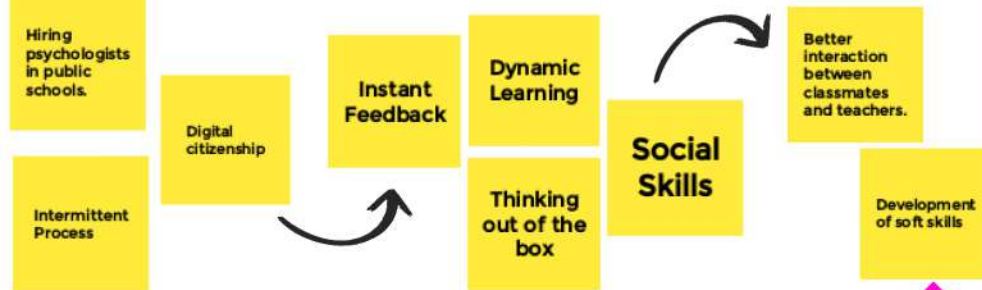


This canvas will help you to explore and create the first building blocks for your challenge description. Start with impact and then move clockwise. Use the filled canvas as your guide when writing challenge description. To give you some inspiration, we give you in pink a topical examples taken from this issue: "Educating children in a poor rural village". You can type, edit and save your text directly in the pdf!

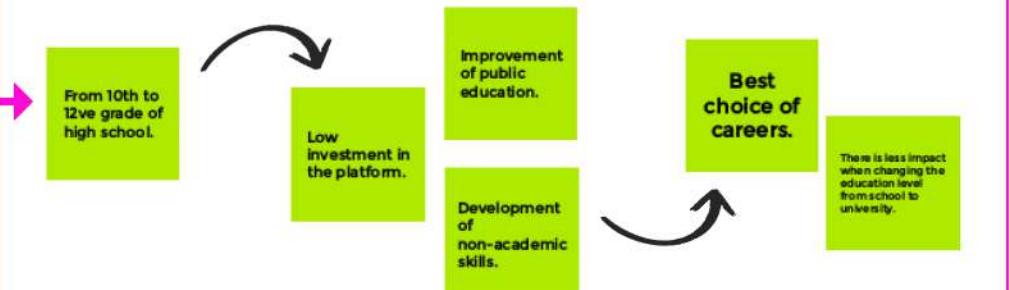
## IMPACT

What long term effects induced directly and indirectly by the solutions do we wish to see? Name the impact you want to contribute to. It may already be described in the goals of an initiative you are a part of, or in this case, DigiEduHack's goals and themes. **E.g.: Improved chances for further education and income for the children.**



## OUTCOME

What is the concrete change we want to achieve directly through the solutions created? It can be described as a change or comparison to the initial state you wish to see or an improvement in some area, for some specific target group. It should be measurable - either in a quantitative or qualitative way. **E.g.: 12 children have learnt how to do read.**



## OUTPUT

What do we expect to create in the process? Think about possible solutions that could help achieve the goal. Don't design them, but are there some minimum requirements or e.g. technical limitations for them? Have you found or created some already? Do you know of solutions that would not work? **E.g.: 20 hours of teaching, 25 different assignments**



## INPUT

What resources are needed or can be provided for creating solutions? Your input, that could help (resources, expertise, data..) and solvers' input you think would be useful (certain technologies, expertise or existing components). **E.g.: Mapping the available teachers.**

