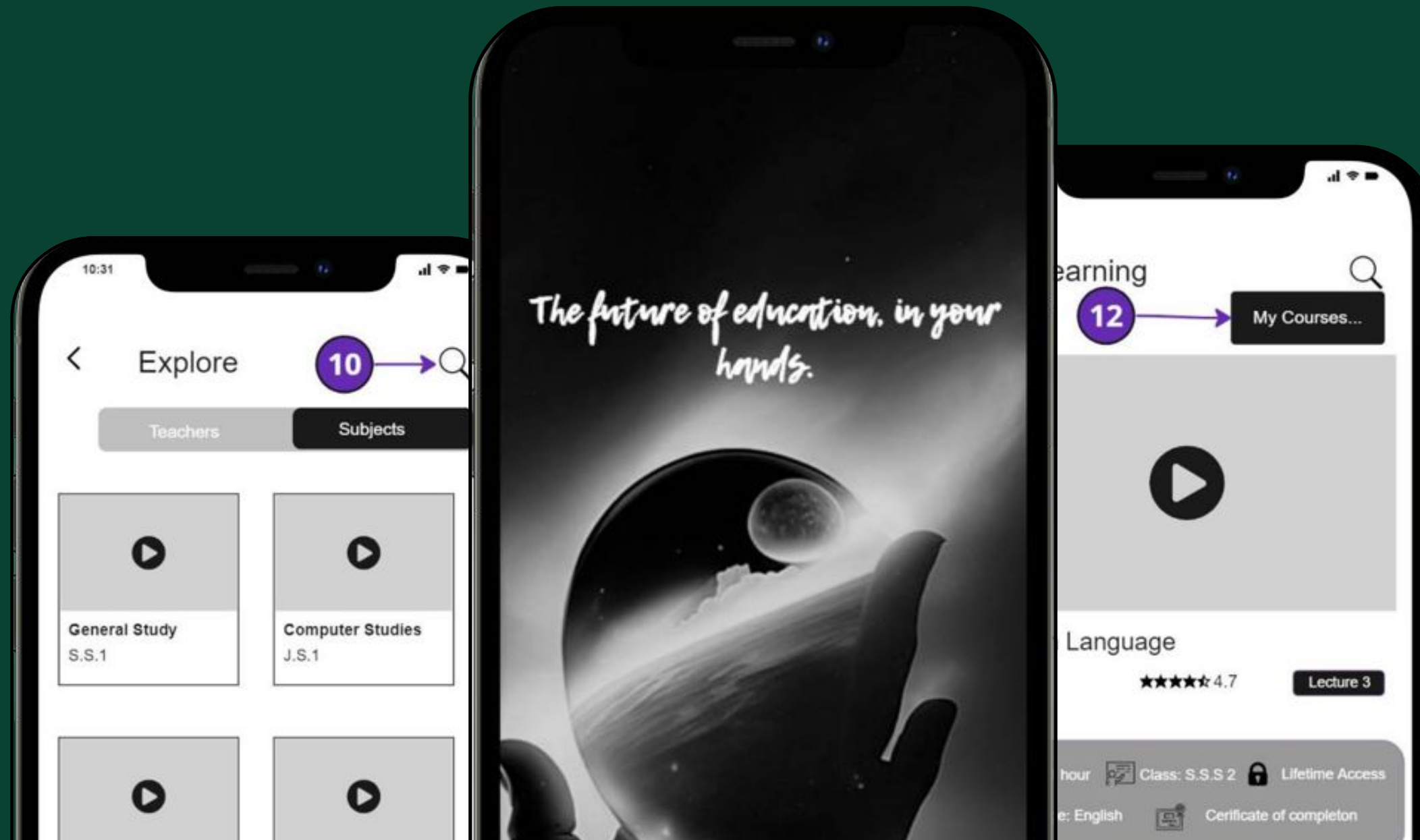


# Team Name: DigiHub

## Team Members

- Kester Ejiofobiri
- Toluwani Nkama
- Adefiyinfoluwa Adeniji
- Blessing Nsa
- Rita Chukwuneye



# Problem Statement

There is a significant absence of practical E-learning facilities and limited access to quality digital education across Nigeria's low-income primary and secondary schools.

**GCGO**  
Education

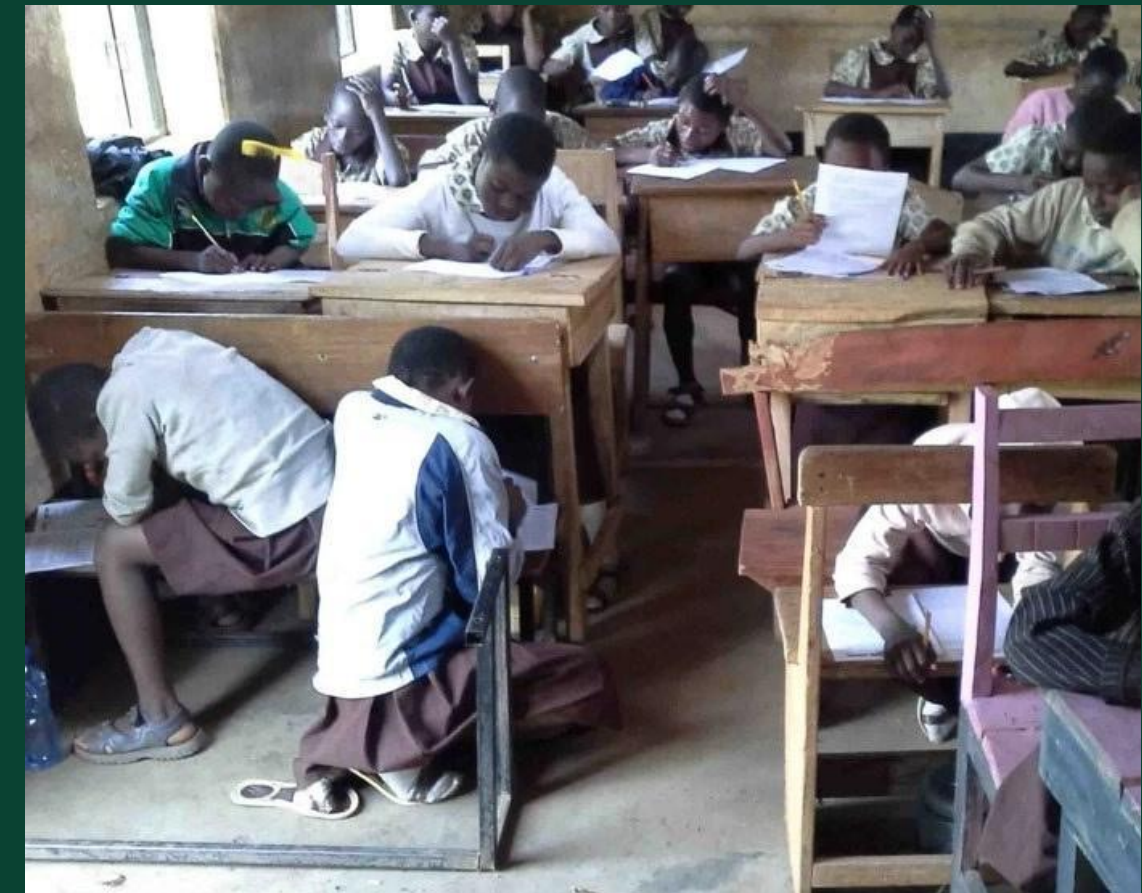
## WHY the problem matters:

- Hinders educational development and prospects.
- Majority is affected.
- Impacts equal Tech access and competitiveness.
- Impacts Nigeria's economic development.

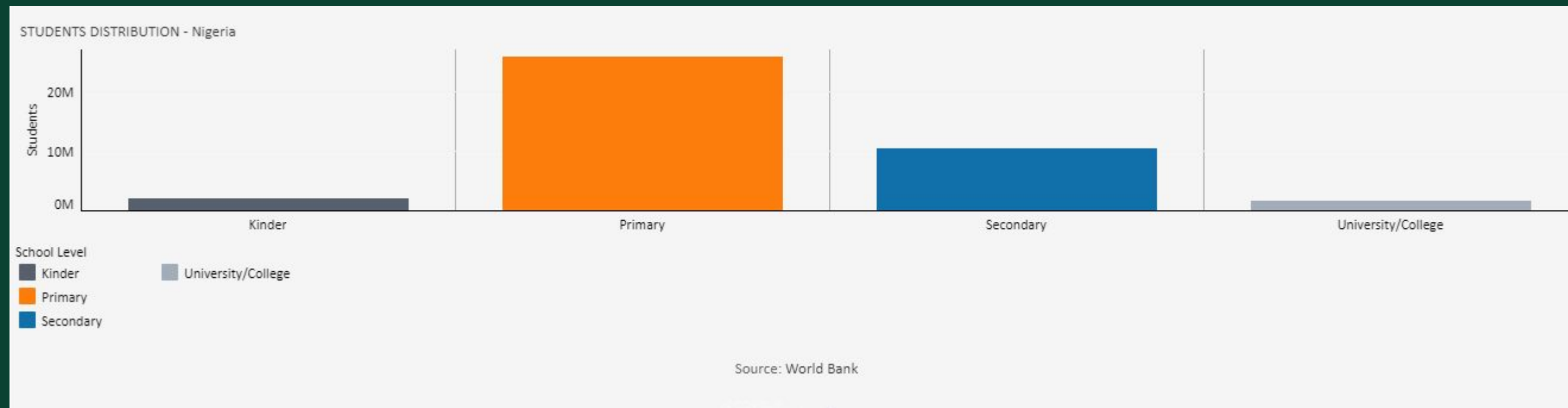


# AFFECTED PERSON/GROUP

The problem disproportionately affects the demographics of low-income primary and secondary schools in Nigeria, which have limited access to E-learning facilities and digital education. These students and schools are often located in rural areas and urban slums, where they have limited access to electricity, computers, and other resources.



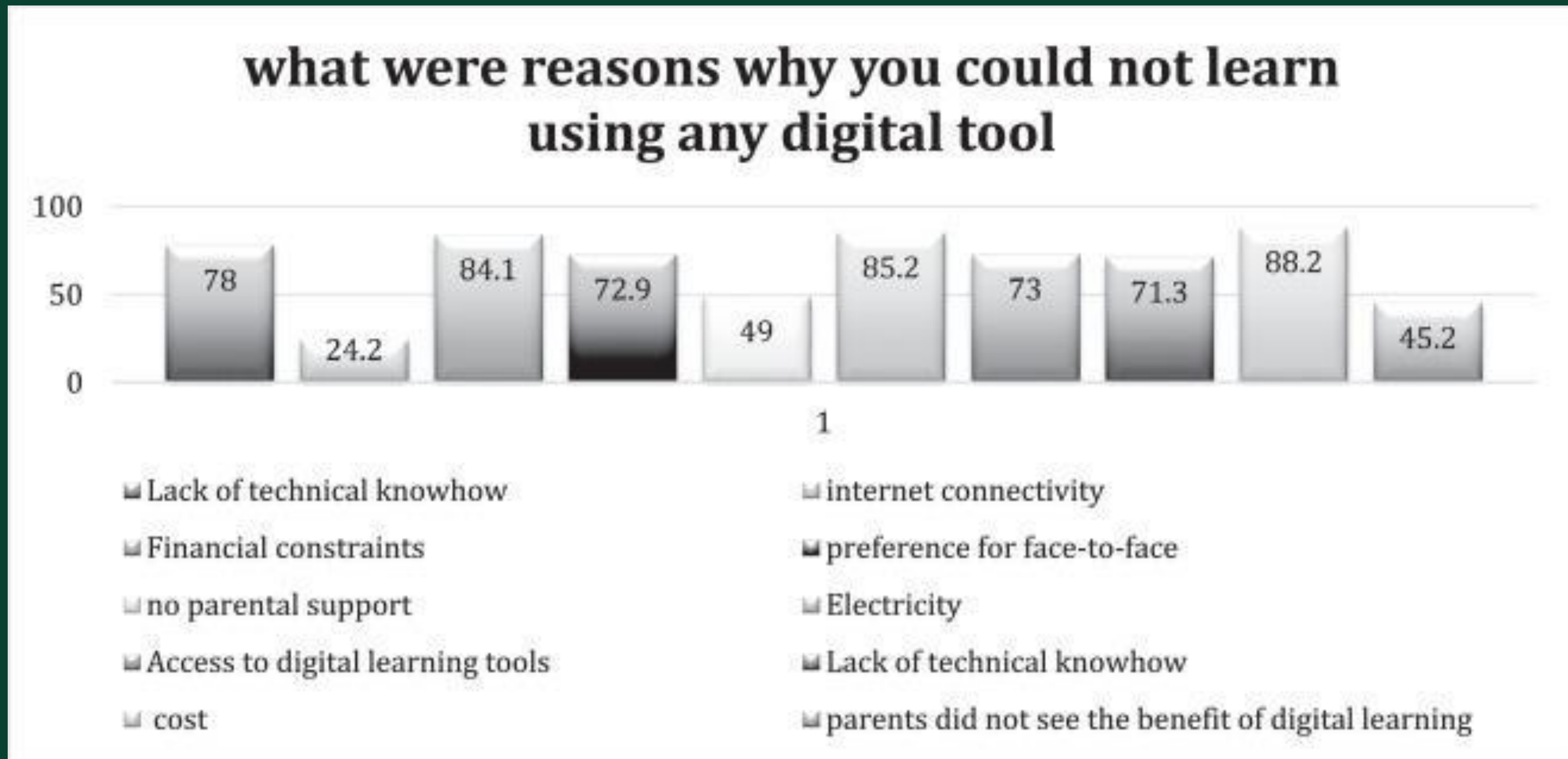
# DATA VISUALIZATION 1



Distribution of students in  
Nigeria.

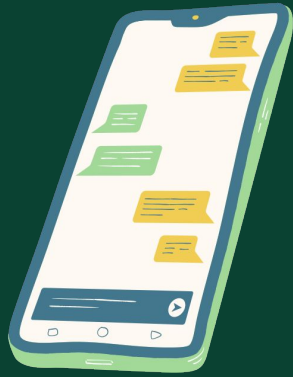


# DATA VISUALIZATION 2



The reported factors impeding digital learning among students were lack of technical know-how (78%), financial constraints (84.1%), preference for face-to-face learning (72.9%), electricity (85.3%), access to digital learning tools (73%), and cost (88.2%).

# Solution

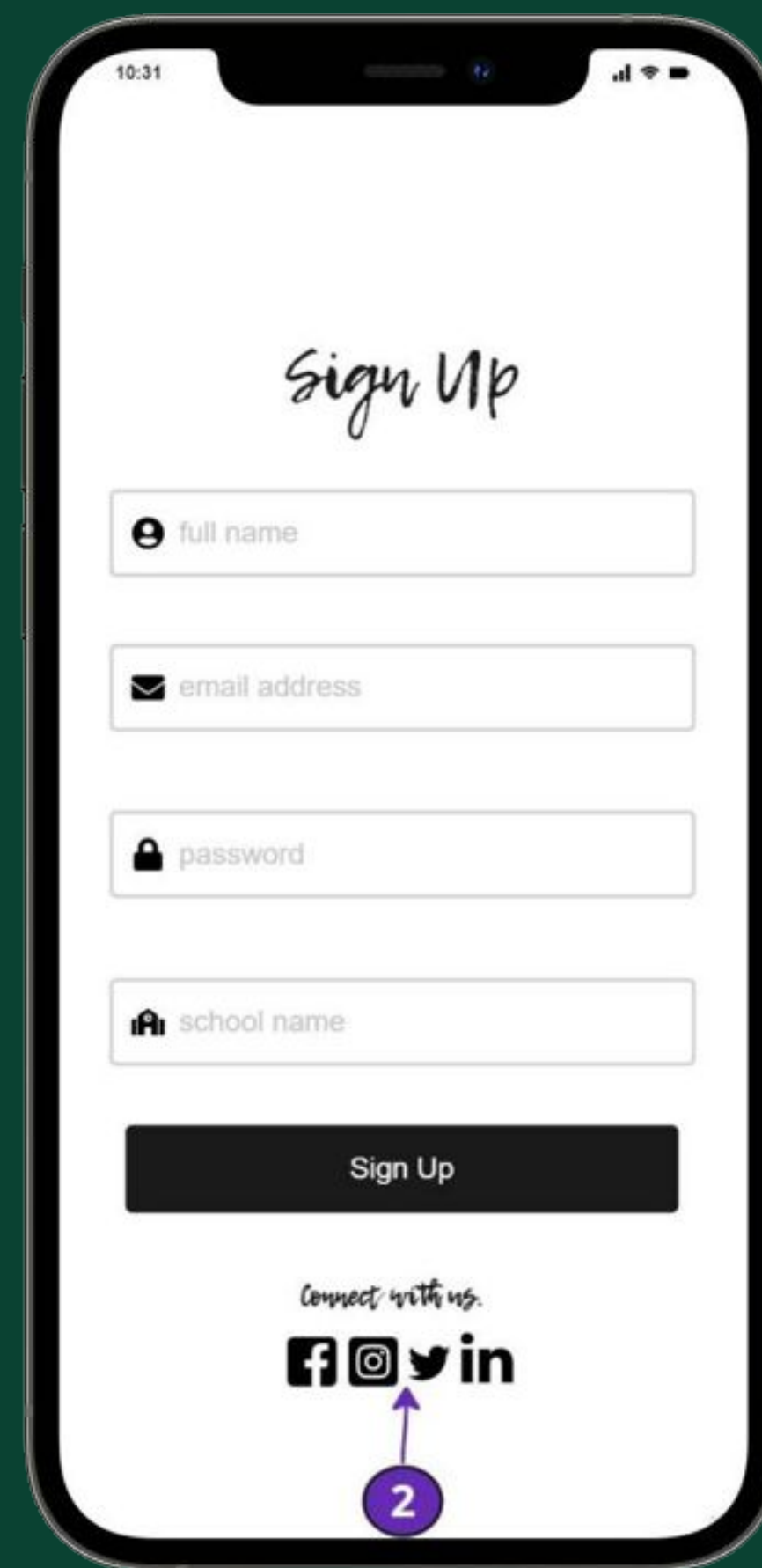
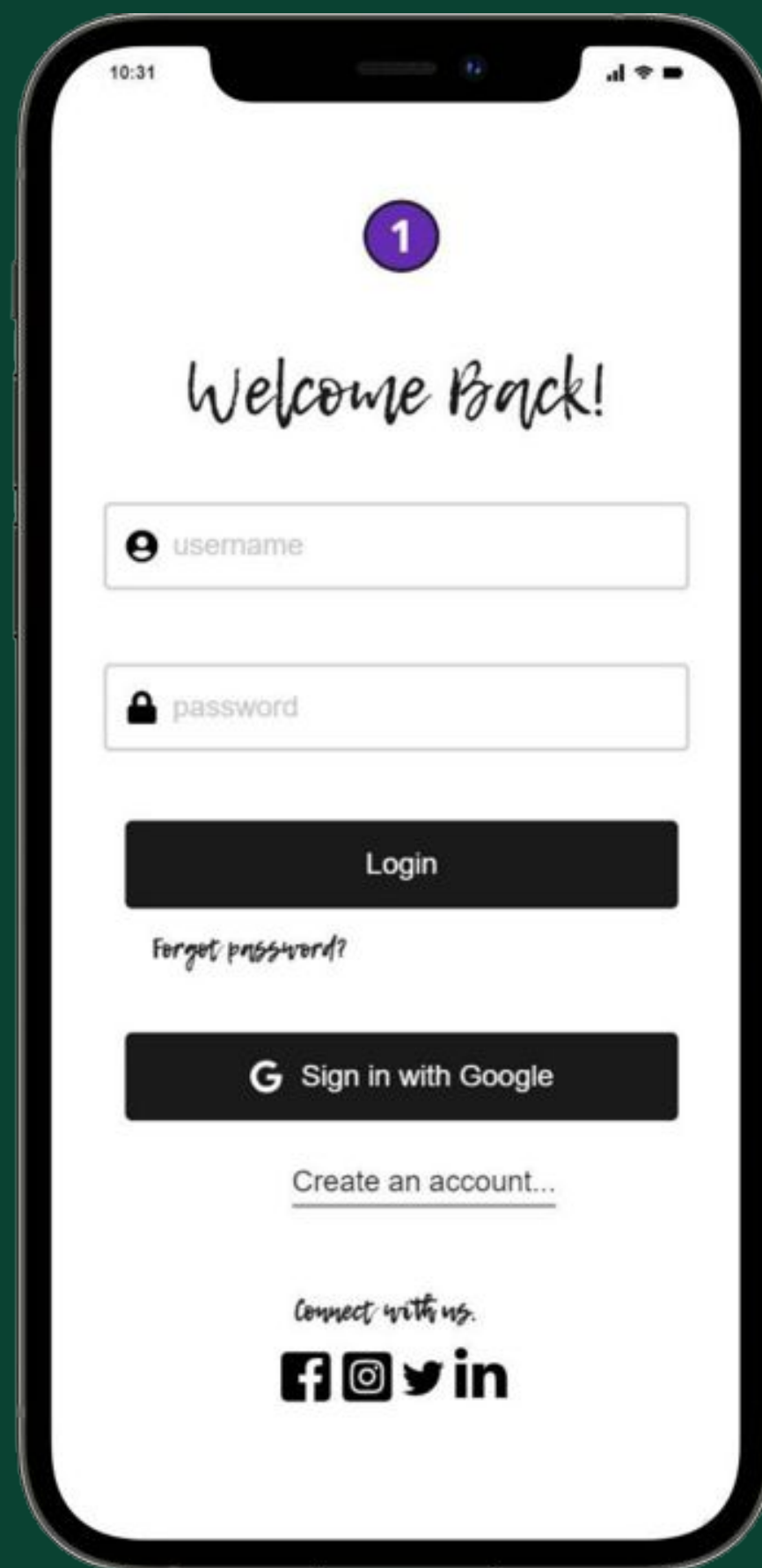


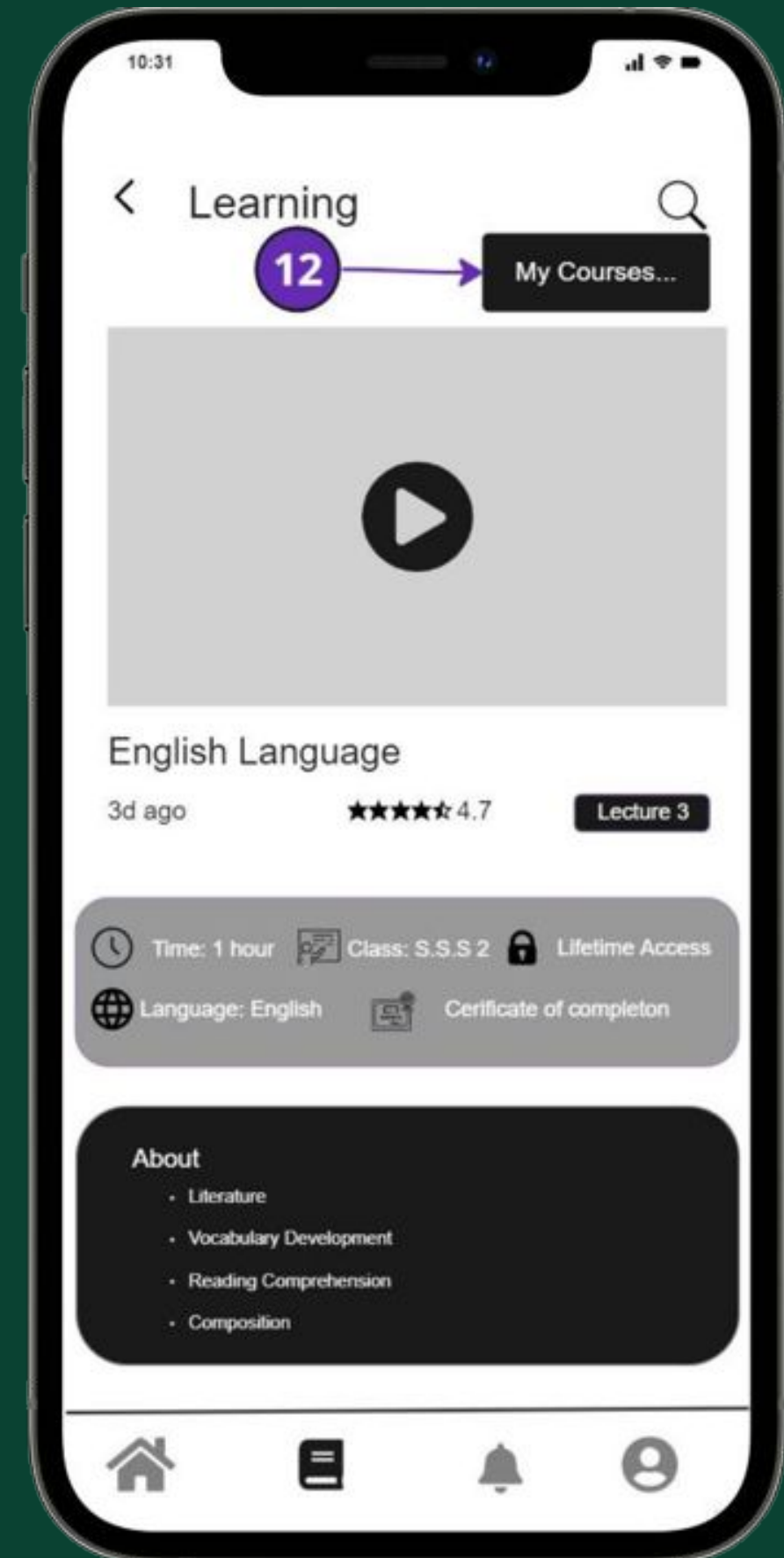
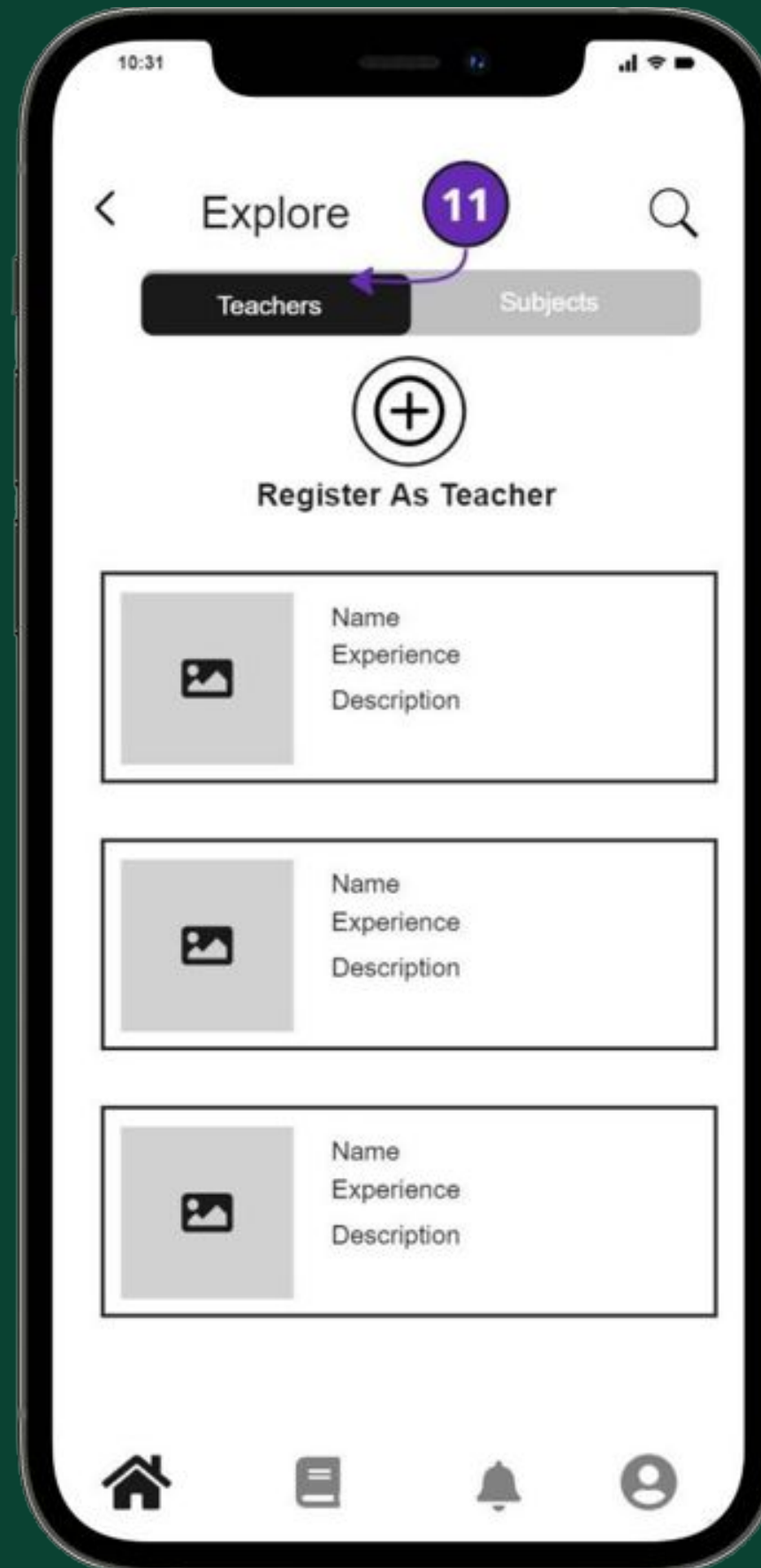
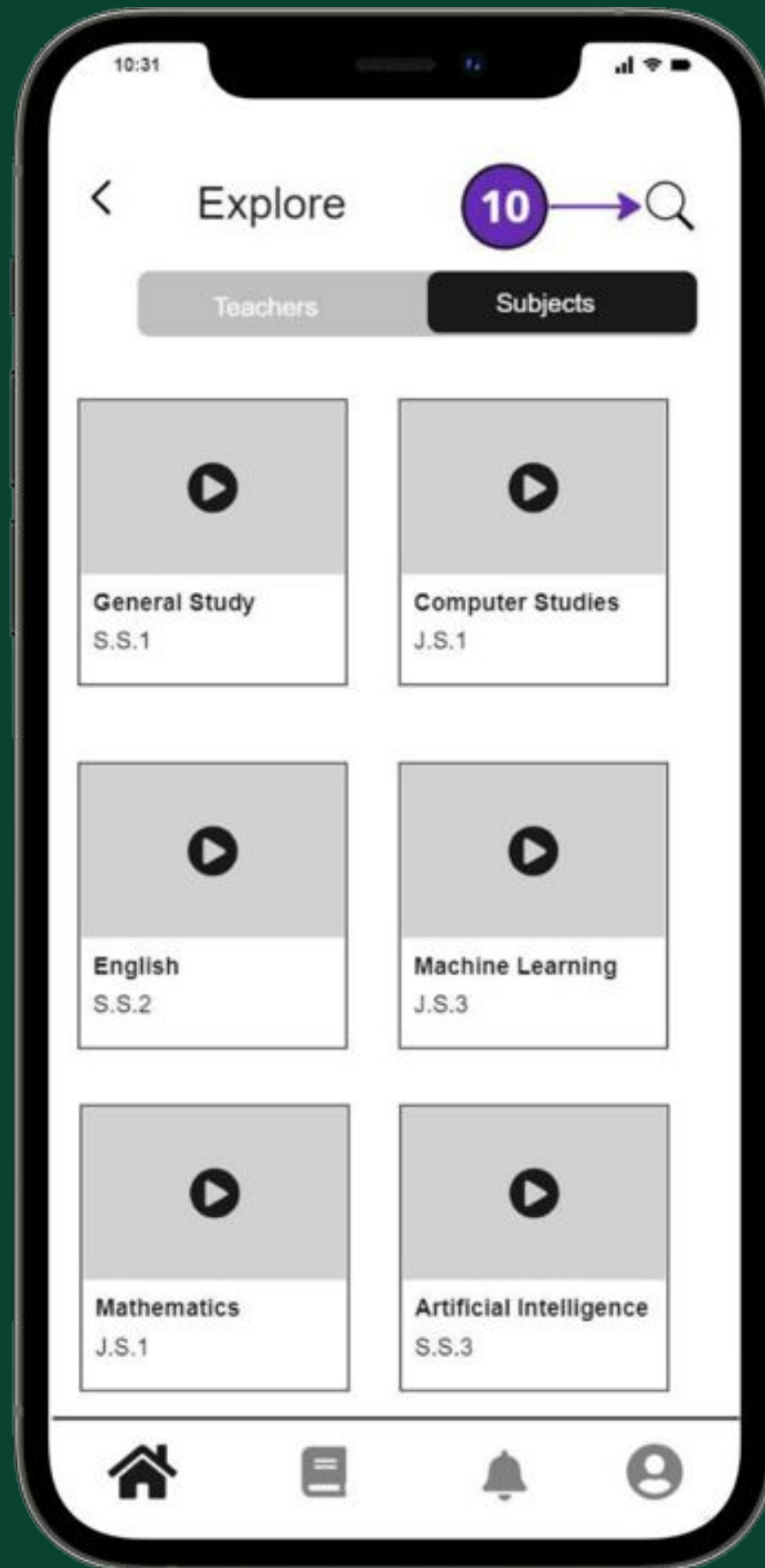
A mobile app that provides access to educational content and resources in a variety of languages. This app would be designed to be used on low-cost smartphones, tablets and no data is required. It includes a wide range of content, such as textbooks, videos, and interactive exercises. The app would allow students connect with teachers and other students for support.

## Why the solution is likely to be effective

This solution would provide students with access to educational content and resources that they would not otherwise have. The app would be affordable and easy to use, and it would be available in a variety of languages. The ability to connect with teachers and other students would provide students the support and motivation they need., and additionally, the widespread nature of smartphones will ensure that it would be able to reach a large number of people.









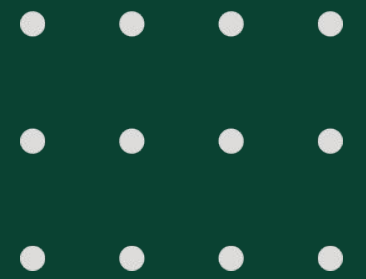
# PAIN POINT



**A** Many low-income schools in Nigeria do not have access to textbooks, computers, or other educational resources.

**B** Many low-income households in Nigeria do not have access to the internet.

# RECOMMENDATION

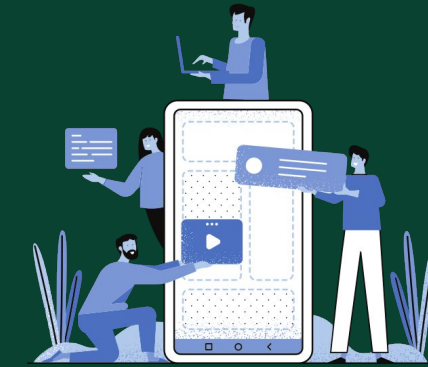


- It was recommended that the menu bar should be accessible on most pages for ease of navigation. They felt that this would make it easier to find the content that they were looking for.
- The users suggested that there should be a page for teachers' profiles and events. They felt that this would be a valuable resource for students who are looking for information about their teachers or upcoming events.



# WHAT'S NEXT

Hire a development team to build the app.



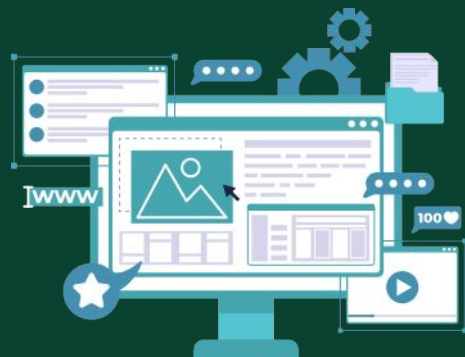
Market the app to students and teachers.

Measure the impact of the app by tracking the following metrics:

- Number of users
- Time spent on the app
- Engagement with the content
- Academic achievement

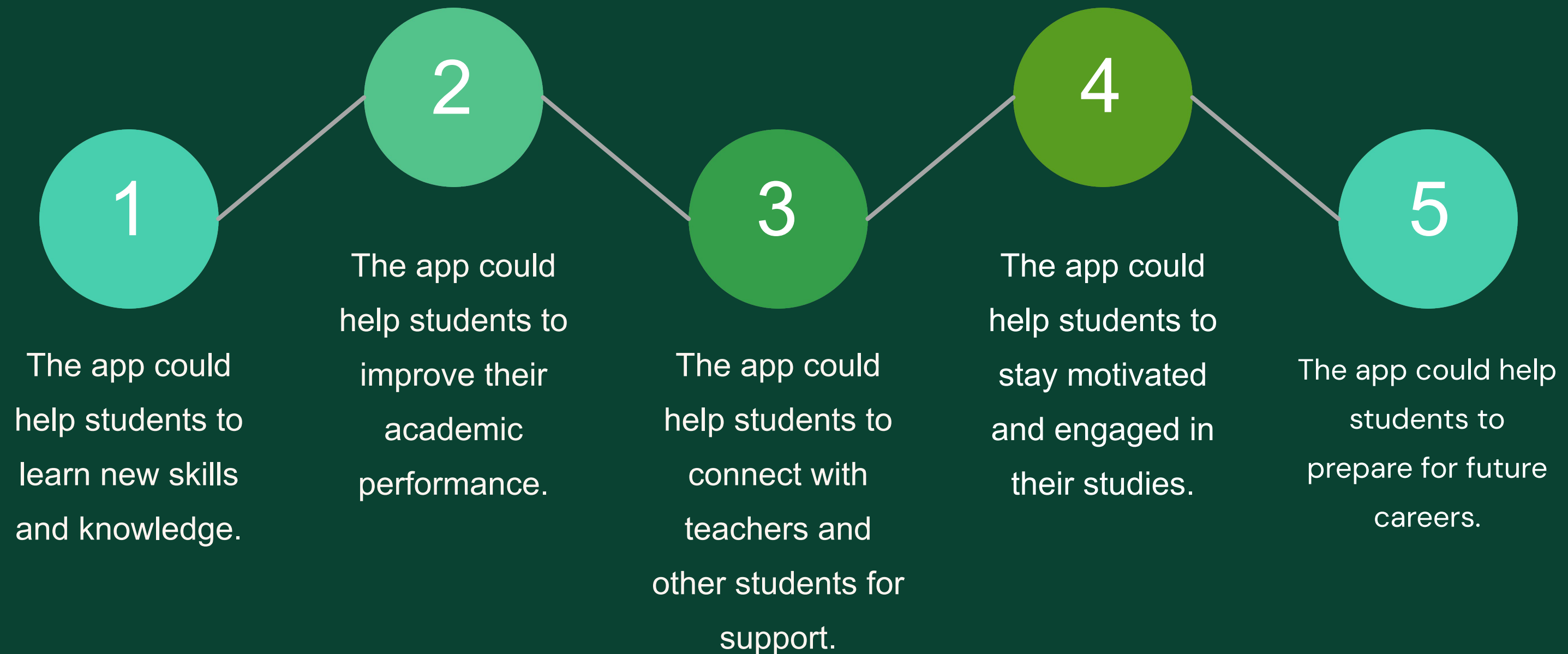


Continue to develop the app.





# WHY THE SOLUTION COULD MAKE AN IMPORTANT DIFFERENCE.



We believe that our solution could be a valuable tool for improving the educational outcomes of students in low-income primary and secondary schools in Nigeria. We hope that this solution gets implemented and that it will make a positive difference in the lives of many students.



Thank  
you!

