



DIGIEDUHACK SOLUTION CANVAS

TITLE OF THE SOLUTION:	BLOOM BOND	TEam Name:	Team Bloom
CHALLENGE FACED	Protect yor mind and Digital World: Self-Care and Safety Online	CHALLENGE CATEGORY:	Well-being in digital education
ABOUT THE TEAM:	☒ Higher education students ☐ Investigators ☐ Professionals ☐ Teachers ☐ Others (Specify)		

SOLUTION DESCRIPTION

What is the final product, service, tool, or activity you propose? What are its main elements, technologies, and objectives? Could you include a brief implementation plan with key milestones, required resources, and expected difficulties? How could your solution improve digital education today? How could its success be measured?

The proposed final product is a mobile application aimed at reducing hyperconnectivity and fostering the social and emotional well-being of university students. It does so by creating verified profiles with institutional data and using AI to generate matches based on personal interests to promote safe in-person interactions. **Its main elements include:** A customizable avatar. A gamified rewards system encouraging temporary digital disconnection. Optional geolocation to coordinate meetings. A messaging and identity verification module. The core technology combines recommendation AI, university database integration, geolocation APIs, and mobile notifications—all focused on digital well-being. **Implementation plan:** 1.Prototype development and validation with 50 UPC students (months 1–2). 2.Institutional pilot with psychological and usability impact measurement (months 3–4). 3.Scaling to other universities (months 5–6).Required resources: a mobile developer, AI specialist, UX designer, and data protection advisor. Main expected challenges: privacy management and sustained user engagement. The solution can improve digital education by promoting healthy human interactions, reducing distractions, and strengthening community within academic environments. **Success metrics: Quantitative:** number of active users, frequency of in-person meetups, screen time reduction. **Qualitative:** levels of anxiety and satisfaction reported before and after use.

CONTEXT

What current or future problem are you trying to solve? How does your solution align with the annual theme of DigiEduHack 2025? How does your solution address the challenge set by the organizing hackathon and its specific category?

The problem addressed is hyperconnectivity and excessive use of digital devices among university students, which cause anxiety, social isolation, and difficulties maintaining real relationships.

The solution aligns with the DigiEduHack 2025 annual theme, centered on digital well-being and mindful education, by promoting balanced technology use and authentic human connection through an app that encourages temporary disconnection and real-world meetups.

In response to the hackathon’s challenge, the proposal integrates digital education, self-care, and mental health, tackling the “self-care and digital safety” category with an innovative approach that combines AI, gamification, and institutional verification to transform digital habits and strengthen the student community.

TARGET AUDIENCE

Who is the target audience 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 to fully meet their specific needs?

The target audience is mainly university students who experience stress, anxiety, or social disconnection due to hyperconnectivity and excessive time on digital platforms.

This solution is relevant because it responds to a real need: improving emotional well-being and fostering healthy interpersonal relationships through safe, AI- and gamification-supported in-person experiences. It will benefit students by strengthening their sense of community, reducing excessive phone use, and facilitating new friendships in a trusted and verified environment.

To engage them, we plan to conduct campus pilots, promotion campaigns within UPC, gamified activities with digital rewards, and continuous user feedback to adapt functionalities to their needs and technological habits.

IMPACT

How will your solution catalyze changes in education and what impacts will it have at a social and environmental level? Could you provide examples or scenarios illustrating such changes and impacts?

The solution will catalyze educational change by integrating digital well-being as an essential component of learning, helping students develop balanced technological habits and key socio-emotional skills for their academic and personal growth. **Socially**, it will promote greater human connection, empathy, and collaboration among students, reducing anxiety and isolation caused by hyperconnectivity. **Environmentally**, it will encourage more responsible use of devices and digital energy by promoting technological breaks and local in-person meetings. For example, a group of students could use the app to organize a cultural outing or volunteer day, creating real interactions, a sense of community, and less dependence on virtual environments—fostering a more conscious, sustainable, and human-centered education.

DESCRIBE IT IN A TWEET

How would you describe your solution in a short and appealing way, using a maximum of 280 characters? An app that connects students with shared interests through AI and gamified rewards, promoting real-life meetups and safe digital breaks to reduce hyperconnectivity and improve emotional well-being in university life.

INNOVATION

What makes your solution different and original? Are there similar solutions or approaches currently available or implemented by professionals in the educational sector? If so, why and to what extent is your solution better? What makes this solution different, and original is that it combines artificial intelligence, institutional verification, and gamification to encourage digital disconnection and safe in-person interactions among university students, integrating emotional and social well-being within the educational environment. Although there are apps such as Bumble BFF, Patook, or Meetup that focus on connecting people, none incorporate university verification, conscious screen-time management, or rewards for disconnecting. This makes our proposal a safer, more educational tool aligned with academic goals for digital well-being.Furthermore, its preventive mental health approach and potential to measure real impact on anxiety and social connection make it more relevant for educational institutions seeking comprehensive and responsible solutions.

TRANSFERABILITY

Can your solution be used fully or partially in other educational/learning contexts or disciplines? Could you give an example? Yes, it can be applied in other educational contexts to foster digital well-being and social skills.

For example, in schools, technical programs, or university mentorships, it could be used to strengthen coexistence, teamwork, and socio-emotional learning.

SUSTAINABILITY

Once you have a prototype, what are your plans for further development, improved implementation, and replication of the solution? Does it work in the medium and long term? Once the prototype is created, a pilot will be conducted with UPC students to validate performance and user experience, adjusting the AI, gamification, and security systems based on results. In the medium term, the plan is to expand implementation to other universities and establish institutional partnerships to integrate the app into student well-being programs. In the long term, the solution will be replicated in different educational contexts and countries, adapting its verification system and cultural content to ensure sustainability, scalability, and ongoing positive impact on students’ digital and social well-being.

TEAM WORK

Introduce your team members.

Why are you the perfect team to develop this project, and what competencies does each member contribute to ensure the success of the solution? What is your experience in the relevant thematic field? Are you planning to continue working as a team in the future? If so, why? Our team is composed of Fiorella, Katerin, and Mario, who bring together complementary skills that enabled the project’s integral development. Fiorella led the planning stage, excelling in organization and project structure; Mario took charge of creative development, contributing innovative ideas, technological vision, and effective communication; while Katerin led the implementation and closure stage, ensuring technical execution and product integration. This combination of leadership, creativity, communication, and technical capability makes us the ideal team to carry out a solution centered on digital well-being. Our experience in design, technology, and educational project management strengthens the app’s focus, and we plan to continue working together, as we share a common motivation: to innovate in education and promote balance between technology and human well-being.