



DigiEduHack Solution

Bucharest - Education 4.0

Challenge: Use technology to build 21st Century Skills

LearnStars

Socio-emotional skill development for you dominant intelligence

The framework that we are proposing facilitates individual growth and the ability to work in a team towards a common goal. In doing so, each individual improves their critical thinking, creativity, communication, collaboration, curiosity, initiative and leadership through gamification.

Team: LearnStars

Team members

Razvan, Vera, Bogdan, Leon, Calin

Members roles and background

Psychologist - Vera

Developers - Bogdan, Leon

Teacher - Calin

Student - Razvan

Contact details

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Solution Details

Solution description

Please describe your solution. What is your final product/service/tool/activity?

Our solution is a Web/Mobile app which offers an engaging experience to develop social emotional skills by playing targeted games, based on the Multiple intelligences theory, created by experts in the field.

How could the solution be used to enhance digital education in the your challenge area?

Through the framework that we are proposing we want to facilitate individual growth but also the ability to work in a team towards a common goal. In doing so, each individual will achieve/improve their critical thinking, creativity, communication, collaboration, curiosity, initiative and leadership through different gamification. These games help the individual evolve in one or several competencies and character qualities simultaneously.

How could the success of the solution be measured?

By accessing the app and playing the games that it offers, users will receive stars for each challenge that they participate in. By accumulating these stars users will unlock superior levels with higher difficulty, which will bring new interesting and harder concepts and to consolidate the previous ones.

How will the solution provide benefits to the challenge owner?

If we say that we are the challenge owners, then, first of all, it will make a lot of difference for the children that used it and will continue to do so, especially, since we put a lot of effort in creating it during the last 24 hours hackathon.

Solution context

What is the problem you are facing?

National Romanian Reports regarding evaluation results for years 2,4,6 mention that over 50%

students are experiencing difficulties in communication and problem solving. Also, based on PISA results, over 40% are still experiencing difficulties in communication and problem solving, also students in this age interval are not able to solve problems transdisciplinary.

Thus, one of the biggest pain points in the formal educational environment is the inability of pupils and students between the ages of 6 and 16 years to manage their own person, to be self-aware, to be collaborative and responsible.

This issue is not tackled in their family/social environment neither in the educational environment.

In the educational environment, teachers are not familiar in using teaching methods that are based on each dominant intelligence of the pupils or students.

What is the challenge that you are solving?

Teachers don't address more than one competency at a time and also they do not do this frequently.

Teachers are not persistent in developing also SEL as part of their educational process.

Our aim is to overcome this gap, using a framework for achieving these competences by gamification, on a regular basis.

Solution target group

Who is the target group for your solution?

Our target group is composed of pupils and students (6-18 years).

Who will this solution affect and how? How will they benefit?

They will:

-learn how to work in a team;

-develop interpersonal skills;

-optimize their social interactions;

-communicate assertively;

-improve their stress management skills;

-become empathic.

By managing their emotions, they will lead a better and more fulfilling life

Solution impact

What is the impact of your solution? How do you measure it?

By using our solution, the target group will develop social skills and competencies together, through basic social behaviors like empathy, cooperation, problem solving, negotiation, emotional management.

Through social games, the target group will learn how to manage their own emotions in a positive mode, recognize the emotions of their peers and offer them solutions based on this understanding.

Socializing through gamification is a generally accepted and efficient practice, since the subject assimilates social experiences, roles, ideals, opinions, personal and collective aspirations. At the same time, they have the opportunity to build a real image of their self.

By tracking their progress through each social emotional learning challenge the solution provides a staged personal development, individualized for each user.

Our solution of collaborative games helps the individual to interact efficiently with others.

The platform provides two types of measurement, based on activity and progress (ranking by stars and levels).

Solution tweet text

Develop your socio-emotional skills through fun games specifically developed for your dominant intelligence.

Solution innovativeness

What makes your solution different and original?

This approach highlights a non formal way of working with teenagers based on the Theory of multiple intelligences (Gardner's theory) which helps them develop social emotional concepts.

Can anything similar be found on the market? How innovative is it?

The application is innovative because it is based on the Multiple intelligences theory, which goal is to develop the social emotional competencies like curiosity, social interaction, self-understanding and tolerance towards others. The tasks by which young people acquire socio-emotional skills are specific to the predominant type of intelligence and is an alternative model for enhancing the human personality.

Solution transferability

Can your solution be used in other contexts?

Our solution can be used both in school and in other particular scenarios organized outside of it, but it is not only targeted towards young pupils or teenagers. It can also be used/developed for programs which target the elderly, for example.

What parts of it can be applied to other context?

After making some studies or research on the elderly, we could implement a new assessment and develop relevant games to target a certain need.

Solution sustainability

What is your plan for the implementation of the solution and how do you see it in the mid- and long term?

We already see a lot of people interested in, since it's a new idea, that rised to the surface. So, first of all, we are going to test it on our target group to confirm our predictions in regards to social emotional skills.

It is a tool which helps others understand that not everyone has the same abilities or the same level of social emotional skills, so we will continue to push on this perspective.

Solution team work

How well did you work as a team?

After knowing each other a bit, we discussed and split our tasks based on our skills, so that everybody can focus on his part and do his best in it, while maintained a fun and collaborative

environment.

Could you continue to work as a team in the future?

Yes, of course, mostly because we had a lot of fun and a magical experience during this hackathon.

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