



БІЛІМ-ИННОВАЦИЯ  
ХАЛЫҚАРАЛЫҚ ҚОҒАМДЫҚ ҚОРЫ

# BILionaires

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# Problem

Modern students in Kazakhstan and around the world struggle with low motivation when learning English.

Traditional methods — textbooks, tests, and individual study — are too boring and fail to create engagement.

Students learn alone, without competition, without adaptation to their level, and without instant feedback.

As a result, preparation for exams like KET, PET, FCE, IELTS, and TOEFL becomes ineffective, and progress remains slow and unstable.

# What is LexiLeague?

LexiLeague is an online platform that makes learning English more fun and active.

It turns learning into real-time battles between two players. Both players get the same questions and must answer quickly and correctly.

The system shows results instantly, so students can see their progress right away.

LexiLeague helps students prepare for exams like KET, PET, FCE, IELTS, and TOEFL in a more enjoyable way. Learning becomes a game, not a boring task.

The image displays the LexiLeague website interface. At the top, a purple header contains the title "Master English Through Epic Battles" and a description: "Transform boring exam prep into competitive real-time battles. Challenge opponents, climb leagues, and become fluent while having fun!". Below this are buttons for "Start Battling Now" and "Watch Demo". Statistics show "10K+ Active Players", "50K+ Battles Daily", and a "95% Pass Rate". A "Live Battle Preview" window shows a match between "You" (Rating: 1650, 3/5) and "AI Ghost\_Pro" (Rating: 1620, 2/5) with a "1:23 Remaining" timer. A "5-Win Streak!" badge is also visible. The "Why LexiLeague?" section lists six features: Instant Matchmaking, AI-Powered Coach, Competitive Leagues, Adaptive Difficulty, Clubs & Teams, and Streaks & Achievements. The "How LexiLeague Works" section outlines a three-step process: Sign Up Free, Find Your Match, and Battle & Learn, ending with a "Get Started Now - It's Free!" button.

## Master English Through Epic Battles

Transform boring exam prep into competitive real-time battles. Challenge opponents, climb leagues, and become fluent while having fun!

[Start Battling Now](#) [Watch Demo](#)

**10K+** Active Players   **50K+** Battles Daily   **95%** Pass Rate

### Live Battle Preview

Watch real-time competition

**You** Rating: 1650 **3/5**

**VS**

**AI Ghost\_Pro** Rating: 1620 **2/5**

**1:23 Remaining**

**5-Win Streak!**

### Why LexiLeague?

The most engaging way to prepare for IELTS, TOEFL, and Cambridge exams

- Instant Matchmaking**  
Never wait! Battle real players or AI ghost opponents 24/7. Matches start in under 3 seconds.
- AI-Powered Coach**  
Get instant feedback, detailed explanations, and personalized study plans from our AI tutor.
- Competitive Leagues**  
Climb from Bronze to Diamond. Compete in tournaments and prove you're the best!
- Adaptive Difficulty**  
Questions adjust to your skill level in real-time. Always challenging, never frustrating.
- Clubs & Teams**  
Join communities, form teams, and compete together in thrilling 3v3 and 5v5 battles.
- Streaks & Achievements**  
Build daily streaks, unlock 50+ badges, and show off your dedication on your profile.

### How LexiLeague Works

Start battling in 3 simple steps

- 1 Sign Up Free**  
Create your account in 30 seconds. Choose your starting level and battle style.
- 2 Find Your Match**  
Hit "Quick Battle" and get instantly matched with opponents at your skill level.
- 3 Battle & Learn**  
Answer questions, track your progress, and climb the ranks with AI-powered feedback!

[Get Started Now - It's Free!](#)



# How AI helps? ●

## New Questions

LexiLeague uses AI to create new questions every time.  
Each battle is different, so students never get bored.

## Smart Difficulty

AI changes the difficulty based on the student's level.  
If it is too easy — tasks become harder.  
If it is too hard — tasks become easier.  
It gives simple tips after each battle.

## Instant Checking

AI checks answers in seconds and shows the correct solution.  
Students understand mistakes right away.

# Benefits

For students: more motivation, faster learning, clear feedback, and better exam preparation.

For teachers: easy tools to check progress, helpful analytics, and AI-generated tasks.

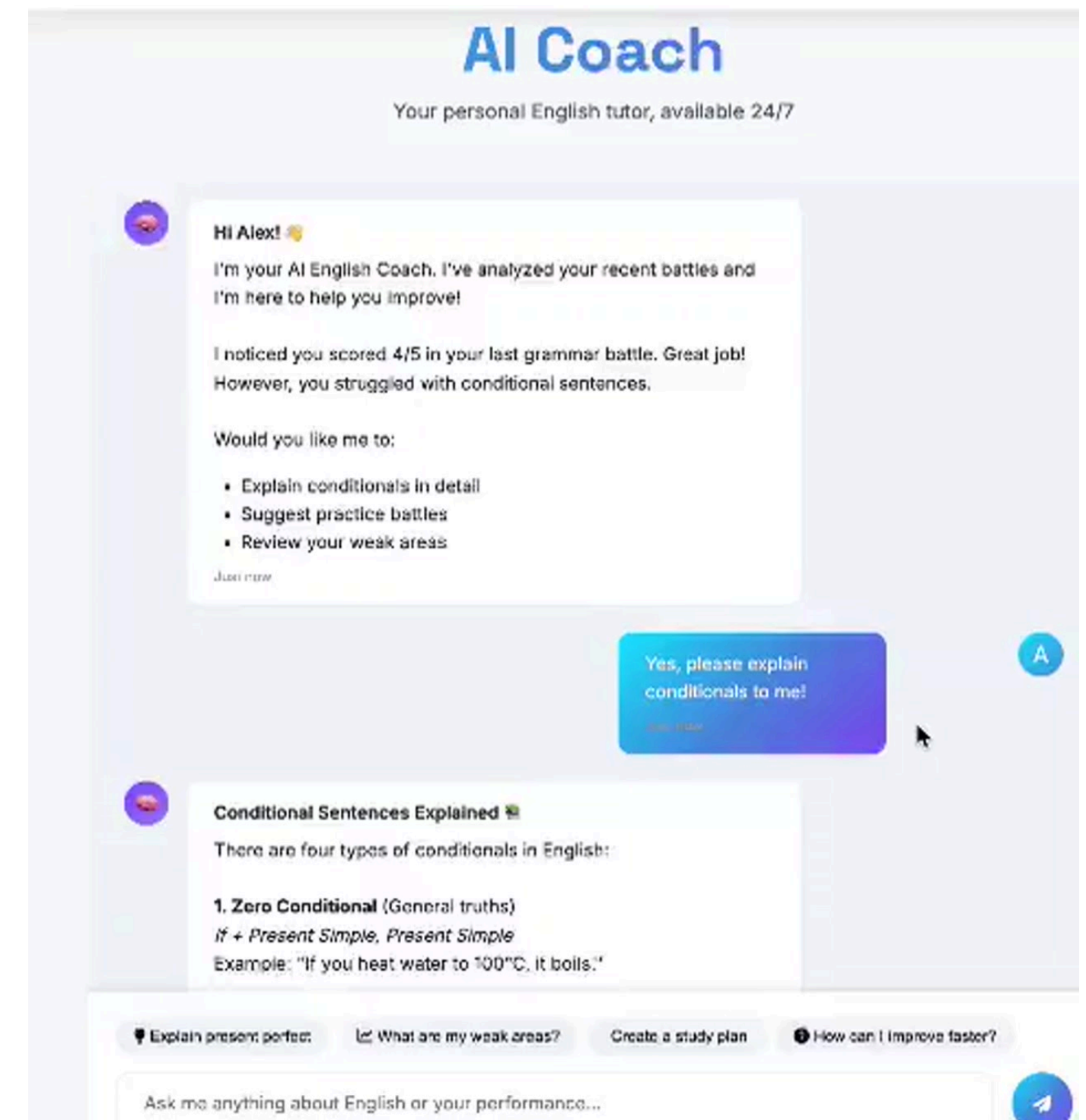
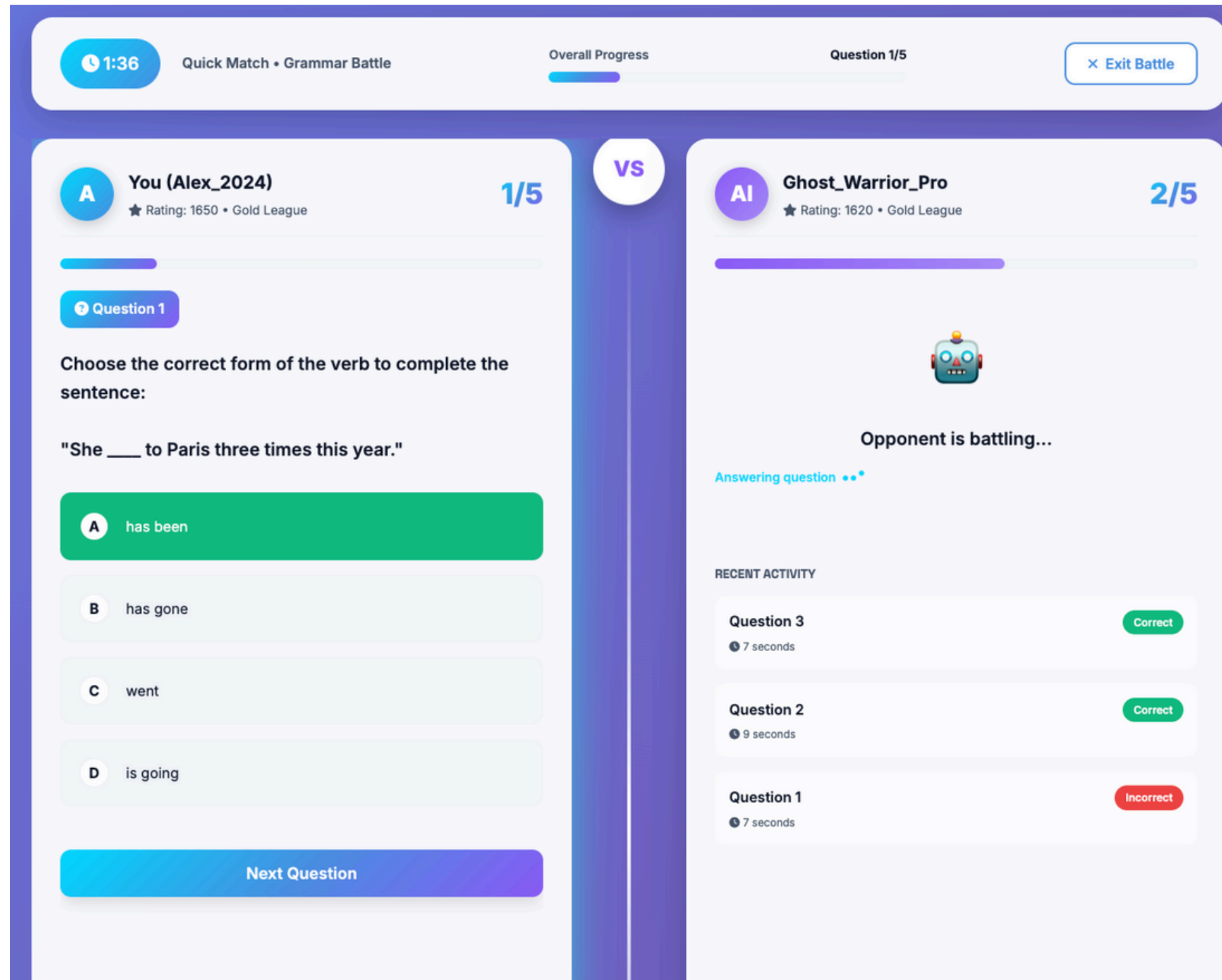
For schools: a modern digital platform that supports active learning and improves results.

LexiLeague fits well into lessons, homework, or after-school clubs.

Everyone can enjoy friendly competition and learn with more energy.



# INTERFACE of our website:






# Thank you

## Contact Us

### **BLionaires team**

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# DIGIEDUHACK SOLUTION CANVAS



Title of the solution: LexiLeague

Challenge addressed: Low student engagement

Background of the team:

(multiple selections possible in case of mixed teams)

Higher Education Students  
Teachers  
Others (please specify)

Team name: BILionaires

Challenge category: Disruptive Technologies

Researchers  
Primary School Students  
Professionals  
Secondary School Students

Secondary School Students, Secondary 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?

We propose LexiLeague, a web-based platform that transforms English learning into competitive battles using real-time challenges modeled on KET, PET, FCE, and IELTS tasks. The final product combines three core elements: a real-time match engine (Socket.IO/WebSockets), a hybrid question system using both curated exam-style items and AI-generated prompts, and an adaptive feedback system that adjusts difficulty and provides instant corrections. Built with HTML/CSS/JS, Firebase/Supabase, and OpenAI API, its objective is to make language learning more engaging, measurable, and accessible. The implementation plan includes: (1) MVP with matchmaking, question bank, and scoring; (2) user testing and UX refinement; (3) AI integration for dynamic question generation; (4) analytics dashboard for teachers; (5) pilot launch and scaling. Required resources include a developer, UX designer, researcher, test users, cloud hosting, and API credits. Foreseen barriers include AI-generated question quality, latency in real-time matches, and potential cheating; these are addressed through human-reviewed templates, regional servers, and integrity checks. LexiLeague enhances digital education by turning passive practice into active, competitive learning with immediate feedback and progress tracking, making students practice more frequently and effectively. Success can be measured through user engagement (DAU/WAU), retention, accuracy improvement over time, pre/post test gains, teacher feedback, and overall match completion rates.

## 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?

Many students struggle with motivation, engagement, and effective preparation when learning English. Traditional methods like textbooks, exercises, or individual online courses are often boring, solitary, and not personalized, which leads to low retention and poor exam results. LexiLeague addresses the theme of “Rethinking education in the age of digital skills” by using digital technology to make learning interactive, adaptive, and gamified. It combines AI, real-time competition, and personalized coaching to prepare students for digital-era learning and exams. The hackathon challenges participants to create innovative solutions for education. LexiLeague meets this by offering a digital, AI-powered platform that engages learners, adapts to their level, and motivates them through gamification. It fits the challenge category by providing a practical tool that enhances learning outcomes, improves engagement, and uses technology creatively to solve an educational problem.

## 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?  
The target group of LexiLeague is students and learners of English, especially those preparing for international exams like KET, PET, FCE, IELTS, TOEFL, or SAT English. They benefit because LexiLeague makes learning interactive, motivating, and effective. Instead of studying alone, they compete in real-time challenges, get instant AI feedback, and practice skills like speaking, reading, listening, and writing.  
The solution is relevant because many learners struggle with motivation, engagement, and personalized guidance in traditional methods. To meet their needs, LexiLeague lets users choose exams and skills, adapt difficulty to their level, and track progress over time. Gamified battles, leaderboards, and AI coaching ensure learners stay motivated, challenged, and supported, making preparation for exams more efficient and enjoyable.

## 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?

Our solution will catalyze changes in education by making learning more interactive, adaptive, and accessible to all students. It introduces real-time feedback, gamified challenges, and collaborative tools, which motivate students and enhance engagement.  
Social impacts: It reduces educational inequality by giving students from different regions equal access to high-quality resources. It fosters collaboration, teamwork, and communication skills, helping students develop social competencies in a digital environment. Imagine students from rural and urban areas joining the same online interactive English challenge. They collaborate in real-time, compete in gamified exercises, and receive instant feedback. Over time, this approach improves learning outcomes, encourages inclusive participation, and reduces reliance on physical materials, demonstrating both social and environmental benefits.

## Describe it in a tweet

How would you describe your solution in a short catchy way with maximum 280 characters?  
Learning English with LexiLeague is easy and fun. Pick your exam, train your skills, and compete with others — AI tells you instantly what to improve.

## 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?  
LexiLeague is different and original because it turns English learning into real-time competitions. Unlike traditional apps, which focus on solitary exercises or tests, LexiLeague allows learners to compete with others in timed challenges. Users can choose exam categories like SAT, TOEFL, or IELTS, and specific skills such as speaking, reading, or listening. The platform uses AI to generate adaptive questions, check answers instantly, and give personalized coaching, making each battle unique and effective. While there are other apps for English practice or test preparation, they usually lack gamification, live competition, and instant feedback. LexiLeague combines all three, which makes it more engaging, motivating, and results-oriented. Students not only learn more efficiently but also enjoy the process, which is especially important for long-term motivation and consistent progress.

## Transferability

Can your solution partly or fully be used in other education/learning contexts or disciplines? Could you provide any example?  
LexiLeague is designed specifically for English learning, so it cannot be fully used for other subjects. However, its core idea of real-time competition, gamification, and AI-powered feedback could inspire similar platforms in other areas. For example, a platform for math or coding could use timed challenges and adaptive AI to make learning more engaging, but LexiLeague itself focuses only on English skills like speaking, reading, listening, and writing.

## 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?  
After we have a working prototype, we plan to test it with students and get their feedback to improve the platform. Then we will launch it for more users and keep updating it with new content and features.  
In the mid-term, we want to add more exams and skills, include multilingual support, and partner with schools to reach more learners. In the long-term, LexiLeague could grow into a bigger learning platform and even inspire similar tools for other subjects, while still focusing on making English learning fun, motivating, and effective.

## 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?  
Seymur Aghayev — web and application developer (LinkedIn: <https://www.linkedin.com/in/seymur-aghayev/>, Portfolio: <https://docs.google.com/document/d/1GE7XdKwP7VLeD6NZ1i-YzFZ4fh5n0ayDjXohWDg70-A/edit?tab=t.0>): created frontend + ML integration with , OPEN AI generation). Team members: Azamat Kobylanov, UX Designer and minimalism enthusiast, specializing in prototyping and user experience improvements; Abu-Nursaid Kuanysh, Researcher passionate about data analysis and exploring innovative technologies in education.