Research Project "howlearn"

Greece

The Company/ The Organisation

KEK SARONIS is an educational organization enabling young people of low – income, to be educated, for free, through a variety of provided courses. As a result, the level of educational skills of the local workforce is, constantly, being upgraded. Thus, both the local labor market and private businesses are benefiting from a well-educated and highly skilled local labor force. Consequently, the Corporate Social Responsibility of our organization is being reinforced, through a plethora of courses, adjusted to new technologies, as a response to the fast growing demand for IT related jobs.

The sustainability promoting "idea"

KEK SARONIS offers technologically innovative courses, to young people, hence, introducing them to the IT Ecosystem. One of these courses is "**howlearn**": **A Cross-Platform (Windows, Android/iOS, Web) Innovative Learning System Product, using Gamification Techniques, in 3D Environments and Virtual Labs, where students complete school – material based experiments, upon the completion of which, they receive Personalized Feedback** (with the focus being on their: weaknesses, interests and class competency). **The System "learns" from the Data, through Artificial Intelligence and Machine Learning Algorithms**. We, therefore, enhance **Social Sustainability**, since we, not only educate young people, but also, contribute young, well-educated manpower, to local companies.

Objectives

- Develop Cognitive Reflexes and Improve Willingness to Take Initiatives
- Boost Self – Confidence and Motivate People to Learn
- Enhance Translingual Skills and Reflexion and Intensify Creativity
- Strengthen Collaboration and Augment Critical Thinking
- Train Young People on Technical Skills and Bridge the Digital Skills Gap of the IT Ecosystem

Approach

- Creation of an Innovative Curriculum, Supported by Universities and Associated with Local Employment
- Research – Benchmarking of Gamification Technologies
- Feasibility Study
- Construction of the overall Design, Architecture, Modeling and Algorithmic Structure of the Educational Platform
- Development of the Innovative 3D Cross – Platform Product (Web, Windows, Mobile)

Results/Follow-up actions

- Conduction of 2 Official Pilot Releases, so as to Evaluate the Overall System and its Content
- Official Launch of the Final Version of the Product and Quality Control of the System
- Production of 2 Papers, to Scientifically Justify the Social Impact of "howlearn"
- Presentation of the Data Analysis Results in 2 Conferences
- Conduction of an Open Workshop Day to Officially Present "howlearn"