

# Collaboration Opportunities: EdTech & Learning

Below you find the Collaboration Opportunities from our Kickstart Accelerator 'EdTech & Learning' Partners. Startups addressing these Collaboration Opportunities or any of the areas or technologies listed in the application form are encouraged to apply.

## Overview

1. AI/Data driven (learning) institutions
2. Adaptive career paths
3. Adaptive course recommendations
4. Adaptive learning pathways
5. Basic skills training
6. Blockchain applications in universities
7. Cloud computing and APIs for public institutions
8. Collaborative learning (e.g. matchmaking)
9. Computational thinking in education
10. Cooperative educational platforms
11. Digital humanities and social science education
12. Digital curricula
13. eIDs in education
14. Employability assessments
15. Employee learning engagement
16. Knowledge management in universities
17. Learning effectiveness
18. Learning experiences
19. Lifelong learning engagement
20. Literacy: primary & adult
21. Mentoring/counselling

22. Medical training and education
23. Machine Learning skill transfer into industry
24. Machine Learning for reskilling and employability
25. Open education data
26. Physical spaces (e.g. campus, laboratory, school room, etc.)
27. Serious play/gaming
28. STEM/MINT education
29. Teacher/lecturer training
30. 3d learning environments
31. Tracking/certifying of learning

## Description

### 1. AI/Data driven (learning) institutions

Large and complex global education institutions generate a lot of data to improve and reinvent the learning, research and student cycle. AI networks etc. on how to manage this data pool and turn it into continuous improvement is of interest.

### 2. Adaptive career paths

Career paths are becoming ever more flexible and are in need to adapt to skill shifts across industries. Deep Tech on how to apply flexibility/personalisation to building skill and career programs and on how to monitor industrial need and quickly adapt programs is sought for.

### 3. Adaptive course recommendations

Adaptive systems become key with the digitization of content and increasing amount of data about learning trajectories. We seek for smart systems that bring together curricula, content and learning pathways.

#### **4. Adaptive learning pathways**

Be it learning employment or basic skills, intelligent systems have the potential to help tailor an individual's learning trajectory across courses and institutions.

#### **5. Basic skills training**

Basic skills training (like literacy skills) have received a lot of political attention, but little resources in the past. With the new technologies new effective and inclusive learning programmes are possible for children and adults.

#### **6. Blockchain applications in universities**

Aside to platform models reinventing industries and organizations, what role might the Blockchain play for higher education institutions to reinvent the way they organize research and education?

#### **7. Cloud computing and APIs for public institutions**

Education and learning clouds trigger the public education system to centralize systems. How can clouds generate and govern the new interfaces with educational stakeholders and market services?

#### **8. Collaborative learning (e.g. matchmaking)**

How do platforms and other technologies help shape the new wave of interconnected and collaborative learning experiences and pathways - be it in the formal, informal, public or private education system?

#### **9. Computational thinking in education**

Computational thinking is the (new) kid on the block where technology might spur a new level of facilitating the learning process. How do education technologies improve computational thinking in the learning process?

## **10. Cooperative educational platforms**

Cooperative platform models might perform better in the complex, interconnected world of educational systems where participation and ownership of stakeholders need to be engaged for a more participatory learning engagement. Particularly, platforms connecting learning communities are sought for.

## **11. Digital humanities and social science education**

New learning technologies primarily reinvent and steer attention to STEM education. How can the humanities and social science benefit from new forms of digital publishing, libraries, curricula and blended learning processes?

## **12. Digital curricula**

Most content and curricula are still not digital or hidden beyond archaic ICT architectures unreadable for machines. Infrastructures that link digital curricula and content APIs for improving learning experiences are sought for.

## **13. eIDs in education**

One item on the top of today's political agenda across various sectors is the eID. In the education sector, the public sector realizes the importance of secure, portable credentials and data about students' transitions in the life-long learning process. Any solution to shape eID in education is sought for.

## **14. Employability assessments**

Employability and its assessment has become a key task for the private sector with the new kind of skills required to perform on the job market. Analytical infrastructures and applications to support employability assessments are sought for.

## **15. Employee learning engagement**

Triggering the engagement of staff in corporate and industry training programs is a puzzling technological problem and potential solution. We seek for applications that create more engaged learning employees.

## **16. Knowledge management in universities**

Our university partners seek for new software tools to better manage themselves as reflexive learning institutions.

## **17. Learning effectiveness**

Many edTech applications aim to increase efficiency. Which ones really reinvent the effectiveness of the learning process?

## **18. Learning experiences**

An affective experience improves engagements - a primary concern in the learning process. How do technologies best mediate and create new learning experiences?

## **19. Lifelong learning engagement**

How can the expansive growth and digital availability of educational and training services transform into a life-long learning attitude and engagement?

## **20. Literacy: primary & adult**

Even successful tech leaders struggle with what they call the most critical skill - writing and reading effectively. How can technologies improve basic literacy skills in primary and adult education?

## **21. Mentoring/counselling**

Learning applications and educational institutions go hand in hand with advising prospective and alumni students to improve their decision-making in the learning process. We seek for smart applications that overcome conventional mentoring/counselling solutions, or even call centers?

## **22. Medical training and education**

Medical education and training requires expansive knowledge resources, yet are also heavily regulated, thus standardized. Particularly, we seek for 3d learning environments that help cater to the demand for medical training across distance and knowledge gaps.

## **23. Machine Learning skill transfer into industry**

Research insights into Machine Learning is at a new peak and industries want to keep up with this technological advancement. How can learning applications facilitate ML knowledge transfer to industry?

## **24. Machine Learning for reskilling and employability**

The question persists how Machine Learning does not kill jobs, but helps reskill people and transform employability?

## **25. Open education data**

Data, particularly open data, helps public education institutions to open up its exclusive access to the most conventional learning set up - the classroom. We seek for startups that shape the open education data industry.

## **26. Physical spaces (e.g. campus, laboratory, class, etc.)**

Physical learning spaces are reinvented for the new technologies to play a more significant role in the learning process. What are the technologies that drive learning spaces to become better places of learning?

### **27. Serious play/gaming**

Gaming architectures and play designs have a long tradition in creating engaging experiences. We seek for gaming applications that improve the experiences and engagement with serious contents?

### **28. STEM/MINT education**

New learning environments and applications that help decrease the cost and improve the quality and access to high quality education in STEM are sought for.

### **29. Teacher/lecturer training**

The teacher and lecturer of the future closely collaborates with robots and other intelligent systems. Applications that facilitate the reform of the conventional teacher model will make this twist.

### **30. 3d learning environments**

There is little doubt that the new learning spaces will be dominated by how we as humans interact with virtual objects. We seek for all kinds of virtual reality applications that support the learning process.

### **31. Tracking/certifying of learning**

Tracking informal or formal learning outcomes with intelligent systems is sought for.

---

*This document is created by Kickstart Accelerator and is shared under Creative Commons License Agreement: [CC BY-SA 4.0](https://creativecommons.org/licenses/by-sa/4.0/).*