

TECHNOLOGY OFFER

TAECon

The educational video game to awaken vocations and interest in STEM subjects

The STEM education, -Science, Technology, Engineering and Mathematics -, requires a major transversality and integration, from teachers and students. Nowadays, the best approach is the combination of all STEM contents in one system that tries to reproduce real-life situations.

DESCRIPTION OF THE TECHNOLOGY

TAECon is a web platform that integrates: an educational game aimed mainly at high school students and different content creation editors, which allows customizing and creating different missions. The game is set in a story in which various technological challenges have to be solved in a gamified way, with tools, as a strategy to:

- Stimulate scientific and technological vocations of the students.
- Increase the interest of professors for the spread of STEM.
- Highlight the scientific and technological advances proposed by women.
- Highlight the necessities of the business network.
- Make public the STEM to the general population.



APPLICATION AND TARGET MARKET

The web platform is a tool of gamification that improves STEM education and learning in an interactive and creative manner, suitable for the education sector, the promotion of the scientific and technical vocation, and the digital implementation.

COMPETITIVE ADVANTAGES

- Improves the knowledge and teaching skills of professors.
- Enhances the education assignments through advanced functionalities as real cases' creation and new contents.
- Virtual simulation of real situations by applied games that strengthen students' learning.
- Innovative work methodology that integrates content editors, automatic correction techniques, repositories of graphic elements that allow non-experts in the field to create these different situations and present them in a more attractive way.
- Approaches and facilitates the use of new technologies for non-experts



TIME-TO-MARKET

TRL 9

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