

Mentors

Timothy R Pyles

Timothy Pyles is the Learning Technology Coach and Teacher of Digital Design and Creative Media at Dulwich College Beijing, where he is dedicated to enhancing teaching and learning through digital tools, platforms, and creative use of technology. His work focuses on fostering future-ready skills, developing cross-campus digital citizenship programmes, and promoting innovation in both core subjects and the fine arts.

Jordan Lupo

Jordan Lupo is a classroom teacher and CEO of Altea Edu, leading the organisation's mission to create personalised, culturally-rich educational experiences that connect lifelong learners through innovative, human-centred programmes. Under his direction, Altea Edu has expanded its presence in Rome and beyond, offering blended language courses, technology-enhanced learning, and immersive community-based programmes. He brings a strategic focus on inclusive education, creativity, and transforming learning ecosystems.

Daire Maria Ni Uanachain

Daire Maria Ni Uanachain is a teacher, learning experience designer, and AI in education strategist. A two-time DigiEduHack finalist and award-winning innovator, she has developed frameworks for integrating artificial intelligence and project-based learning to develop creativity, agency, and future-ready skills. A recognized voice in global conversations on the future of learning, her research and practice focus on responsible AI, student voice, and equitable education, making her a recognized voice in global conversations on the future of learning.

Divan Bosman

Divan Bosman is an empathetic and strategic education professional with extensive experience in inclusive learning, curriculum design, and leadership across diverse contexts. Co-developer of *Dragon's Tribute*, an award-winning educational board game designed to enhance mathematical and financial literacy for multilingual learners, he is skilled in supporting learners with varied academic, behavioural, and language-related needs (including ADHD, dyslexia, and autism spectrum disorders) he is committed to promoting equity and accessibility through thoughtful, learner-centred design.

Judges

Matthew Wemyss

International School Leader, Author & AI in Education Pioneer

Matthew Wemyss is an international school leader, bestselling author, and Edufuturists AI Pioneer whose work bridges technology, leadership, and pedagogy. As co-host of the **Ctrl + Alt + Teach** podcast, he collaborates with educators around the world to explore how artificial intelligence and emerging technologies are reshaping learning.

Passionate about harnessing innovation to empower teachers and students alike, Matthew advocates for AI-driven approaches that enhance creativity, inclusion, and learner agency. His insights and publications have positioned him as a leading voice in the conversation on **ethical and transformative uses of AI in education**.

Olukemi Oyesola

Learning Experience Designer & EdTech R&D Manager

Olukemi Oyesola is an experienced learning experience designer specialising in the creation of transformative digital learning ecosystems for international audiences. Drawing on design thinking, instructional design, and learning theory, she has successfully led projects that reach learners across **Europe and Africa**, building inclusive and impactful educational technologies.

Currently serving as **R&D Project Manager at Infinity Design Labs**, Kemi oversees EU-funded EdTech initiatives that merge innovation, accessibility, and research-based practice. Her work exemplifies how thoughtful learning design and human-centred technology can bridge global education gaps and foster lifelong learning.

Eszter Kovács

Language Educator & Advocate for Sustainable Learning

Eszter Kovács is a **language teacher and lifelong learner** whose work is guided by three pillars: **languages, lifelong learning, and Education for Sustainable Development**. Since 2001, she has been teaching **English and German** to secondary school students in Hungary, fostering communication, cultural understanding, and curiosity among learners aged 14–18.

Passionate about continuous growth, Eszter actively engages in **cross-curricular teaching and project-based learning**, exploring innovative ways to make education more engaging and relevant. She is also a strong advocate for **sustainability and environmental awareness**, helping her students build habits and mindsets that support a more sustainable future.

Ana Stamatescu

EdTech Innovator & STEAM Learning Designer

Ana Stamatescu is an **educator, digital learning designer, and community builder** who believes technology is key to driving social development through collaboration. She designs **learning experiences for adults**, develops **e-learning courses and EdTech trainings**, and creates **STEAM resources for K–12 teachers**.

With a background in education and youth-focused NGOs dating back to 2008, Ana is a **Forbes Romania “30 under 30” honoree, Bosch Alumni Changemaker Fellow**, and an **Aspen Institute Fellow (AYLP 15th Generation)**, where she launched *The Bat Caravan* — a nonprofit initiative that has reached over 2,000 participants through technology-driven conservation workshops.

Dr. Ayşegül Liman Kaban

Assistant Professor in ICT and Digital Learning, Mary Immaculate College (Ireland)

Dr. Ayşegül Liman Kaban’s research explores the intersection of **artificial intelligence, digital pedagogy, and teacher education**, with a particular focus on **AI-supported learning design, ethics, and gamification in education**. She leads and contributes to several international projects, including the **Erasmus+ MIXAP-EU initiative** on Mixed Reality authoring for teachers, and has served as a **UNESCO translator** for the AI Competency Frameworks for Teachers and Students.

Her work bridges **research, practice, and policy** across Europe and beyond, promoting **responsible, human-centred adoption of emerging technologies in education**. Dr. Liman Kaban also regularly serves as a **reviewer and jury member** for leading EdTech and academic initiatives.