

19th June, 16:00 CEST

DigiEduHack Learning Opportunity 2

Webinar expert guests:



Georgi Dimitrov, Head of Unit 'Digital education', DG EAC, European Commission, Belgium.

Georgi Dimitrov is responsible for the Digital Education unit in the European Commission, Directorate General for Education and Culture. He joined the European Commission in 2008 and was first involved in various roles in setting up the European Institute of Innovation and Technology ([EIT](#)). He then helped to develop and launch [HEInnovate](#), an initiative by the European Commission and the OECD aimed at supporting universities to become more entrepreneurial.

He led the development of the first Digital Education Action Plan adopted in January 2018 and also of the [new Digital Education Action Plan 2021-2027](#) that was adopted in September 2020. Before joining the Commission, Georgi worked for a leading multinational telecommunication company and in a software start-up in Germany. Georgi studied at the University of Bonn (M.A.), the University of Erlangen-Nürnberg (PhD) and the Open University UK (MBA in Technology Management).



Luciano Zickler, winner of DigiEduHack 2020, Researcher affiliated to the Interdisciplinary Science and Research Center (ISRC) at ISEP Porto, Portugal.

is a combination of entrepreneur and scientist. He is passionate about adding value and having a positive impact on people's lives. Initially trained as a physicist (having the amazing privilege of working at a nuclear reactor and at a particle accelerator, very exciting!), he then became interested in education and entrepreneurship.

His startup and research initiative, Savedopamine, is an exemplary product of what DigiEduHack allows participants to achieve. Born out of DigiEduHack 2020, the tool employs AI to customise learning experiences and career opportunities according to individual profiles, effectively bridging education and technology. Luciano will share tricks and tips on how to find a good idea to develop during DigiEduHack and steps to take both prior to and following the Hackathon to amplify the impact of a project.



LIVE

#LearnWithDigiEduHack

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Piedad Tolmos, Senior Lecturer, Faculty of Economic and Business Administration Sciences, King Juan Carlos University, Spain.

Piedad Tolmos was born in Madrid, on 22nd July 1970. She was graduated in Mathematics from the Complutense University in 1993, where she began her doctorate studies in Applied Mathematics. She obtained her PhD in Economics and Business Sciences from the Rey Juan Carlos University in 2007 with the Thesis "Risk factors selection and premium calculation using machine learning techniques".

She is currently a Senior Lecturer at the Rey Juan Carlos University, where she teaches Mathematics in Social Sciences careers, and Didactics of Mathematics in Education degrees and Master studies. She is the Head of the Department of "Financial economy and accounting" which includes the area of Mathematics for social sciences and Didactics of Mathematics belongs. Her research lines are Mathematical Education, STEAM Education for pre-service teachers, Application of Technology and Robotics in Mathematical Education. She has many scientific publications, and participates in research and innovation projects in these topics.

Branko Andjic, scientific researcher on inclusive STEAM education at Johannes Kepler University, Linz, Austria.

shares a vision on inclusive STEAM education and his experience on developing digital tools for visually impaired students. His current work includes collaborative learning between students with disabilities and students without disabilities for inclusive classroom. He describes how different technologies like 3D printing, augmented reality and others can be complementary to each other and support the principles of inclusive classroom.

He considers that one of the biggest challenge related to the common digital tools is that teachers, parents and students with disabilities can't use them. Also, departing from his previous career as a biology teacher, he has developed science education tools for Montenegro.



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