



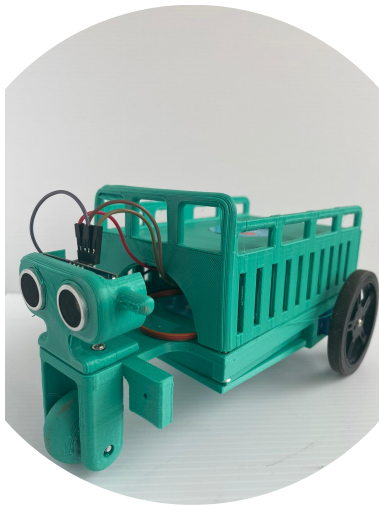
DigiEduHack Solution

Lisbon - How can education and technology evolve together?

Challenge: Lisbon - How can education and technology evolve together?

Challenge 2021

Arobot, improving education through technology



Arobot to teach STEAM (Science Techonology Engineering Art Math)

to adress the need of reducing the cost of set up a lab for praticing on technical courses, and also due to the increase of people learning from home, we designed arobot a small robot that allows students to pratice STEAM and also apply the knowlodge thier learn at the classroom.

Team: Arotec

Members roles and background

Team members

(Eng. electronics)

(Academic coordenator)

(robot technician)

Contact details

arotec.info@gmail.com

Solution Details

Solution description

Our final product is a robot that allows students/kids that are leaning or practicing subjects related to math and technologies.

This solution allows that students would connect with a large platform, where they learn to code, program, build and modify the robot, as well as interacting with other students. The users can also receive online lessons and material to practice with their robot.

The success of this would be reflected on the interest that the kids will have on the subjects and areas related to technologies. Also by using such robot, we have a parallel of how technologies involve and what students are learning.

This solution can provide a way to allowing education to evolve with new tech, the designers of the robot (us), can keep improving the robot according to the new tech and also the curriculum of the students will follow this improvement. thus proving a way of tech and education to evolve together.

Solution context

the problem is the lack of practical lessons to teach tech at school, application of the theoretical content at schools and also for students who learn at home.

so our solution address this need and solve the problem of having new technologies directly being used for the students.

Solution target group

Students from year 4 to year 11, or individuals aged from 8 years old to 17 years old willing to learn steam.

Solution impact

Our solution can change the way lessons are given at schools, and how many students learn. the success will be measured to seeing how many students will grow their interest in learning and applying new tech.

Also the reflection of this will see on the number of users of the product and how the product is seen on many class room and household.

Solution tweet text

the future at your hand

Solution innovativeness

Our solution is simple to use and easy to assemble kits, that allows students and teacher to take more benefits the knowledge they already teach.

There are other robots at the market but our robot take into considerations what students are learning at schools and what the real world in terms of technologies have to present.

Solution transferability

Yes the solution is most used for schools, and also for individuals at home, however the same solution can be used at training centers by arranging course around it.

Also the kits used technologies that can be used in other scenarios such as programming platform and knowledge giving, the sensors used can be in other areas of learning.

Solution sustainability

The robot is easy to manufacture and easy to be deployed.

Mid term implementation

1. create partnership with schools to use our product.
2. sell it for individuals at local market and online stores.
3. set up training center that use the product and provide short course

Long term implementation

1. improve the design to have new technologies
2. set up events where our users can interact with others
3. set up large and multiple training centers

Solution team work

We have a multidisciplinary team where we have different inputs from multiple areas, this allows to have a product with great and address the need we want.

Also we value everyone's opinions and we are always looking to improve, we plan to continue to have this approach.