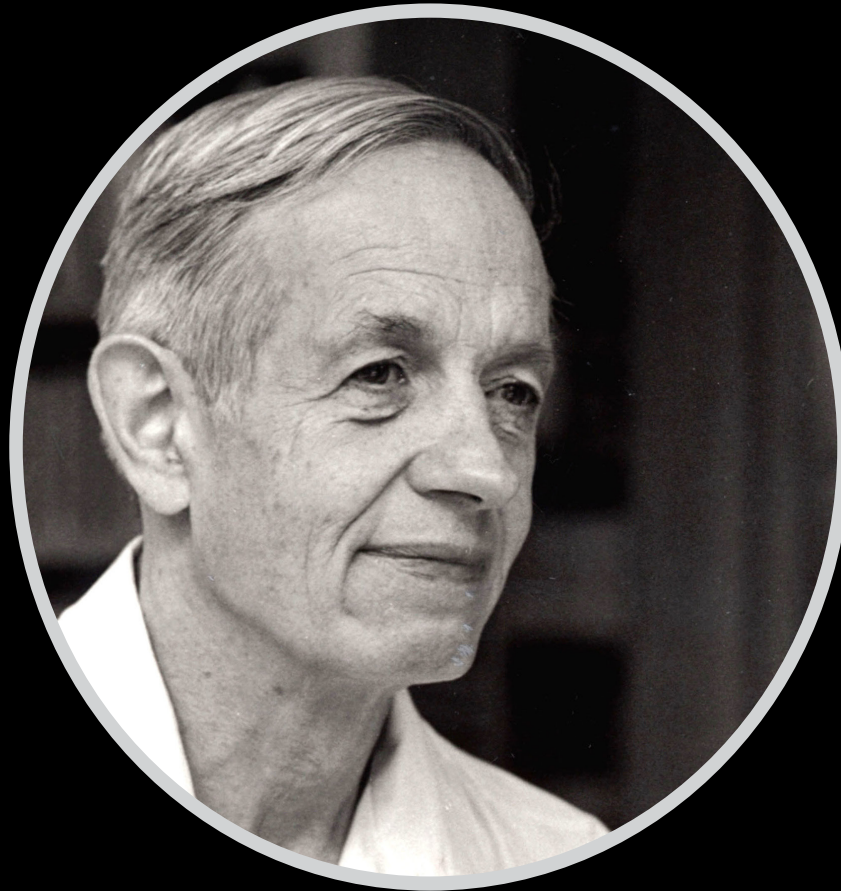




HOW TO IMPROVE THE LEARNING EXPERIENCE OF THE  
INDIVIDUALS THROUGH THE INTERACTION OF PHYSICAL  
AND DIGITAL SPACE?



## TEAM NASH

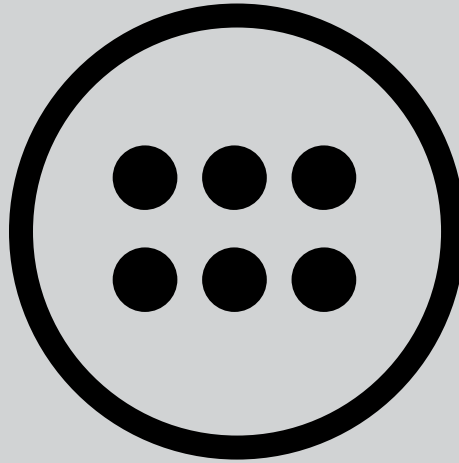


Classes will dull your mind, destroy the potential for authentic creativity.

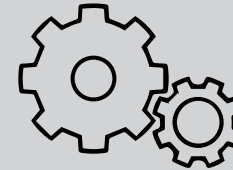
*John Forbes Nash*

○  
WHO ARE WE

MBA  
Axel, Michealle



Computer  
Engineering  
Narcis



Telecommunication  
Engineering  
Marc



Product Design  
Anthony, Desislava

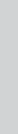
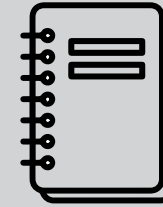


# MOTIVATIONS



MULTIDISCIPLINARY  
MULTICULTURAL

REAL PROBLEMS NEEDING FEASIBLE SOLUTIONS  
GREAT AMOUNT OF INSPIRATION



EVOLUTION OF THE EDUCATIONAL SYSTEM  
MEMORIZING VS REASONING  
FIRST STEP TO CHANGE THE WORLD  
STOP THE PRACTICE OF PUTTING ALL THE  
PEOPLE UNDER THE SAME ROUTINE  
TECHNOLOGY IN EDUCATION



# IMPORTANT QUESTIONS TO ANSWER

## PSYCHOLOGY

What is the correlation between motivation, emotion towards learning, the context (environment) of learning?

## PURPOSE

What is the greater purpose of learning?

## LEARNING STYLES

How do we learn in regards to our environmental context (what types), senses, psychological states, and how are brains absorb and retain information?

## TECHNOLOGY

How can we use technology to improve learning?



# CERN TECHNOLOGY

## **S'COOL LAB**

HANDS ON LEARNING EXPERIENCE

## **CRISTAL**

DISTRIBUTED DATA MANAGEMENT

## **INVENIO**

OPEN SOURCE SOFTWARE LIBRARY

## **ROOT**

SOFTWARE FRAMEWORK FOR WORKING WITH BIG DATA

## **INDICO**

DIGITAL AGENDA FOR EVENT MANAGEMENT

## **KICAD EDA SOFTWARE SUITE**

PROFESSIONAL SCHEMATICS AND PRINTED CIRCUIT BOARDS



THANK YOU