



WINNERS OF DIGIEDUHACK 2019 FROM ITALY, SPAIN AND MEXICO:

Virtual avatars, AI and mobile platforms – new inventions designing the future of digital education

More than 4200 people all over the globe voted for their favorite solution in the Global DigiEduHack Awards. The winning teams are from Italy, Spain and Mexico.

DigiEduHack gathered more than 1700 participants solving 60 challenges simultaneously during 24 hours, in 21 countries in Europe, Africa, Asia, South and North America. The global main event was held at Aalto University in Finland. The result of the 33 hackathons was more than 130 solutions to today's and the future's biggest challenges in digital education. Ten finalists were selected from 33 winning local solutions. The innovations, coming from all corners of the globe, are presenting solutions to a range of challenges in the digital age. The judging criteria were relevance, quality, originality, feasibility, transferability, and sustainability.

WINNING SOLUTIONS

Three winners were chosen by the global audience - presented in random order:

Teaming 4.0, INSTITUTE OF TECHNOLOGY AND HIGHER EDUCATION, MONTERREY, MEXICO: Using artificial intelligence to create better teams on the basis of co-evaluations of individual skills and overall teamwork performance and satisfaction.

Science Escape Room, ICS CAPOZZI-GALILEI SCHOOL, VALENZANO, ITALY: A scientific escape room as a virtual tool to provide students with an immersive learning experience and enhance digital education in science literacy. In the Science Escape Room, different avatars will interact with scientific objects to allow the invisible world to become visible.

Student4Students, INLAB FIB, THE POLYTECHNIC UNIVERSITY OF CATALONIA, BARCELONA, SPAIN: Student4Students is a mobile platform for last year high school students who are interested in learning more about career options in Informatics and getting in touch with university students who already pursue such studies.
The three winning teams will be awarded with 5000 euros each and they will become Digital Education Ambassadors. More information on the awarding ceremony will be available shortly.

Mariya Gabriel, Commissioner for Innovation, Research, Culture, Education and Youth at the European Commission says:

"I warmly congratulate the three winning teams at the very first DigiEduHack! They have become 'Digital Education Ambassadors' who will promote high-quality education in the digital age. The winning projects reflect the diverse nature of digital education, and I am looking forward to seeing them come to life."





VIRTUAL LEARNING EXPERIENCE

The team **Science Escape Room from Valenzano, Italy**, representing the school IPS Capozzi-Galilei, have created a virtual environment where famous scientists interact as avatars with the users:

"The Science Escape Room allows users to learn in an engaging way, transforming abstract notions into virtual exciting experiences. Knowledge, like in a game, is lived as a challenge. We believe our escape room is able to motivate and stimulate learners' understanding of scientific notions. Focusing on participants' internal motivation to perform a task in the virtual world, it encourages new learning processes where the student occupies a central and active position."

PLATFORM FOR ATTRACTING FEMALE IT STUDENTS

How to raise the interest for IT studies and especially pursue female students to go for university careers in IT and STEM? DigiEduHack finalist team **Student4Students from the Polytechnic University of Catalonia, Barcelona, Spain**, created an online platform for making IT studies more attractive.

"The platform aims at encouraging specifically young female students to continue their education in the Informatics area, as a way to achieve better gender balance in the IT industry."

AI FOR CREATING BETTER TEAMS

How can artificial intelligence be used to create better teams, based on individual skills and overall teamwork performance and satisfaction? DigiEduHack finalist Teaming 4.0. from Institute of Technology and Higher Education in Monterrey, Mexico, has the solution.

"Creating a team for a project is not always an easy task for students nor teachers. Teaming 4.0 offers a software based solution that allows students to log in, find their active projects and choose their teammates on the basis of peers' and teachers' evaluation. In each team, a student can assess his or her teammates' skills and the overall satisfaction with the team. At the same time, the teacher can evaluate the work done and the team performance. Artificial intelligence (AI) will make use of these evaluations and match profiles with a higher rate of success and better performance possibilities."

The first selection of the DigiEduHack finalists was done by the DigiEduHack Steering Group members, who are all European experts in digital education. The evaluation was coordinated by the European Commission. The public voting took place at the Unite Ideas online voting platform and the votes were processed by an international data analysis team, to verify that the votes were valid and accurate. DigiEduHack is an EIT initiative under the European Commission's Digital Education Action Plan, led by EIT Climate-KIC and coordinated by Aalto University.

More info: www.digieduhack.com

Interviews and questions:

Ida Andersson | Project Manager | ida.m.andersson@aalto.fi | +358504648094

