Teaming up with AI? The Mexican project that won an award from the EU



A group of students from the Querétaro campus of Tec de Monterrey have won an award from the European Commission for their **Teaming 4.0 educational project.**

The students were the authors of an idea that won the **DigiEduHack Hackathon**, the goal of which was to use **Artificial Intelligence** and **Machine Learning** at educational institutions and companies.

It's based on using these tools to **generate high-performance balanced teams** by taking different factors into account such as individual performance, abilities, and skills.



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Students Marcela Ibarra, Nicolás Romero, Eugenio Ortiz, and Mariel Ramirez were accompanied by Professor Jan Rehak, Coordinator of the Innovative Entrepreneurship iSemester, at the ceremony held on January 12 in Brussels, Belgium.

"The most incredible thing was that the excitement was mutual. The organizers called us 'the team who came from the other side of the world'. **We were honored to represent Mexico** before the European Commission," adds Marcela Ibarra.

"DigiEduHack has taught me that large global organizations are concerned about improving education and are willing to listen to young people, regardless of where they come from," adds Cynthia Ramírez.

iSemester is a program from the **Tec21 Model**, the goal of which is for students to develop skills through experience-based learning.

The **Tec21 Model** features **challenge-based learning**, **flexibility** in the way of learning, encouragement of a **memorable university experience**, and **inspiring teachers**.

THE PATH TO GLORY

The event is organized by Aalto University, in Finland, and is held in 30 countries simultaneously.

This consists of several institutions from across the world simultaneously focusing for 24 hours on **developing** or **solving challenges** in the area of **educational innovation**, and each venue chooses how many challenges it wants to resolve.

"Thirty students from the campus worked in six teams to develop different **proposals for using emerging technologies** and improving education with them," said Jan Rehak, a Business School professor.

The team received its award from **Mariya Gabriel**, the **European Commissioner** for Innovation, Research, Culture, Youth, and Sport.

The students received 5,000 Euros in prize money to continue developing their project and became ambassadors for digital education and the European Commission's DigiEduHack.

"This event brings us closer to better solutions for digital education by combining the **talents of young people from across the world**," emphasized the Commissioner.

The Mexican team won the award alongside teams from **Spain and Italy**.

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