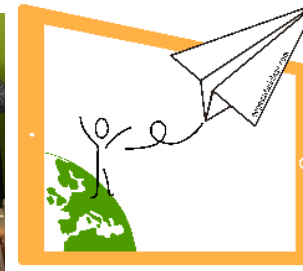




Erasmus+
2021/06/29



Augmented Class!

"If you Imagine it you can Create it"

2020-1-IT02-K226-SCH-095525
PLAYING WITH PROTONS GOES DIGITAL



"We strongly believe education is the base for a wiser and more advanced society and a better future"

<http://augmentedreality.education>
©2020 CreativiTIC Innova SL

Enara Artetxe González
Jorge R. López Benito

eartetxe@creativitic.es
jrlopez@creativitic.es



SME founded in 2011 and located in Basque Country & La Rioja (Spain)
specialized in Interactive Technologies (AR/VR) for industry, medtech and educational projects; with innovative methodologies and digitalization of the learning process



1 MedTech Patent
3 Technical Books
+30 International Articles



Discover Great EU-funded Innovations

Key Innovators in Augmented Reality and Deeper Learning

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INNOVATOR

CREATIVITIC INNOVA SL

SHARE:   

DETAILS

Organisation type

Small or Medium Enterprise

Address

CALLE HUESCA 9 PLANTA 1 PUERTA C
26002 LOGRONO
SPAIN

Contact

[E-mail this innovator](#)[Visit innovator's website →](#)[Details of this organisation's Horizon 2020 funding →](#)

Innovations

This organisation has been identified as a Key Innovator for the following 4 EU-funded innovations:

Integrated Virtual and
Augmented Reality Learning
Platform with supporting
Pedagogical Framework for
Deeper Learning

Project: STORIES
Topic: Education, Content & Creativity

 Exploring

Integrated, Interactive
Platform to enable Deep
Learning in Classrooms

Project: STORIES
Topic: Education, Content & Creativity
Market creation potential: High

 Market Ready

Augmented reality package
consisting of AR software and
embedded hardware

Project: E2LP
Topic: Education, Content & Creativity

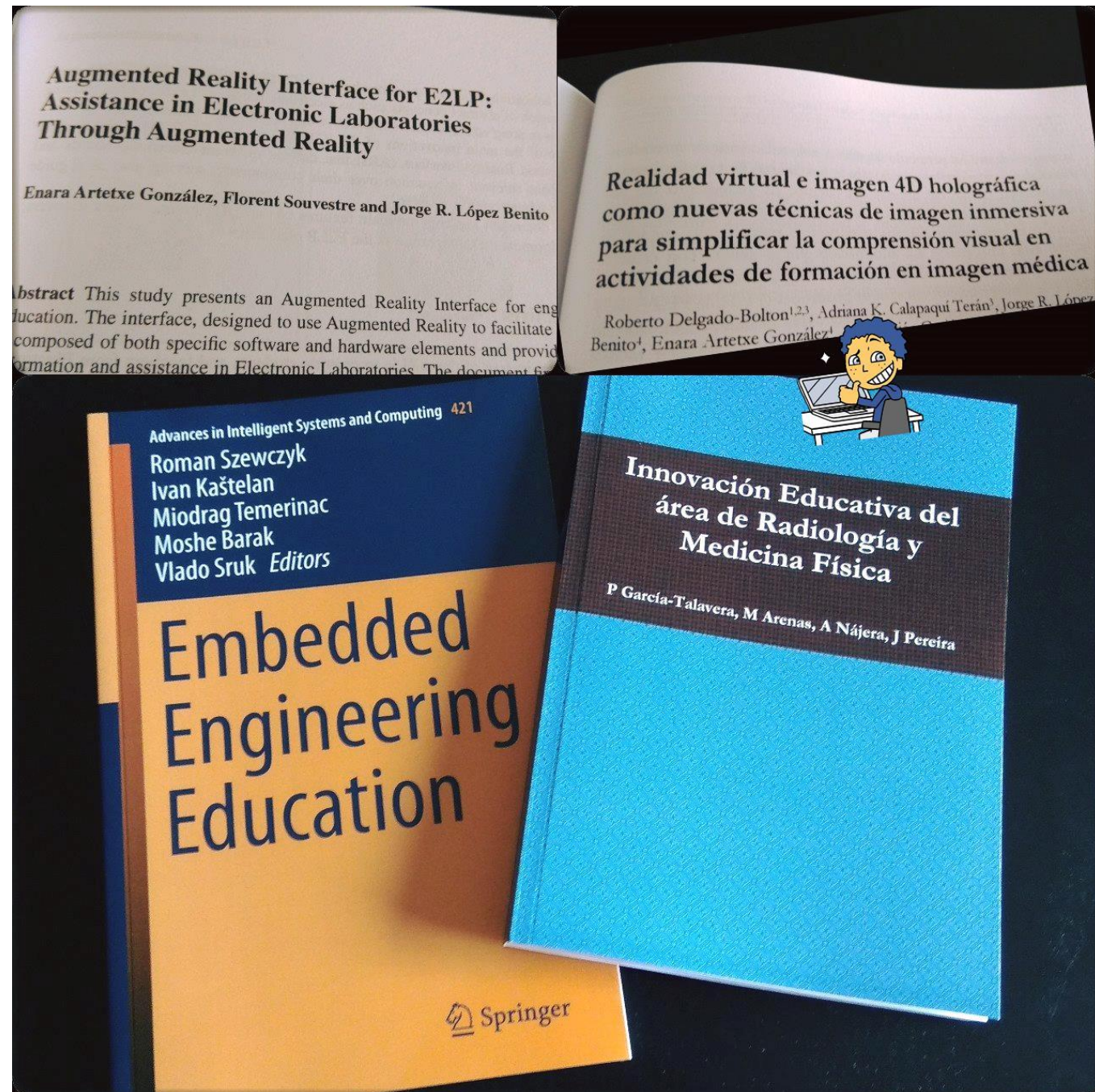
 Tech Ready

Augmented Reality Software
that detects and tracks
electronic boards with a
camera

Project: E2LP
Topic: Education, Content & Creativity

 Tech Ready

- PATENT : "System medical imaging #HoloDeck4D" N°ES2649789 – 2019
- CHAPTER : User-Driven Intelligent Interface on the Basis of Multimodal Augmented Reality and Brain-Computer Interaction for People with Functional Disabilities: Proceedings of the 2018 Future of Information and Communication Conference (FICC), Vol. 1 – 2019
- ARTICLE : A Storytelling Platform for Deeper Learning in STEM Combined with Art-Related Activities. International Journal of Education and Learning Systems – 2018
- ARTICLE : Aportaciones de la Realidad Aumentada en la inclusión en el aula de estudiantes con Trastorno del Espectro Autista. EDMETIC, Revista de Educación y TIC – 2018
- ARTICLE : An experience of the application of Augmented Reality to learn English in Infant Education. International Symposium on Computers in Education (SIIE) – 2017
- ARTICLE : Augmented Coaching Ecosystem for Non-obtrusive Adaptive Personalized Elderly Care on the basis of Cloud-Fog-Dew computing paradigm. 40th International Convention on Information and Communication Technology, Electronics and Microelectronics (MIPRO) – 2017
- CHAPTER : Realidad virtual e imagen 4D holográfica como nuevas técnicas de imagen inmersiva para simplificar la comprensión visual en actividades de formación en imagen médica. Innovación Educativa del área de Radiología y Medicina Física – 2017
- PAPER : Augmented reality for emotional and social development at Early Childhood. CINTe'16 - Congreso Internacional de Nuevas tecnologías y tendencias en la Educación – 2016
- ARTICLE : Leíhoa: A window to augmented reality in early childhood education - International Symposium on Computers in Education (SIIE). Aquilafuentes, 222 – 2016
- PAPER : Augmented Reality as a tool for teaching chemistry at the school. EuCheMS Chemistry Congress – 2016
- PAPER : Virtual Reality and 4D Holography as new immersive imaging technologies to simplify visual understanding of brain diseases. Basque Neuroscience Meeting, Neurogune – 2016
- PAPER : Augmented caRer! A Therapeutic Technology for patients with Autism Spectrum Disorder (ASD). eHealth European Congress – 2016
- PAPER : HOLODECK, The 4D Holographic Desk for Clinical Diagnosis in Nuclear Medicine. eHealth European Congress – 2016
- CHAPTER : Augmented Reality Interface for E2LP: Assistance in Electronic Laboratories Through Augmented Reality. Advances in Intelligent Systems and Computing: 'Embedded Engineering Education'. Springer International Publishing – 2016
- ARTICLE : E2LP: A unified embedded engineering learning platform. Microprocessors and Microsystems 38 – 2014
- ARTICLE : Engaging Computer Engineering Students with an Augmented Reality Software for Laboratory Exercises. Frontiers in Education Conference (FIE) – 2014
- ARTICLE: Learner-Centered Evaluation of an Augmented Reality System for Embedded Engineering Education. Federated Conference on Computer Science and Information Systems – 2014
- ARTICLE : Unified education platform for embedded systems. IEEE Global Engineering Education Conference EDUCON – 2014
- PAPER : Augmented Reality for Education. Virtualusatic – 2014
- PAPER : Augmented Reality System for Training, Assistance and Decision Making in Real Time situations in the Embedded Electronic field. 5th Joint Virtual Reality Conference JVRC – 2013
- PAPER : Interfaz de Realidad Aumentada como herramienta de ayuda al aprendizaje en el campo de la electrónica. Virtualusatic – 2013
- PAPER : E2LP: A Unified Embedded Engineering Learning Platform. 16th Euromicro Conference on Digital System Design DSD – 2013
- ARTICLE : A3R :: "Transporting the Augmented Reality User to Another Dimension Through the Sound". ICAT-EGVE- EuroVR JVRC – 2012



Industry 4.0



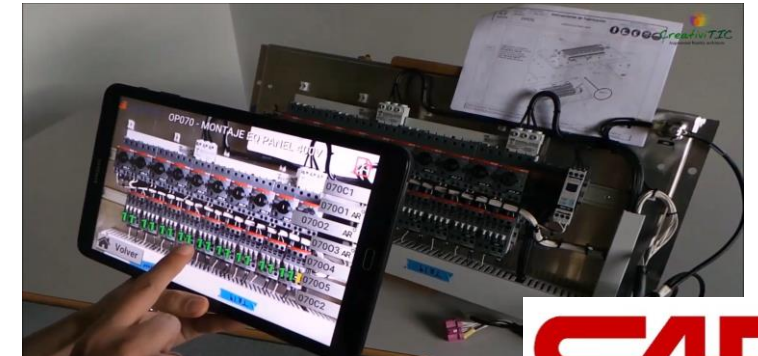
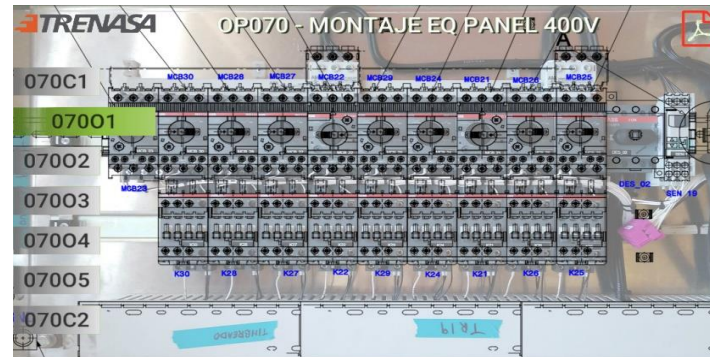
CreativiTIC
Augmented Reality architects

#Aerospace



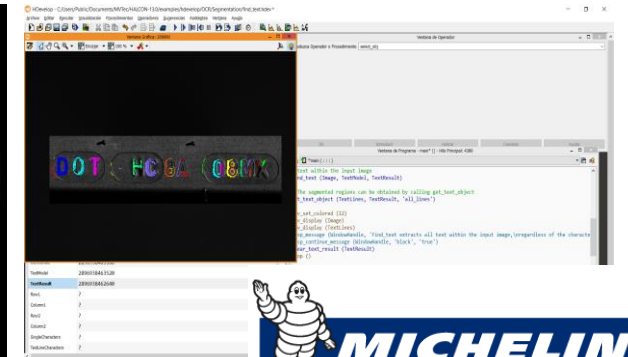
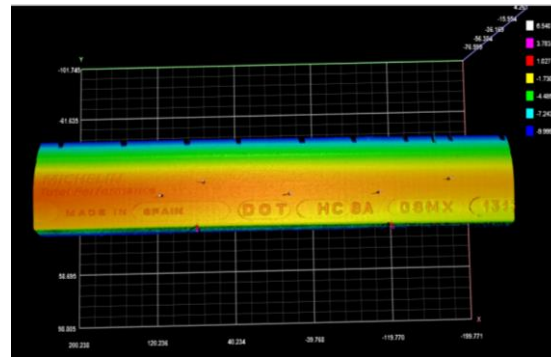
AIRBUS

#Railway



CAF

#Automotion



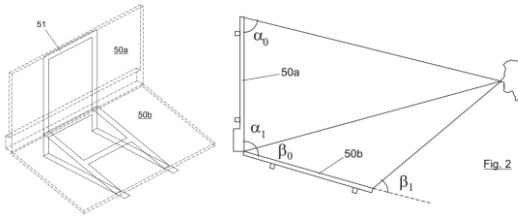
MedTech



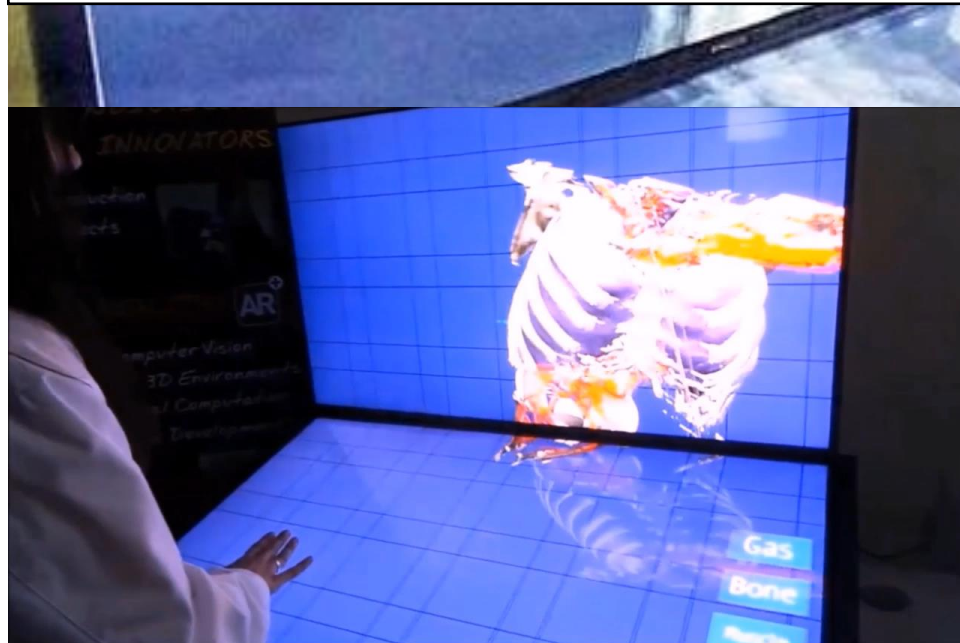
Multipurpose viewer that covers the 3D visualization problems professionals have to **understand complex concepts in any scope**

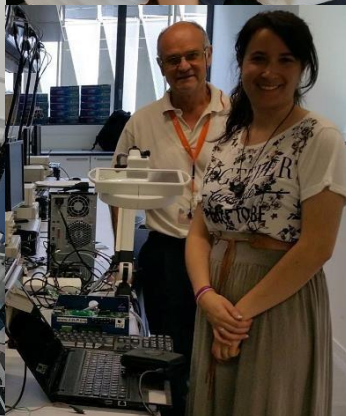
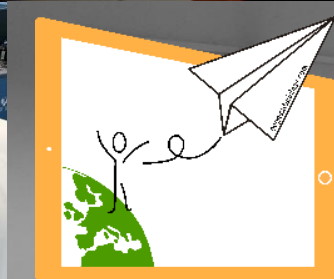
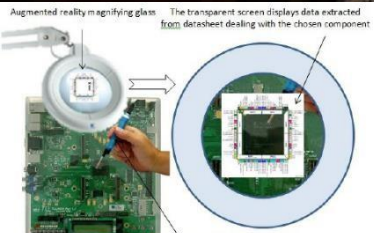
#HoloDeck4D

Patent n° ES201630967



designed to **improve** the accuracy, speed and efficiency for **clinical diagnosis of MRI/MRT systems in Nuclear Medicine (PET/TC) and Confocal Microscopy.**







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Enterprise Augmented Reality Projects: Build real-world, large-scale AR solutions for various industries

Paperback – December 20, 2019

by [Jorge R. Lopez Benito](#) (Author), [Enara Artetxe Gonzalez](#) (Author)

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| | |
|------------------------|---|
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Design end-to-end AR solutions for domains such as marketing, retail, manufacturing, tourism, automation, and training

Key Features

- Use leading AR development frameworks such as ARCore, ARKit, and Vuforia across key industries
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- Build multi-platform AR projects for various platforms such as Unity, iOS, and Android

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Editorial Reviews

About the Author

Jorge R. López Benito is a tech entrepreneur passionate about emerging and exponential technologies with more than 10 years of experience in researching and building Augmented Reality (AR), Virtual Reality (VR), and Artificial Intelligence (AI) products. In 2010, he became the co-founder and CEO of CreativITIC, which focused on the research of disruptive technologies, new business models, and market innovation trends. He has been involved in several R&D projects throughout his career, including FP7 and H2020 European projects, and because of that, he was named as a Key Innovator in AR & Deep Learning Technologies by the European Commission; whom he also supports as an independent expert on interactive technologies to explore emerging trends and identify opportunities for impact across the industries, and also as a Jury Member at the European Innovation Council (EIC) Accelerator.

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Enara Artetxe González

TELECOMMUNICATION ENGINEER

Next Generation Internet
Researcher | Key Innovator in
Augmented Reality & Deep
Learning by Innovation Radar of
European Commission



Jorge R. López Benito

CHANGEMAKER ENTREPRENEUR

Business Strategy | Digital
Innovator | Jury Member of
European Innovation Council
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Candidature pervenute alla scadenza del 29/10/2020

| CODICE ATTIVITA' | TITOLO | TIPOLOGIA | ENTE/ISTITUTO | OID | CITTA' | PUNTEGGIO | ESITO | BUDGET APPROVATO € |
|-------------------------------------|--|----------------------------|--|------------------|-----------------|-------------|------------------|---------------------|
| 2020-1-IT02-KA226-SCH-095543 | Game Motivation Elevates Earned Learning | Innovation | ilmiolavoro srl | E10153943 | Campoli (TE) | 100 | APPROVATO | € 290.597,00 |
| 2020-1-IT02-KA226-SCH-095699 | Hybrid and Innovative digital aware Class | Innovation | I.I.S. A. VOLTA | E10151230 | PESCARA | 100 | APPROVATO | € 205.797,00 |
| 2020-1-IT02-KA226-SCH-094945 | Keep In Touch. Innovative tools to build digital education readiness in Early Childhood Education. | Innovation | SOCIETA' COOPERATIVA SOCIALE ZAFFIRIA | E10203283 | RIMINI | 99 | APPROVATO | € 255.232,00 |
| 2020-1-IT02-KA226-SCH-095188 | CAVE - Communication And Visual Education in homeschooling | Innovation | CISL SCUOLA E FORMAZIONE | E10260736 | roma | 99 | APPROVATO | € 297.705,00 |
| 2020-1-IT02-KA226-SCH-095305 | Data Literacy competences For Young students towards STEAM education | Innovation | Istituto Tecnico Economico e Tecnologico "Girolamo Caruso" | E10036569 | Alcamo | 98,5 | APPROVATO | € 267.048,00 |
| 2020-1-IT02-KA226-SCH-095596 | Filling the Gap: Open Educational Resources for supporting teachers in distance learning | Innovation | IRECOOP EMILIA ROMAGNA SOC. COOP. | E10080320 | Bologna | 98,5 | APPROVATO | € 216.133,00 |
| 2020-1-IT02-KA226-SCH-095180 | Digital Gamification E-Teams and E-Tutors for Co-careering | Innovation | UNIVERSITA DEGLI STUDI DI CAMERINO | E10208672 | CAMERINO | 98 | APPROVATO | € 244.679,00 |
| 2020-1-IT02-KA226-SCH-095643 | Blended Learning in English Language Teaching | Exchange of Good Practices | Liceo Classico Sperimentale "James Joyce" | E10197857 | Ariccia | 97,5 | APPROVATO | € 125.286,00 |
| 2020-1-IT02-KA226-SCH-095525 | Playing with Protons Goes Digital | Innovation | ISTITUTO NAZIONALE DI FISICA NUCLEARE | E10209493 | FRASCATI | 97,5 | APPROVATO | € 298.615,00 |

| ID | Activity Type | Starting Period | Description |
|----|--|-----------------|---|
| 1 | Transnational Projects Meeting | 06-2021 | Kick-off Meeting |
| 2 | Intellectual Output | 06-2021 | The Playing with Protons Goes Digital Conceptual and Methodological Framework |
| 3 | Intellectual Output | 09-2021 | The Playing with Protons Goes Digital Handbook of Resources |
| 4 | Intellectual Output | 09-2021 | The Playing with Protons Goes Digital Online Platform |
| 5 | Transnational Projects Meeting | 11-2021 | 2nd Project Meeting |
| 6 | Multiplier Event | 01-2022 | Playing with Protons Goes Digital in Action |
| 7 | Multiplier Event | 01-2022 | Playing with Protons Goes Digital in Action |
| 8 | Multiplier Event | 01-2022 | Playing in Protons Goes Digital in Action |
| 9 | Multiplier Event | 01-2022 | Playing with Protons Goes Digital in Action |
| 10 | Intellectual Output | 05-2022 | The Playing with Protons Goes Digital Assessment Guide and eTwinning toolkit |
| 11 | Intellectual Output | 05-2022 | The Playing with Protons Goes Digital Recommendations Handbook for School Leaders, Policy Makers & Stakeholders |
| 12 | Transnational Projects Meeting | 06-2022 | 3rd Project Meeting |
| 13 | Short-term joint staff training events | 06-2022 | The Playing with Protons Goes Digital Summer School |

1st year

| ID | Leading Organisation | Meeting Title | Country of Venue | Starting Period | No. of Participants | Grant |
|-------|---|-----------------------|------------------|-----------------|---------------------|---------------|
| 1 | ISTITUTO NAZIONALE DI FISICA NUCLEARE (E10209493, IT) | Kick-off Meeting | Italy | 06-2021 | 8 | 3.450,00 EUR |
| 2 | CREATIVITIC INNOVA SL (E10262702, ES) | 2nd Project Meeting | Spain | 11-2021 | 8 | 4.970,00 EUR |
| 3 | THE UNIVERSITY OF BIRMINGHAM (E10209183, GB) | 3rd Project Meeting | United Kingdom | 06-2022 | 8 | 4.970,00 EUR |
| 4 | ELLINOGERMANIKI AGOGI SCHOLI PANAGEA SAVVA AE (E10212356, GR) | 4th Project Meeting | Greece | 12-2022 | 8 | 5.340,00 EUR |
| 5 | Fondazione IDIS-Città della Scienza (E10203664, IT) | Final Project Meeting | Italy | 05-2023 | 8 | 3.450,00 EUR |
| Total | | | | | 40 | 22.180,00 EUR |

Multiplier Events Summary

| ID | Leading Organisation | Event Title | Starting Period | Grant |
|----|---|---|-----------------|--------------|
| E1 | ISTITUTO NAZIONALE DI FISICA NUCLEARE (E10209493, IT) | Playing with Protons Goes Digital in Action | 01-2022 | 2.000,00 EUR |
| E2 | ELLINOGERMANIKI AGOGI SCHOLI PANAGEA SAVVA AE (E10212356, GR) | Playing with Protons Goes Digital in Action | 01-2022 | 2.000,00 EUR |
| E3 | THE UNIVERSITY OF BIRMINGHAM (E10209183, GB) | Playing in Protons Goes Digital in Action | 01-2022 | 2.000,00 EUR |
| E4 | CREATIVITIC INNOVA SL (E10262702, ES) | Playing with Protons Goes Digital in Action | 01-2022 | 2.000,00 EUR |

Event Title

Playing with Protons Goes Digital in Action

Country of Venue

Spain

Start Date (yyyy-mm-dd)

2022-01-15

End Date (yyyy-mm-dd)

2022-03-15

Intellectual Outputs Covered

The Playing with Protons Goes Digital Conceptual and Methodological Framework

The Playing with Protons Goes Digital Handbook of Resources

The Playing with Protons Goes Digital Online Platform

Leading Organisation

CREATIVITIC INNOVA SL (E10262702, ES)



1st year

1st year

ML1 (M6)

- A1 Project Management and A2 Quality Assurance Plan (M2)
- A3 Dissemination plan (M2)
- A4 Needs Analysis (M4)
- Project webpage (M5)



- Online environment specifications and features (M6)

ML2 (M12)



- Beta version of the online platform ready (M10)



- Delivery of first round of Multiplier Events (M12)



- Delivery of framework (M12)

- Delivery of initial set of Playing with Protons Goes Digital activities (M12)
- Completion of international teachers' summer school (M12)

ML3 (24)

- Initial versions of Recommendations (M18)
- Initial version of Evaluation and eTwinning Toolkit (M18)
- Delivery of final set of Playing with Protons Goes Digital activities in Handbook (M23)
- Completion of second round of Multiplier Events (M23)
- Final version of the online platform ready (M24)
- Final version of Recommendations (M24)
- Final version of Evaluation and eTwinning Toolkit (M24)

| | Intellectual Output | Period | Days | € | Estimated % 1st year | | |
|---|---|-------------------|------|-------|----------------------|-----|-------|
| 1 | The Playing with Protons Goes Digital Conceptual and Methodological Framework | 06-2021 / 05-2022 | 40 | 5480 | 100% | 40 | 5480 |
| 2 | The Playing with Protons Goes Digital Handbook of Resources | 09-2021 / 04/2023 | 40 | 5480 | 75% | 30 | 4110 |
| 3 | The Playing with Protons Goes Digital Online Platform | 09-2021 / 05-2023 | 50 | 6850 | 80% | 40 | 5480 |
| 4 | The Playing with Protons Goes Digital Assessment Guide and eTwinning toolkit | 05-2022 / 05-2023 | 40 | 5480 | 0 | 0 | 0 |
| 5 | The Playing with Protons Goes Digital Recommendations Handbook for School Leaders, Policy Makers & Stakeholders | 05-2022 / 05-2023 | 20 | 2740 | 0 | 0 | 0 |
| | | | 190 | 26030 | 58% | 110 | 15070 |

| | Intellectual Output | Task | Needs and extended task explanation |
|---|---|--|---|
| 1 | The Playing with Protons Goes Digital Conceptual and Methodological Framework | The role of AR/VR elements in education. | Coordination with the rest of the partners to provide not only a general approach of AR/VR to education but specific definitions on how to make the best use of the Augmented Class! Platform and its possibilities. |
| 2 | The Playing with Protons Goes Digital Handbook of Resources | AR/VR games and activities | <p>Use cases and examples from other partners to provide dedicated demos.</p> <p>Multimedia content (3D, videos etc.) to integrate in the</p> |
| 3 | The Playing with Protons Goes Digital Online Platform | Incorporating an AR/VR element into the platform | <p>Coordination with the rest of the partners to adapt the existing platform Augmented Class! to meet the requirements of the project.</p> <p>Extra features for the integration (e.g. QR codes to map the points with AR projects)</p> |

| | Intellectual Output | Task | Needs and extended task explanation |
|---|---|--|--|
| 4 | The Playing with Protons Goes Digital Assessment Guide and eTwinning toolkit | Assessment of technology (AR/VR)-enhanced activities | Coordination with the rest of the partners to create a homogeneous assessment guide. |
| 5 | The Playing with Protons Goes Digital Recommendations Handbook for School Leaders, Policy Makers & Stakeholders | <p>Identification of areas in the national educational policies in Greece, Italy, Spain and the UK that can incorporate elements of the Playing with Protons Goes Digital open schooling strategies.</p> <p>Playing with Protons Goes Digital and engaging with local educational stakeholders</p> | CreativiTIC will collaborate with its experience with different Spanish schools and institutions to select the best educational stakeholders for this output to include in the recommendations handbook. |

WHAT IS...?

Augmented Class!

The MIXED REALITY UNIVERSE
where Children, Teachers and Parents
LEARN and have FUN together!



“Augmented Class! is a platform that allows users to create their own augmented reality educational projects without any technical knowledge”

OUR SOLUTION ELIMINATES BARRIERS UNIVERSALIZING THE ACCESS TO AUGMENTED AND VIRTUAL REALITY IN A LEARNING SET



Education-Oriented

From the beginning has an educational target.



Adaptable

Allows users to create, edit and visualize their own AR projects, doing it by themselves.

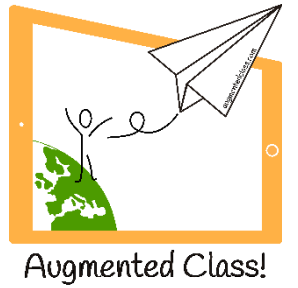


Interactive

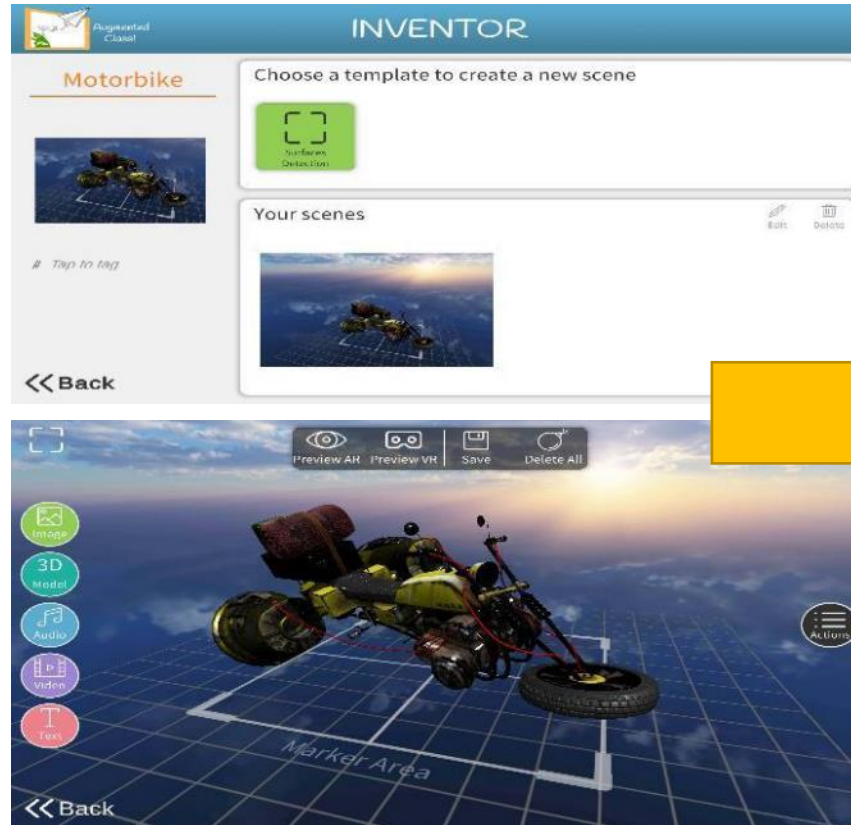
Interactions help better concept understanding and gamifying the learning process.

HOW...?

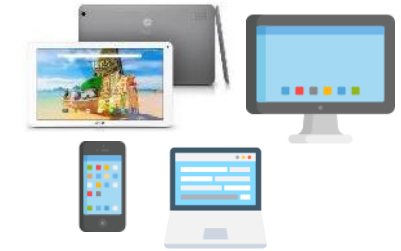
Augmented Class!



1 Create the projects through the *INVENTOR*



2 Visualize and share the AR/VR through the different *VIEWERS*

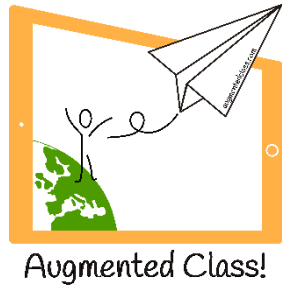


USERS

*Teachers, Educators,
Students, Parents etc.*

KEYS


Augmented Class!




➡ **EASY** "No technical knowledge required"


➡ **FAST** "Create projects in just a few clicks"


➡ **INTUITIVE** "For all ages and educational fields"

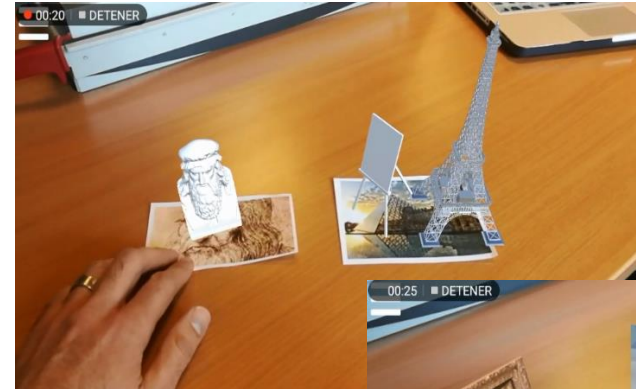
 **Helps** students gain a better understanding of concepts

 **Fosters** intellectual curiosity, creativity & team work

 **Catalyzes** interaction between STEM & Arts

 **Promotes** meaningful use of digital technologies for learning

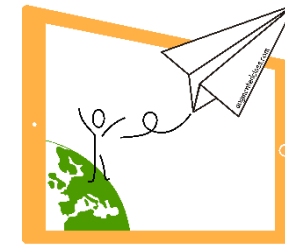
 **Engages** educational community to grow and share



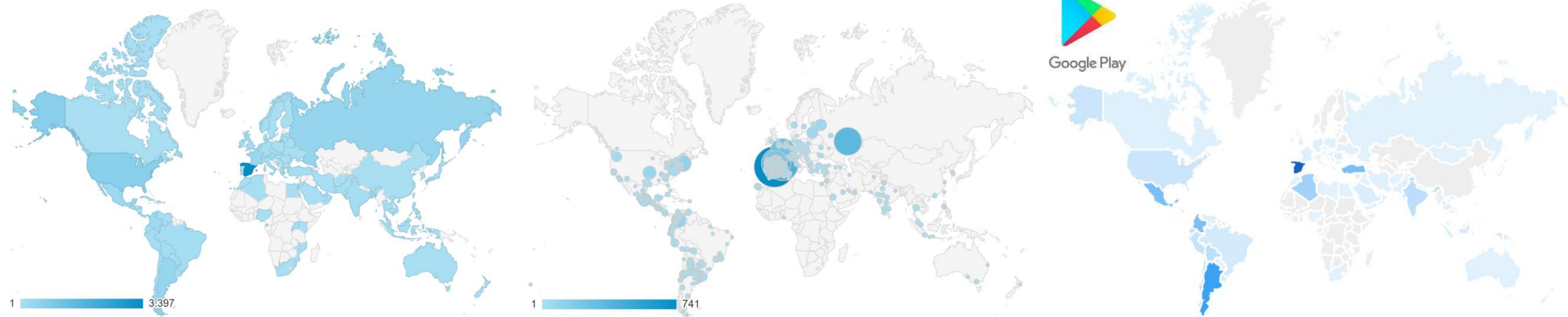
We democratize the use of Augmented Reality in Education!

METRICS

Augmented Class!



Augmented Class!



Validated

> 300 centres > 50000 users

2014
|
2020



Worldwide

> downloads in 113 countries



Growing

> exponential new USERS every day





Augmented
Class!

INVENTOR



Multimedia



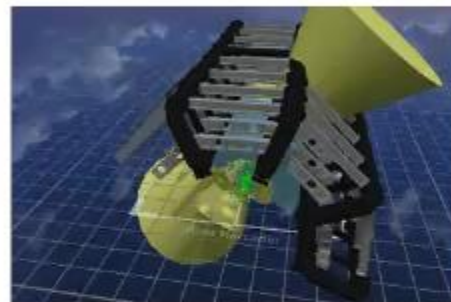
Home



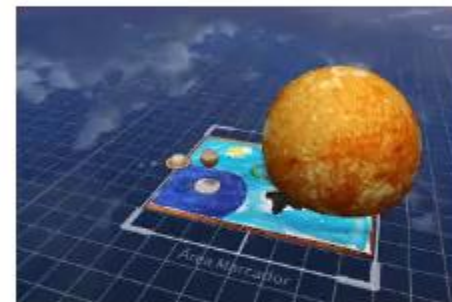
NEW MARKERLESS PROJECT



NEW MARKER BASED
PROJECT



CERN Markerless



INFN Kids Mrk



Edit



Print



Delete



Go to
VIEWER



Send



Import



Cancel



Erasmus+

2020-1-IT02-K226-SCH-095525
PLAYING WITH PROTONS GOES DIGITAL

November 2021
WELCOME BILBAO!!! 😊



<http://augmentedreality.education>
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