

Hacking learning

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We must stop changing education!

We have an excellent education system , it can't be made significantly better!?

Dream - to enable access to high quality
education to everybody, globally

co-founder of 3 non-profit organisations
co-founder of 4 companies in education

Why innovate education?

Paradigm shift

- industrial era -> information era

Fundamental questions

- Why?
- What?
- How?

Do we learn what we should
learn?

Do we learn the way that is
the most meaningful?



Student

INSERT CODE

Join game

English

Get your students excited about math

Create fun math games for your class in 2 minutes

Teacher

Start a free game







[join.99math.com](https://www.join.99math.com)

Empowering innovation
of education



Johannes Gutenberg, 1440s



NORDIC EDTECH FORUM

Ecosystem mapping

- removing bottlenecks
- empowering supportive measures

A few bottlenecks

- difficulties to prove that learning happened

(common certification/badges, learning analytics, personal development plan environment)

- limited synergy between educators and employers

(real life into schools, micro degrees, schools/universities to apply modern learning solutions)

- research not finding its way into learners' hands

- microservices based approach hasn't made to edu yet

- Effect of pandemic in education
 - moving online
 - digitally enhanced learning?

An illustration of a virtual classroom. At the top, a screen displays 'Education Nation'. Below it, the main title 'Top Remote Learning Solutions' is written in large white letters, followed by the subtitle 'that you can now use for free'. The background shows four stylized figures: a woman on the left using a laptop, a man in the center sitting cross-legged with a laptop, a woman on the right also using a laptop, and a man on the far right standing and looking at a device. The scene is set against a dark blue background with faint icons of a speech bubble, a document, a person profile, and a heart with '2k'.

Top Remote Learning Solutions

that you can now use for free

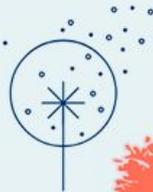
Concerning closing the schools during the crisis, teaching and learning have moved fully online. To support the teachers and parents in this new situation, Nordic countries have opened up their e-learning solutions for the world for free.

Here you have 40+ remote learning solutions from Estonia, Finland, Denmark, Iceland, Latvia, Lithuania, Norway and Sweden that you are welcome to use.

education-nation.99math.com

Teach millions

A strong sense of community



Teach millions

A strong sense of community



BIT BY BIT

Open source
coding learning
game



FUTURE ASTRONAUTS
PROGRAM

Space material
and STEM learning



AVEPOINT

AvePoint



SKOLON

Digital learning for
everyone



PITCHERIFIC

Digital
Presentation
Training



LANGUAGE
CLUBHOUSE

English for kids



DREAMAPPLY

Student
Admissions
Management
Platform



OMNIA EDUCATION
PARTNERSHIPS

Creating jobs for
youth



ARKKI INTERNATIONAL

Play - Create -
Succeed!



SNAPMENTOR

Peer to peer online
tutoring software

UNTIL:

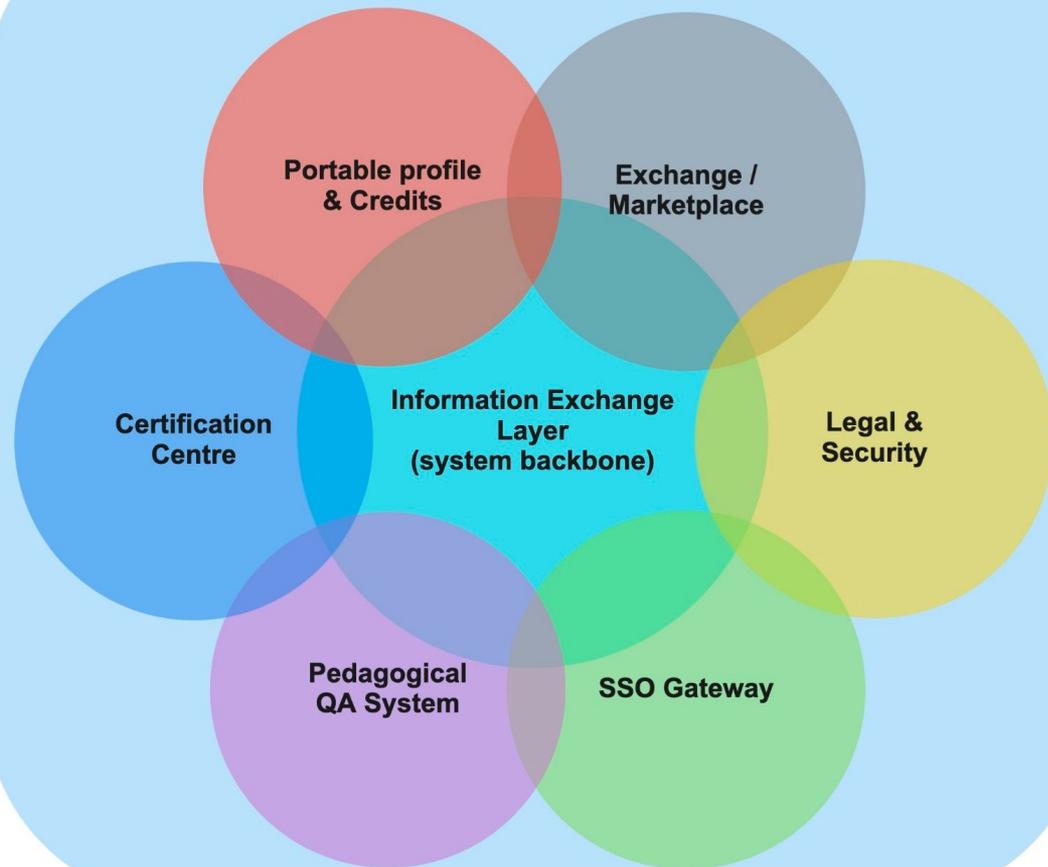


United Nations
Technology Innovation Labs



NORDIC EDTECH FORUM

Service Ecosystem (Microservices based)



Grapho Game®

graphogame.com



The Early Literacy Game made by Scientists

Researched

Supports teachers

Tracks progress







LINGVIST



LINGVIST

mobilab.

Star Trek -
HoloDeck first
aired 1988

One of the first
mentions of the
concept. The
Nursery in "The
Veldt" (1950) by
Ray Bradbury





AR Portals





ACE EDVENTURE
STUDIO

REINVENTING EDUCATION

U.S.A - JAPAN - MALAYSIA - INDONESIA





NORDIC EDTECH FORUM



for more information, please contact:

Märt Aro

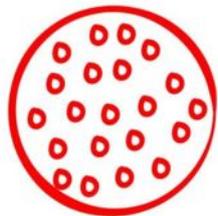
mart.aro@dreamapply.com

Leonardo initiative

to form a cycle of innovation in education and learning

Academia / Researchers

*Interesting problems
for research.
Application of new
knowledge into schools.*



Practitioners / Teachers

Validation
Research



Practical Input
Spin-offs



Access
Feedback loop

Innovators / Entrepreneurs



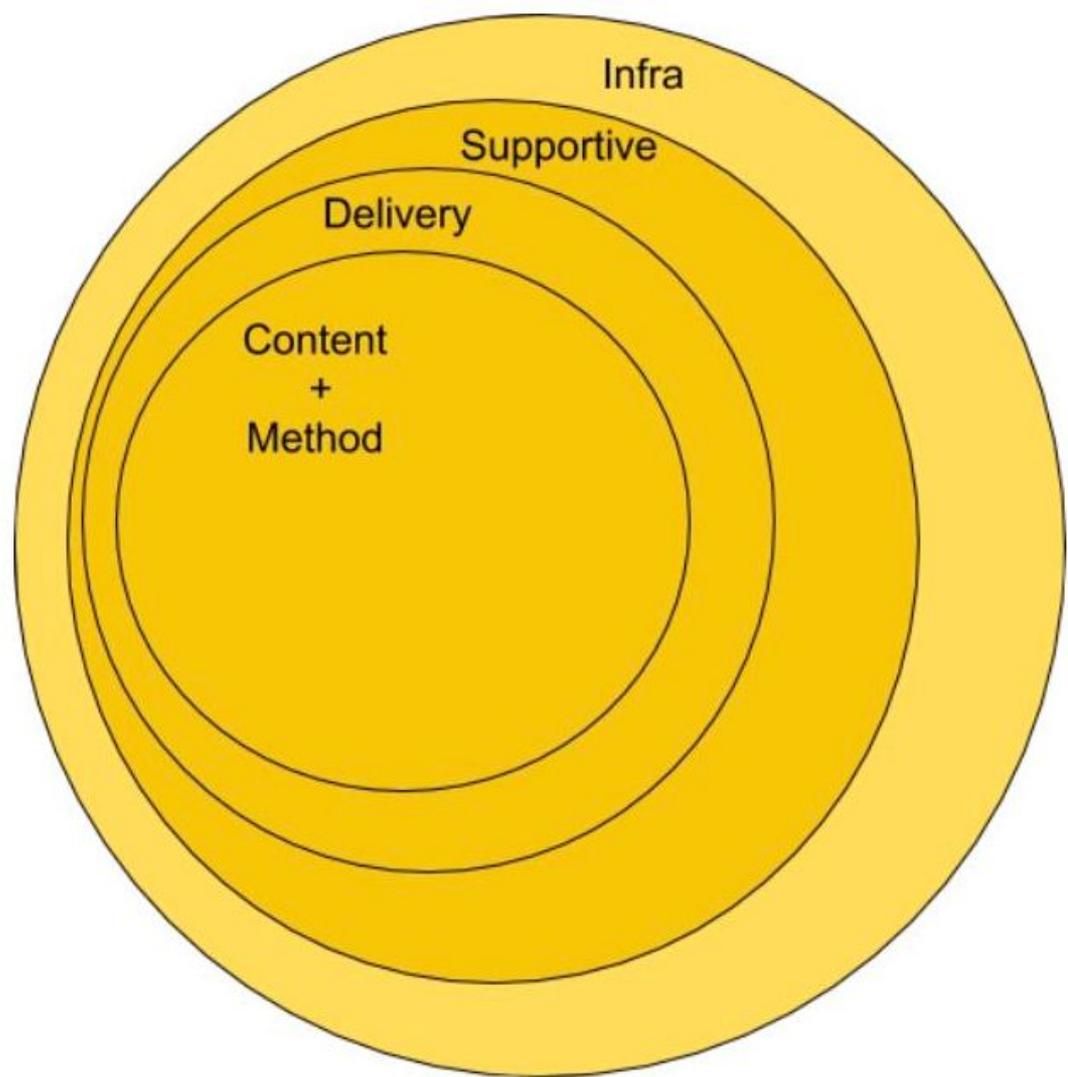
Dedicated
Edtech
Person



Coaching Centre

*Strong support for
implementing new
tech and methods.*

pancakes of
innovation
in education



in all other aspects of life we have
recognised that people are different
and hence need different services

- education is the only area where we still try to impose a unified system

definition of learning?

we know more than ever
before how we learn

- but we rarely use this knowledge

are the learners satisfied
with what we are offering
(NPS)?

how is innovation born?

- large vs small entities
- best of suite vs best of breed

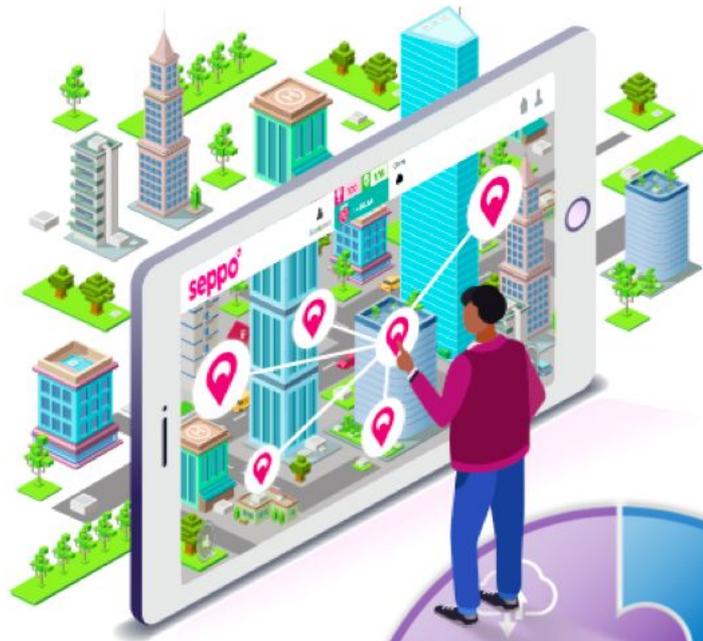
one possibility to have solutions to issues

- invite the community to propose solutions
- enable / empower the community to develop the solutions in a scalable and sustainable way

startup - a small group of enthusiasts who wish to solve a problem in a scalable and sustainable way

seppo^o

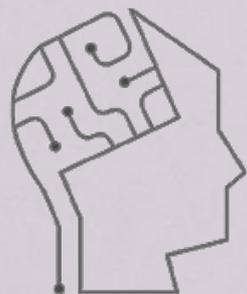
is a **gamification platform** for creating and sharing educational games.



GESS
EDUCATION
AWARDS
WINNER
2017



During the game teachers give real-time feedback on students' work.



Create Artificial Labor



subject
10:28:14

Go ahead and choose the first topic.
10:28:15

customer
10:28:19

Customer, a wice choise.
10:28:20



Customer
10:28:22

Suggest a new topic

Got more?



ANATOMY NEXT

Augmented Reality Anatomy for Microsoft HoloLens

Experience the highest resolution, interactive 3D skull anatomy on HoloLens







BIT BY BIA



Developed with the help
of kids, parents and
educational specialists

let's join forces!