



DigiEduHack Solution

Lima - 28h: FuturEd

**Challenge: Lima - 28h: FuturEd
Challenge 2021**

Resuelve.La

Online platform to help students solve science and math exercises

Currently, there are around 30 million university students in Latin America. If only 1% of them had an unsolved math or science problem, there would be 300,000 people in distress right now. We created ResuelveLa to help students to solve science problems, based on community learning and gamification

Team: Resuelve.la

Team members

Gerardo Alberto Camacho Rios, Lucia Patricia Arana Lopez y Milagros Araceli Peceros Chambi

Members roles and background

- Lucía Arana, accompanied the team as a mentor in the process of building the solution, providing ideas for their fulfillment. She is an economist, an Ontological and Educational Coach (IFC member) and a mom of a 3 years-old boy. She works in projects and in Distance Learning.
- Milagros, contributed with the graphics and writing of the project. Third year student of Systems Engineering at the Universidad Peruana de Ciencias Aplicadas.
- Gerardo, ux designer of the project. He is studying Business engineer in Universidad Peruana del Norte and team leader in Divelia Studio, development business for startups.

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Solution Details

Solution description

A progressive web platform with 2 mainly users. A publisher and a problem solver; where the publisher user can upload in text or photo format the math or science exercise that needs help, and through an online whiteboard, the solver user can earn coins by solving these exercises. Then, the digieduhack.com solver user can exchange the coins for rewards that can be found in the platform such as scholarships, discounts in products or services, items to customize his profile avatar, among others

Solution context

Currently, there are approximately more than 30 million university, school and academy students in Latin America. If only 1% of them had an unsolved math or science problem, there would be 300,000 people in distress right now. In pandemy context, the idea about the possible lack of knowledge of a subject, lack of support or inconveniences that students may have, who in many cases do not find a solution or a way out of these problems.

Solution target group

Resuelve.la is an online platform that aims to help high school, academy and university students to solve science problems, based on community learning.

Create a community of students where knowledge sharing is encouraged in a playful, enjoyable and collaborative way.

It creates a community of students where the exchange of knowledge is encouraged in a playful, fun and collaborative way. It also addresses the current situation of the pandemic that affected 400,000 students in Peru, since they stopped taking classes last year and affected more than 166 million students in Latin America, according to Unesco data. In addition, students do not have and there is no reliable study circles where they can turn to for the solution of their problems.

Solution impact

The goal is that in the first year 5% (15,000) students will benefit from the platform in Latin America. Help students who have problems, and reward knowledge.

The change we want to achieve is that 5% of students will be able to solve their math or science exercises thanks to a community of reliable students connected through the platform. Commercial alliances to supply the rewards offered on the platform to users Through a progressive web application (app + web), A team of programmers with knowledge in Vue.js and Nuxt.js.

A progressive web platform with 2 users. A publisher and a problem solver; where the publisher user can upload in text or photo format the math or science exercise that needs help, and through an online whiteboard, the solver user can earn coins by solving these exercises. Then, the solver user can exchange the coins for rewards that can be scholarships, discounts in restaurants, or items to

customize his profile avatar. During the pandemic, the lack of knowledge of a subject, lack of support or inconveniences that students may have when searching for information increased, who in many cases do not find a solution or a way out of these problems.

Solution tweet text

Resuelve.la is a mobile and web application that helps teenagers and young adults to solve problems in math and science courses. They will be able to upload their questions in text or photo format and another user will be able to solve it creating a collaborative and safe learning

Solution innovativeness

Resuelve.la is a necessary and safe platform for today. There is no other place with the same free, collaborative mechanism for young people and teenagers. However, our direct competitors could be applications that solve exercises in a robotic way, but Resuelve.la bets for a community learning, that is to say, other users will be able to solve your question in an online blackboard in a didactic way, you will be able to ask your questions in a specific way. In addition, you will have at your disposal small trivia to reinforce your knowledge. Also, the Resuelve.la application allows you to create a user avatar style to develop self-perception, self-esteem and to create bonds of trust when meeting users to help them with their question. On the other hand, the application will be available in app and web, that is to say, it will be accessible remotely and free of charge. Because, not all Peruvian and Latin American students have access to their own cell phones and in some cases students who have cell phones are low-end or mid-range that does not allow them to install various applications.

Solution transferability

Resuelve.la is an application designed to accompany the user in his learning transition throughout his life. That is to say, the need to have doubts about math and science courses happens and has always happened, because they are usually subjects that require a lot of logic and concentration. In the case that there is no pandemic or any disaster that forces to take non face-to-face classes, the demand for solving mathematical questions is high. If only 1% of the 30 million Latin American students had unsolved questions and problems in mathematics and science courses such as chemistry, biology and physics, there would be 300,000 people in trouble and stress right now. However, now with the situation of the pandemic the teaching of classes is given in a semi-presential and virtual way bringing greater difficulties in the learning of young Peruvian and Latin American teenagers because they have no one to ask at home and sometimes the communication with the teacher is scarce

Solution sustainability

The plan to implement the platform is to start with the publication of the web and mobile application for free by a team of programmers with knowledge in Vue.js and Nuxt.js. Then, start with advertising the application with teachers in primary schools, high schools and universities so that young people, teenagers and children with difficulties in math and science courses can ask their questions and hope that the learning community will support each other creating a reciprocal learning and remember that users who answer the questions can earn coins. Our medium term goal is to have 1% of the active Latin American students representing 3000 and to have more than 36,000

questions solved in one year considering that there were 100 questions answered per day. However, we believe it will be higher since with the number of students subscribed we will break that record.

Finally, our long-term goal is to be able to benefit more young people and above all to be able to expand the course for more questions.

Solution team work

Our team is called GMA, which is read gem because we know that the greatest discoveries started with basic questions. It is made up of students Gerardo Camacho, Milagros Peceros and mentor Lucia Arana who were able to connect ideas from the first moment because Gerardo and Milagros already had knowledge in application and website development; and Lucia had experience in the development of large-scale projects. So, we all have the willingness to continue working together to push the project to its launch and meet the need of Peruvian youth and adolescents who have difficulties in Mathematics courses according to Pisa data.