Technical Assignment for Teams

Theme: *Proof of Learning* — demonstrating learning through real results and technology.

1. Project Goal

Develop an innovative solution that validates the process of learning and skill development beyond the traditional classroom. The project should demonstrate **how knowledge turns into action**, and how learning outcomes become visible and measurable.

2. Solution Format

Teams can choose any suitable project format that reflects the theme **"Proof of Learning"** — real learning and skill development evidenced through results. Below are possible directions with explanations and examples:

A) Game-Based or Gamified Platform

Create an interactive environment where the learning process becomes a game. The main idea is to **increase learning motivation through game mechanics**, such as:

- a system of levels and achievements,
- internal currency or points,
- rewards for completing tasks,
- leaderboards and peer competition.

Example: an online platform where students complete educational missions, earn digital *"competency badges"*, and unlock new knowledge levels.

Goal: to show that learning can be engaging, and every learner's action proves their growth.

B) Digital or Mobile Application

Develop an app that **tracks users' achievements and awards micro-credentials** for real skills.

The application can help users:

- maintain a personal *achievement journal* or digital portfolio,
- track progress in competencies (e.g., communication, critical thinking, creativity),
- receive micro-certificates or badges confirming learning outcomes,
- share results with peers or their school.

Example: a mobile app where a student earns a digital badge *"Teamwork"* after completing a group project, or *"Eco-Initiator"* after a volunteering activity.

Goal: to demonstrate how learning outcomes can be digitized and visualized, making them visible and recognized.

C) Social or Educational Project

Create an **initiative that applies knowledge in the real world.** The project can aim to:

- solve a current problem in the school, community, or city,
- support students who struggle with learning,
- promote digital literacy or environmental awareness,
- develop soft skills through real-life engagement.

Example: a school mentoring program where senior students help juniors master online learning tools — their contributions are recorded as evidence of leadership and communication skills.

Goal: to show that learning extends beyond the classroom — into society, where knowledge benefits others.

D) Interactive Tool or Digital Service

Develop a **web-based service or dashboard** that allows users to track their progress and collect "proofs of learning."

It may include:

- a data-collection system for achievements (competency portfolio),
- progress visualization (dashboards, charts),
- integration with existing learning platforms,
- mentor or teacher validation features.

Example: an online platform where each student can view their own *"knowledge chain"* — like a blockchain, where each block represents a new skill or achievement.

Goal: to ensure transparency and verifiability of the learning process, where every result can be confirmed and visualized.

3. Project Requirements

- The project must be **feasible** — prototype, MVP, or visual concept.
- Present a **clear logic of operation** (mechanics, algorithm, user flow).
- The interface and structure should be **user-friendly and accessible** for the target audience.

- The solution should **increase motivation to learn** and **demonstrate real skills** of learners.
- Priority is given to **sustainability, eco-friendliness, and ethical design.**

4. Evaluation Criteria

1. **Relevance to the "Proof of Learning" theme** — how clearly the project demonstrates learning validation.
2. **Originality and innovation** of the idea.
3. **Practical applicability** — potential for real-world implementation.
4. **Quality of execution** — design, prototype, UX.
5. **Teamwork and presentation** — clarity, persuasiveness, and engagement.

5. Participation Format

- Teams: **2–5 participants** (high school students, college studentr).
- Development time: **24–36 hours** (depending on hackathon schedule).
- Final: **Pitch presentation (3–5 minutes)** + Q&A session with the jury.

6. Outcome

Each project is not just an idea but a **proof of learning** — a demonstration of the ability to apply knowledge, collaborate, think critically, and create something new.