

Education Track — 2025 Digital Innovation Challenge

Track Introduction

The **Education Track** of the **2025 Digital Innovation Challenge** invites participants to design **innovative AI-powered educational applications** inspired by the **Kiwi Platform** developed at NYU Shanghai.

Participants **are not required or allowed to modify Kiwi directly**. Instead, they can **connect their applications via the Model Context Protocol (MCP)** — an open standard that enables secure, modular, and interoperable integration between independent systems.

Once completed, applications can be **connected to Kiwi through MCP interfaces**, maintaining **technical independence** while supporting **collaborative functionality**.

This track promotes **open-ended innovation**. Participants are encouraged to ask:

“What problems in education deserve to be solved?”

“How can we design AI tools that genuinely help students learn better?”

Goals and Expectations

- **Technical Goals:**
 - Ensure MCP-based connectivity and system compatibility with Kiwi.
 - Present a clear functional design, interaction flow, and education-oriented application scenario.
- **Educational Goals:**
 - Demonstrate measurable value in teaching and learning — such as faster feedback, personalized study, enhanced engagement, or self-directed learning support.
 - Providing formative feedback or intelligent learning guidance is a plus.

Examples (for reference only)

- **Intelligent Grading System:** Automatically generates rubric-based grading and feedback.
- **AI Knowledge Card System:** Extracts key textbook concepts to create flashcards for review.

Note: These are **illustrative examples, not functional constraints**. Any creative, education-focused AI solution addressing real learning needs is welcome.

Summary

The Education Track encourages teams to:

- Build **MCP-compatible applications** that can interoperate with the Kiwi platform without altering it;
- Explore **AI-enhanced innovations** that meaningfully improve the learning experience;
- Design creative tools that support both **educators and students** in the digital era.