DIGIEDUHACK SOLUTION CANVAS

DIGI EDU HACK 2023

Describe it in a tweet

Struggling to stay focused? 📱 Meet LearnyD, the app designed for ADHD minds! With bite-sized lessons, free from distractions, and a built-in focus timer, learning has never been this fun or ADHD-friendly.

Unlock your potential, one focus session at a time. 🎯

Title of the solution: Learning app for students with ADHD

Challenge addressed: Pupils who struggle with school

Team name: LearnyD

Challenge category: The Learning Experience

Innovativeness

Our solution is different because it covers multiple aspects of struggle that people with ADHD deal with. Even though there are apps to block notifications or apps that teach people maths and chemistry, none have all the features combined like the ability to switch courses with a switch mid-class or plan your study time and so on.

Solution description

Learning app for kids in primary and secondary school with ADHD that helps them keeping up with the class material by providing a flexible, interactive and engaging way to learn. It will be an app that has the same curriculum in school like maths, art, english etc. but instead of long and boring texts or recorded videos, the app has short cartoon-like videos, stories, comics or games designed to teach the same class. As key-features it should have the function of: a Pomodoro timer (to keep the pupils engaged but to prevent drop out), a switch class button that the student presses when they feel they loose focus, a calendar for them to schedule their time and the function to block all non-urgent notifications to keep the user focused. As for implementation, it is designed to aid and not replace the in-class activities, so, after developing the app, it'll be marketed through school's counsellors and psychotherapists offices that handle kids with ADHD therefore most of the funding will go to programmers and the PR team tasked with acquiring marketing contracts with these institutions and private companies. The only foreseen barrier would be to keep the user-engagement over the long run since people with ADHD often quit after the novelty wears off. Therefore, the only way to measure and maintain the success is byanalysing users behaviours and conduct focus groups with them.

Target group

We want to target the pupils who are not yet in high-school and struggle with keeping up with the rest of the class. The impact will be huge, with kids gaining more confidence and being more motivated to keep up studying when seeing their grades increase as well as teachers having reduced stress levels.

Transferability

The app features interactive and engaging classes, suitable for anyone who feels like they are lagging behind. Moreover, with the timer and calendar included, any pupil who feels like needing some organisation in their day can use it to plan in advance.

Impact

We look into developing and growing, therefore the impact and user's feedback are crucial for the success of this solution. When it comes to measurement, we plan on analysing user's behaviour on our platform and notice what are some signs of their loss of interest and conduct focus groups in order to better understand their needs.

Sustainability

We plan on renting a couple of small servers that could host the content and the short videos, since it is a low-maintenance app, we do not expect to use a lot of resources to keep it running.

Context

We are currently in a world where more and more young people are diagnosed with ADHD and acknowledge the difficulties they have when studying. Therefore, there is a need for inclusive, aiding technology that helps people with ADHD navigate the current educational landscape.

Team work

Yes, with the help of some skilled programmers, the feedback of our users and the help of the PR people who would know the legalities and the ways to partner up with various organisations, the team would work wonders!

European Commission