



DigiEduHack Solution
Copenhagen - Hack The Great Online
Pivot
Challenge: Copenhagen - Hack The
Great Online Pivot Challenge 2020

Learning Buddies

Engage with global learning buddies

A gamified international learning buddy app that encourages you to explore your domain through user generated challenges.

Team: Learning Buddies

Members roles and background

Nora Schwarz (Germany)
Background: Student of Crossmedia Redaktion/ Public Relations
Role: User research and needs analysis, concept
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Jasmin Maya (Germany)
Background: Student of Crossmedia Redaktion/ Public Relations
Role: Marketing and communications, concept
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Antonis Triantafyllakis (Greece)
Background: Learning Designer/ Gamification Coach
Role: Project concept and gamification advisor
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Ankit B. (India)
Background: Entrepreneurship/Marketing
Role: Project initiator and business, concept

Yashvardhan Deoda (India)
Background: UX designer and feature developer
Role: UX, Prototyping
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Contact details

See above

Solution Details

Solution description

Learning buddy is an app which helps the user find learning buddies from different parts of the world from a similar domain/discipline.

Our solution is personalised and makes learning more fun. Since you have a socially driven action, network advantage, exclusive insights from an international perspective, doesn't take up too much time, turn your "virtual" connections into real reunions once the pandemic is over.

Solution context

The rushed transition to digital formats of education during the pandemic came at the sacrifice of the interpersonal interaction between students, that is a significant aspect of learning.

- International connections are missing since the pandemic
- Most platforms that connect students are not gamified and less fun
- No insights how your domain is taught in a different country

Solution target group

University students across the world (higher education category)

Solution impact

Our solution is personalised and makes learning more fun. Since you have a buddy you feel less isolated and alone and via the chat function you can also share experiences. All of your prior buddies are going to remain so that you can build a network around the globe and share your perspectives. Also you will get exclusive insights from an international perspective about your field. Through the gamification the learning exercises doesn't take up too much time and bring diversity into your learning path. And maybe one day (once the pandemic is over) you can turn your "virtual" connections into real ones.

This means that the app will retain its advantage (the international/diverse perspective) even after the pandemic.

Solution tweet text

Engage with global buddies to learn and socialise with them across different domains/disciplines virtually during the pandemic, and in person after the pandemic.

Solution innovativeness

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Solution transferability

Our solution is personalised and makes learning more fun. Since you have a buddy you feel less isolated and alone and via the chat function you can also share experiences.

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Solution sustainability

The app will retain its advantage (the international/diverse perspective) even after the pandemic when the users can meet each other in real life.

Solution team work

10/10. Could work with the team if this project is shortlisted.