SINTRA
achieving Sustainability through INTRApreneurship

INTRAPRENEURSHIP PROJECT

FACT SHEET

howlearn

PIRAEUS - GREECE

Co-funded by the Erasmus+ Programme of the European Union

PROJECT BASE INFO

Company Name: KEK SARONIS

Project Manager: ADAMANTIA DOULOU

Indicative Budget: 250.000 €

BACKGROUND

Our team consists of a Project Manager, a Unity 3D Developer, a Full Stack Developer, a Data Analyst, an Artificial Intelligence and Machine Learning Engineer, as well as, a UI/UX Designer, all working on: **"Free It – Oriented Courses For Young Unemployed People".**

The IT Ecosystem is developing in a blistering pace, yet, still, numerous young people, have no access to IT related courses. KEK SARONIS, bridges the gap, through a variety of courses, provided for free, such as "**howlearn**": **A Cross – Platform Innovative Learning System, using Gamification Techniques, in 3D Virtual Environments, where Students Complete School Material based Experiments, and Receive Personalized Feedback, through AI and ML System Recommendations**, as a Result of the Analysis of their Data.

OBJECTIVES

KEK SARONIS' main goal is to build an economically and socially sustainable environment of **knowledge enhancement**, in the local community. Our IT – Oriented schemas allow young people to sharpen their IT skills, while intensifying their soft skills, through their constant cooperation with their tutors. They, however, also, enhance **Social Sustainability**, since, not only are young people being educated, but also, skillful manpower is being contributed to local companies.

PROJECT STRATEGY

APROACH

To strengthen Technological Literacy and Local Employment, we: Create Innovative Curriculums, Benchmark Gamification Technologies, Conduct Feasibility Studies and Construct the overall Architectural and Algorithmic Structure of our 3D Cross – Platform Innovative Educational Product.

Our Technical Equipment and Tutors constitute our Internal Resources, while Funding, from Universities or Municipalities, constitutes our External Resource.

Challenge: Pair IT Skills with the IT Industry.

MILESTONES

Month 15: Pilot Release: Evaluation of the System and its Content
Month 20: Quality Control of the System
Month 30: Submit 2 Papers *(+ 2 Conferences)*
Month 36: Open Workshop Day/Official Launch

DELIVERABLES

- Deliver a Cross-Platform (Windows, Android/iOS, Web) Innovative Learning System Product
- Bridge the Digital Skills Gap of Young People to the Local and Regional Labor Market Ecosystem
- Enhance Young Learners' Cognitive, Non – Cognitive and Translingual Reflexes, as well as, their Creativity