



TOGETHER  
WE REDEFINE  
LEARNING

12-13 NOV 2020  
IN EUROPE AND BEYOND

Improving  
the Learning  
Experience  
through  
Robotics

COMAU



 EIT Manufacturing is supported by the EIT,  
a body of the European Union

[digieduhack.com](http://digieduhack.com)

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DAAD



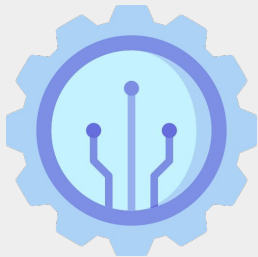
# The sub-challenges



## Learn

Create an innovative learning experience that involves e.DO Cube.

You can create lessons, learning paths, laboratories, online platforms, online/onsite/blended learning experiences. You can even re-imagine the Educational system involving e.DO Cube as a tool for learning! You can choose any level of Education, from pre-K to universities.



## Tech

Imagine and design a technical improvement or a technological application for e.DO Cube.

You can add sensors, motors, screens or whatever you like to e.DO Cube or you can develop new interfaces or applications starring e.DO Cube, such as mobile apps, video games, interactive platforms. There's no limit to your imagination, you can develop e.DO Cube as you wish!



The best team of the hackathon will participate in the global competition to try to win one of the three 5000 € prizes awarded by EIT.



Each member of the winning team of each sub-challenge will receive a 100 € Amazon voucher.

# The prizes



The teams in first and second position of each sub-challenge will be invited to a one day company experience in Comau (Grugliasco, TO, Italy)

# The jury

**Learn**

Lucia Marchesi



Renato Grimaldi



Giuseppe Scaratti



Francesca Pucciarelli



**Tech**

Arturo Baroncelli



Edoardo Roto



Pietro Melchioro



Alisa Sydow



# How your solution has been evaluated

The team with the total highest score of each sub-challenge wins.

**0-20**  
points

## Quality

What is the added value of your solution with respect to the target?

**0-20**  
points

## Feasibility

Is the implementation of your solution feasible in the context?

**0-20**  
points

## Originality

Does your solution have some elements of innovation?

**0-20**  
points

## Relevance

Does your solution provide a real solution to an educational need?

**0-10**  
points

## Transferability

Can your solution be applied in another context?

**0-10**  
points

## Sustainability

Is your solution sustainable in short, medium and long term?

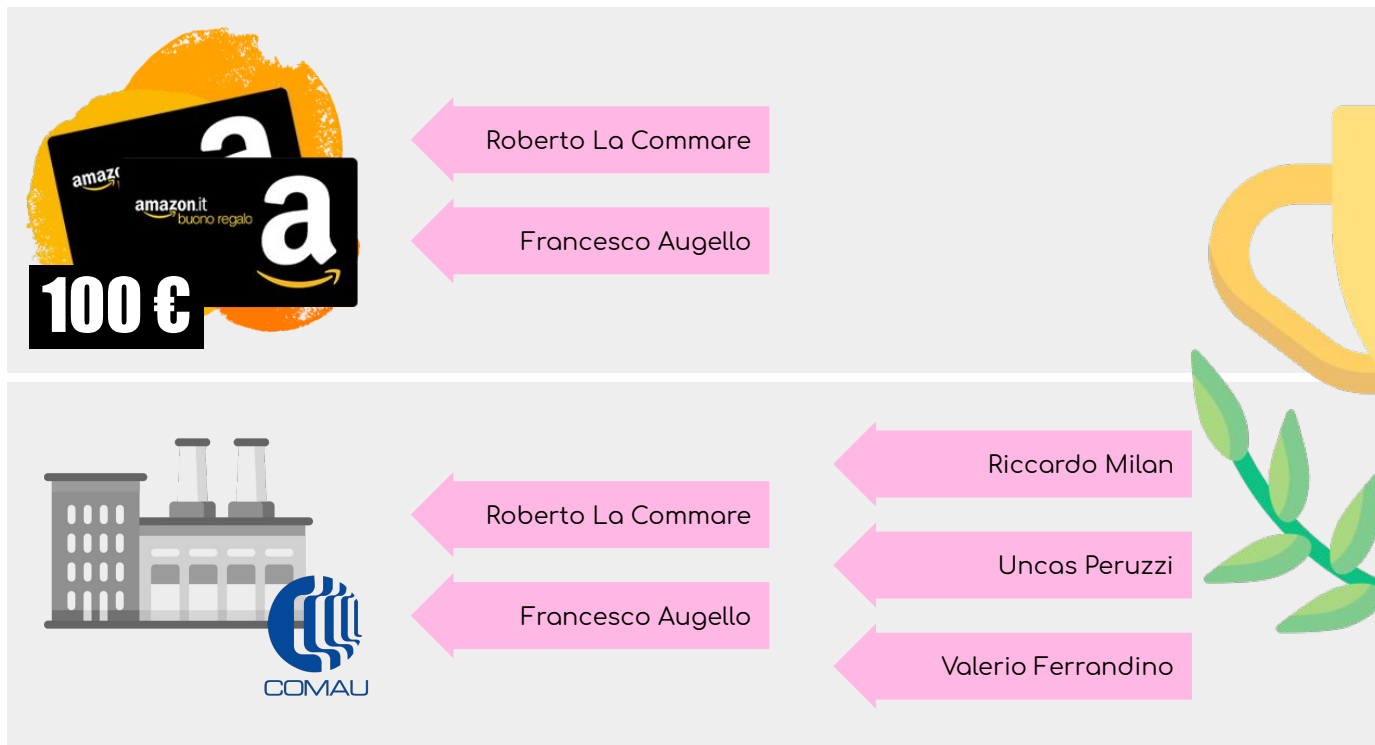
# Sub-challenge LEARN

2nd  
Lohackers  
e.DO-Recycle  
place

1st  
RoboSquare  
RoBotany  
place



# Sub-challenge LEARN



# Sub-challenge TECH

2nd  
place

StarHTML  
Crusaders  
Modular Robotic  
Conference Cam

1st  
place

The Palma team  
The e.DO Cube +  
EEG cap as a  
Brain-computer  
interface



# Sub-challenge TECH



# Global challenge

The team that will  
participate in  
DigiEduHack global  
challenge is...



The Palma team

# Comau special mentions



LEARN solution

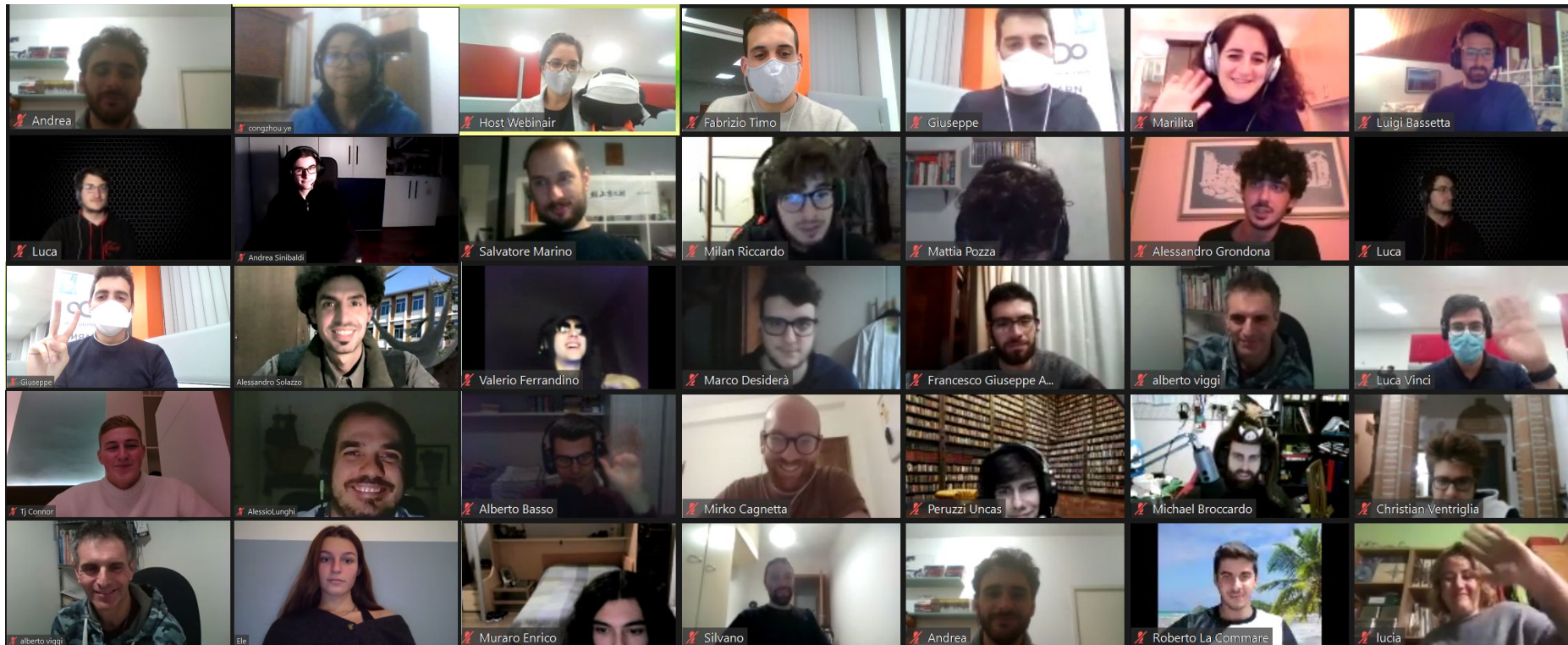


TECH solution

# If you are curious...

- After this ceremony you will receive an email with all the presented solutions and a link to see the details of each solutions.
- In the email you will also find attached the group photos of the event. If you are going to publish them on socials, remember to tag Comau and use the hashtags #DigiEduHack2020 #WeRedefineLearning.
- If you want to keep in contact with us, feel free to write to [stefano.pesce@comau.com](mailto:stefano.pesce@comau.com), [fabrizio.timo@external.comau.com](mailto:fabrizio.timo@external.comau.com) or [viviana.pinto@external.comau.com](mailto:viviana.pinto@external.comau.com).

# Thank you!



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