

Vertical Description: EdTech & Learning

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Our ambition

The EdTech & Learning vertical contributes to making Switzerland a go-to-place for the collaborative development of science and engineering-driven innovations in the education and learning sector.

Why EdTech in Switzerland

The EdTech & Learning vertical supports tech-startups to thrive in one of the world's most advanced education systems (*Economist, 2018*). We accelerate innovation bridges, proof-of-concepts and other B2B/B2G collaborations between edtech-startups, corporations, foundations, schools, and universities.

Collaboration areas in EdTech & Learning include among others (see below for detailed outline):

- Beyond MOOCs
- Corporate Learning Experience Platforms
- Curriculum Architecture Innovation & Teacher Assistants
- Digital Humanities Research
- Digital Learning Environments & Assessments
- Information (media) Authenticity
- Learning Analytics & Individual Learning Potentials
- New (media) Forms of Student Achievement
- Science & Engineering Education
- Smart Learning Campus

EdTech Innovation Partners

Startups will be invited to pilot their products and services with one of the below Kickstart partner organisations. In addition, startups will have the possibility to meet with the companies from all Kickstart verticals

(Cybersecurity, FinTech & Digital Assets, Food & Retail Tech, Smart City & Technology, HealthTech), our investor partners and other startups.

- *Corporations:* Swisscom / One Swisscom Academy (Telco), Mobiliar / Human Development Services (Insurance)
- *K- 12 and Foundations:* Gebert RUF Foundation (Innovation, K-12), Mercator Foundation Switzerland (Education, K-12)
- *Universities:* ETH Zürich (Technical), University of Zürich (Comprehensive), Zürich University of Applied Sciences (Comprehensive)

Collaboration opportunities

- **Corporate Learning & HR**
 - Adaptive learning
 - AR/VR for content production and training
 - Blockchain certification
 - Chatbots
 - Content curation
 - Nudging and engagement technologies
 - Micro-learning
 - Learning analytics/APIs
 - Learning experience platforms
 - Recommendation engines
 - Software adoption training
 - Training solutions for cybersecurity, retail, finance, and city management
- **Higher Education | University**
 - Research and its application
 - AR/VR in patient treatment, eg. psychology
 - Semantic image analysis for research
 - Learning environments

- AR/VR technologies and applications for large courses with high number of students
- Tracking classroom learners' attention levels: Computer vision and audience tracking technology
- Collaborative student project management: Tools that support process and project management in collaborative student projects; simplify the interaction between the students and their supervisors and teachers
- Evidence of student achievement: storytelling, visualization
- Gamification to bolster student engagement
- Peer-feedback technologies
- Peer-to-peer learning: digital and social technologies
- Personalized student progress tracking: feedback & recommendation systems for early stage students
- Smart campus spaces of learning & working: digital solutions for tracking student flows on campus
- Storytelling to bolster student engagement
- Tech-scaling of student collaboration
- Curriculum-level innovation
 - Blockchain applications, e.g. credentials
 - Curricula development, assessment and integration across courses
 - Cross-disciplinary curricula / course system development and integration
- e-Assessment
 - Freehand drawing technology that is usable in online exams with many students
 - E-assessment in teaching: security & scale
 - Group assessment
- Special skills & competences
 - Technology that fosters data literacy and computational competencies among all students (e.g. the approach of Jupyter Notebooks, jupyter.org)
 - New approaches that support 21st century skills like reflection, creativity, interdisciplinary, critical thinking, and collaboration

- Innovation in the field of professional development that reinforces the transfer of knowledge and skills to the workplace
- Revolutionary technology & next big things
 - Student data privacy: Innovative concepts and solutions that ensure students data privacy when working with cloud-based services
 - Beyond Science MOOCs: Technology that approaches digital learning going far beyond MOOCs
 - “Fake” knowledge detection: Detection and verification technologies that support learners to distinguish between real and fake information “seal of quality”
- **K-12 Education | Foundations**
 - Child-centered technology
 - Digital technology competences
 - Entrepreneurship skills
 - Learning analytics
 - Teaching assistants
 - Support individual learning potentials
 - Support interactivity, eg. Quizzes
 - Video learning
 - VR/AR solutions in secondary education

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