## 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?

Eduprep is an AI-powered web platform that helps young people who dropped out of high school re-engage with education through a personalized and flexible experience. When a student joins, an AI teacher conducts an interview to understand their personal and social context, assess their skills, and design a customized learning plan that fits their time and needs. The program is divided into three modules that combine academic content with personal development and employability skills, leading students step-by-step toward certification and real job opportunities while receiving continuous emotional and motivational support from the AI mentor.

## 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 organizer and how does it address the challenge category?

The factors that determine the academic success or failure of children and adolescents are complex and multifaceted. They interact and reinforce one another across individual, family, social, material, and cultural dimensions (Espínola & Claro, 2015; Rumberger & Lim, 2008; Golcovic, 2002). These specific conditions exert a decisive influence on the development of expectations and behaviors that ultimately shape the educational trajectories of children and young people.

Furthermore, one of the major consequences of school dropout is that, when adolescents enter the labor market at an early age—or remain at home without continuing their education—their physical, psychological, and social development is often disrupted. This situation increases the risk factors that hinder their proper social integration and long-term well-being.

## Target group

Who is/are the target groups 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?

This proposal is aimed at young people between the ages of 15 and 19 who have interrupted their general high school studies and belong to a lower-middle socioeconomic level. This group is characterized by seeking alternatives that allow them to resume or complete their education in a flexible manner compatible with their current living conditions.

The project primarily focuses on students who dropped out of high school due to economic difficulties or early entry into the workforce. The main objective is to improve their future quality of life by providing access to educational opportunities that enable them to acquire the necessary knowledge to pass the high school certification exam administered by the Secretaría de Educación Pública (SEP) and, consequently, complete their secondary education.

Additionally, the proposal seeks to establish strategic partnerships with companies to facilitate the labor insertion of these young people once they reach legal adulthood. It also includes training programs aimed at developing both soft and hard skills, with the purpose of strengthening their professional profiles and increasing their chances of successful integration into the labor market.

## 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?

Eduprep aims to reduce high school dropout rates among low-income youth by turning education into a practical, motivating, and economically valuable experience. The platform empowers students to continue their studies while developing soft and technical skills that increase their employability and earning potential. Through partnerships with companies and institutions, PathIA creates a sustainable ecosystem where learning leads directly to personal growth, formal certification, and access to better life opportunities.

## 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?

Our proposal stands out because it combines **modular, gamified micro-lessons** designed for young people aged 15 to 19 who dropped out of high school, integrating a **pathway to real employment, academic certification, and personalization through artificial intelligence**. The AI adapts **content, difficulty, and recommendations** according to each student's progress and needs, fostering motivation and continuous learning. While some programs offer tutoring or remedial courses, none link flexible learning with labor development and intelligent personalization. Therefore, our solution is more **comprehensive, dynamic, and scalable**, with strong potential to be replicated in diverse educational and social contexts.

## Transferability

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

Our solution can be fully adapted to other learning contexts. The modular, gamified microlearning model enhanced by AI-driven personalization can be applied to technical training, digital literacy, entrepreneurship, or adult education. For example, the same platform could teach financial education or soft skills to workers seeking upskilling or reskilling. Its flexible design and adaptive AI system make it suitable for any discipline that requires engaging, efficient, and personalized learning experiences.

## 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?

The project promotes long-term educational inclusion by linking microlearning with real employability pathways, ensuring continuous social and economic impact through partnerships with institutions, NGOs, and companies across Latin America.

## 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?

Our multidisciplinary team blends education, technology, and social innovation expertise, using empathy, creativity, and data-driven design to build a solution that empowers youth to continue their studies and improve their opportunities. We plan to keep collaborating to strengthen the AI model, expand partnerships, and scale the project regionally for lasting impact.