

# 14 Tec projects are finalists in 2024 “Oscars of education”



This year, **14 projects** developed at [Tec de Monterrey](#) have been announced as finalists in the [QS Reimagine Education Awards](#) 2024, considered the “Oscars” of education.

The award is divided into 18 categories and **evaluates innovative programs, technology and pedagogical approaches that revolutionize education.**

Each year, more than **1,200 projects from all over the world** are submitted to an international jury of more than **900 specialists.**

*“It’s very important that the **innovations** we make at the Tec have value for our students,”* said **Beatriz Palacios**, Director of Educational Innovation and Digital Learning at the Tec.

*“We need to keep promoting these **innovation initiatives** and participate in these events that allow us to see that what we do has value,”* she added.



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The overall winner will receive **25,000 dollars** to enhance and scale their **innovative educational initiatives** and the top three places in each category will also be recognized.

*“Being nominated shows the fact that our **educational innovations** are bringing something new to addressing the global challenges we have in education, such as equitable access, personalized learning, effective use of technology, and preparing students for the future of work,”* said Patricia Aldape, Director of Learning Experience Innovation at the Tec.

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**The nominees are...!**

**CONECTA** presents some of the projects nominated for awards at the QS Reimagine Education 2024 Conference to be held December 9-11 this year in London.

1. [\*\*GreenFlags, hyperpersonalization of learning with AI-RX: Educational impact on social responsibility.\*\*](#)

Students explore the Green Flags Craft company in a virtual reality environment, where they identify problems and challenges that they compare with the **ISO 26000** standard to generate shared value propositions.

<https://www.youtube.com/watch?v=qaenzY9RJv8>

## 2. [Skill Studio Empowering Educators with AI-Powered Prompt Design and Sharing](#)

This is a generative AI tool that transforms simple prompts into interactive elements labeled 'skills' to respond to different educational needs.

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## 3. [AGORA Ecosystem of Spaces](#)

This consists of three innovative spaces that integrate educational strategies with cutting-edge technology and innovative pedagogical models designed to enhance student participation and the learning experience.

<https://www.youtube.com/watch?v=4Veg93HtYMU>



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## 4. [VR Zones - Innovative model to enhance learning experiences](#)

Via virtual reality (VR) zones, students can have immersive experiences that turn abstract concepts into tangible ones, allowing them to gain a deeper understanding.

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## 5. [The Learning Gate](#)

This is a platform that helps develop leadership skills in a personalized way to fit people's needs and profiles through certifications.

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## 6. [Conscious Enterprise Education at Tec de Monterrey](#)

This is dedicated to reimagining business education with educational programs to develop leaders who prioritize people, the planet, and profit.

It equips students with the mindset and skills of conscious capitalism.

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***“The competition highlights innovative solutions that address the most critical challenges in education today.” - Patricia Aldape, Director of Learning Experience Innovation at the Tec***

## 7. [Engineering empowerment: virtual factory simulations for skill enhancement'](#)

The Duck Toys virtual reality plant represents an innovative way of learning through hands-on simulations where students can experiment, make mistakes, and repeat processes in a safe environment.

<https://www.youtube.com/watch?v=JPHea1dnb9M>

## 8.- [TecDrone: Assessment of STEM Competencies using VR & AI](#)

Students interact with an AI avatar by voice or text, then the professor reviews a dashboard that shows the level of skill attainment to ensure that the assessment is authentic and the results are consistent.

<https://www.youtube.com/watch?v=bREnUc-VpCk>

## 9. [Cultivating Complex Reasoning Skills to Empower Lifelong Learners](#)

This aims to improve reasoning skills by developing strategic projects based on open principles that include an open educational model, empowering participants to face global challenges with critical, innovative, systemic, and scientific thinking.

{"preview\_thumbnail": "/sites/default/files/styles/video\_embed\_wysiwyg\_preview/public/video\_thumbnails/4 Video (Adaptable)."} }

## 10. [Innovative Digital Factory: Transforming Learning through Strategic Alliances](#)

This is an immersive learning experience in a Heineken digital factory, which allows students to monitor and analyze each step of the production process.

<https://youtu.be/OGeVGSyCalk>

## 11. [Virtual Reality and AI for Entrepreneurship: Enhancing Student Competencies](#)

Strengthen students' resilience and confidence in entrepreneurship-related scenarios by integrating virtual reality and artificial intelligence into the curriculum through Virtual Speech software.

This immersive approach allows students to engage in realistic exercises, such as investment pitches and conflict resolution, receiving real-time AI feedback to enhance their communication, negotiation, and decision-making skills.

[https://youtu.be/Yk\\_LIKrRvFA](https://youtu.be/Yk_LIKrRvFA)

## 12. [Beyond the Coffee Cup: Empowering Coffee-Production Communities](#)

The goal is to empower coffee-producing communities by utilizing post-harvest waste through two key areas: education and science.

In the education sector, they have provided communities with practical, free workshops on sustainable agriculture using local materials.

On the other hand, they aim to reduce coffee waste by transforming it into biodegradable slabs for greenhouse cultivation.

<https://www.youtube.com/watch?v=ABxcwmdKWf4>

## 13. [Cross-Cultural Classroom \(3C\)](#)

It is a collaboration between Tecnológico de Monterrey, The University of Hong Kong, International Islamic University Malaysia, and Srinakharinwirot University, where faculty and students from engineering, medicine, and history work together to develop local solutions with global impact for well-being and good health. This initiative aims to shape future leaders with a global citizenship perspective.

<https://www.youtube.com/watch?v=OaceZaLgvqc> 14. [EGADE Action Week: Transformando los negocios para un impacto sostenible](#)

Through conferences, workshops, exhibitions, book presentations, challenges, volunteer activities, and more, the aim is to transform businesses for sustainable impact.

It seeks to raise awareness about the importance of sustainable business leadership, the role of both large and small companies, local governments, and the part each of us plays in creating a sustainable future.

[https://www.youtube.com/watch?v=LYK\\_6hjNJw4](https://www.youtube.com/watch?v=LYK_6hjNJw4) **QS Reimagine Education Awards 2024**

This **recognition** is given by the international ranking organization **QS Quacquarelli Symonds**, which is in charge of the [QS World University Rankings](#), one of the lists of the world's top universities.

Now into its eleventh year, it recognizes pioneering **pedagogical approaches** that improve learning outcomes and employability, as well as effective methods for teaching about sustainability.

The 2024 edition will be held December 9-11 in London during the **QS Reimagine Education Conference**.

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