

International competition

city twinning
Make-IT
Digitaltalente
Berlin 2022

Beijing - Paris - Vicenza - Hengelo

Senatsverwaltung
für Integration, Arbeit
und Soziales

BERLIN



 **GFBM**
AKADEMIE
INTERNATIONAL EDUCATION



Make-IT

Digitaltalente

sustainability

innovation

mobility

The right connection between innovation and sustainability is an important basis for successful corporate development. The automotive industry and building technology in particular have shown how important it is to adapt to changes in the working world in time.

Trainees and students, with their creativity, their perspective and their digital skills, can provide important impetus. The international competition Make-IT Digitaltalente wants to offer companies and their trainees a platform to prove their performance. At the same time, we want to show how innovative education can be today.

Therefore we are looking for training projects that have been implemented or are in the process of being implemented to show how creative and diverse training can be today in relation to digitization.

competition

smart cities

Smart cities refer to networked intelligent systems in building technology, operating technology or traffic control by using intelligent devices.

Networking and evaluation of data enables more effective coordination or evaluation of processes. In this way, the processes can be controlled, recorded and processed in a complex manner on notebook, via mobil devices or via the internet.

Whether in autonomous driving or in quality control, the basis for an intelligent system is the recording and processing of digital data, for example by sensors or actuators.

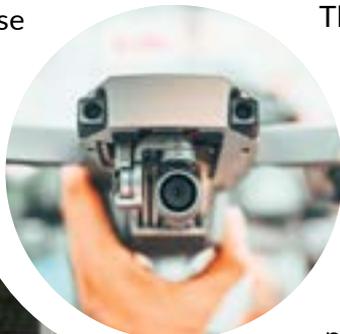
An effective interaction of processes also promotes the sustainable use of resources and enables data exchange among each other.



In the competition we would like to take up this idea in the smart cities category. We are looking for projects that actively deal with the topic of digital networking and data analysis.

This can affect both, the evaluation and optimization of work processes or procedures, or as well the development of new mobility solutions.

Innovation, sustainability and digitization often start small. Analogue processes experience a new appreciation through sensors, mobility and technology are reinterpreted through big data analysis.



possible topics

- » Optimization and digitalisation of existing work or production processes
- » Networking of existing systems and equipment with additional sensors
- » Data evaluation and networking of different data sources



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augmented

virtual

digital

Virtual worlds and the use of artificial intelligence are fundamentally changing the way we work and live. Through Google, Amazon and Co., dealing with intelligent systems has already become familiar for us. But what about companies, how can work and learning processes be designed digitally?

Whether digital prototyping, artificial intelligence in big data evaluation or the use of virtual reality, digitization is already an integral part of many work processes. Dealing with digital media is a self-evidence, especially for young people. They grew up with digitalization and can use their perspective to provide important impetus for redesigning production and learning processes.

The international competition Make-IT Digital Talents wants to make this potential visible by presenting their ideas and projects to an international public.

competition extended reality

Extended reality makes it possible to simulate processes, to make procedures visible and explainable. This allows difficulties to be identified in time and complex solutions to be developed at all.

At the same time, extended reality can be used to qualify employees, to simplify the control of complex processes or to realize operations more user-friendly.

Virtual reality (VR), augmented reality (AR), but even computer games (serious games) and intelligent applications make it possible to simulate complex work processes and to design training courses close to reality.



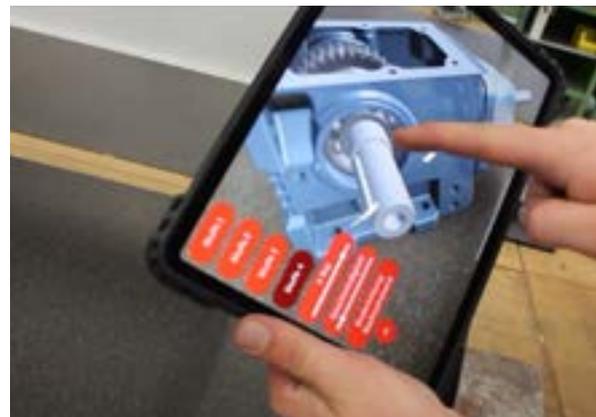
In the competition we would like to take up this idea in the extended reality category. We are looking for projects dealing with visualization of learning and work processes.

It can be a self-designed VR or AR scenario, as well as a self-developed educational game, or a supported work based training process. Even self-developed apps or user interfaces, making it easier to control or illustrate complex work processes, for example in the field of data analysis and data evaluation, fall into this category.



possible topics

- » Self-developed digital learning tools to qualify employees for specific activities
- » Digital twins to simulate or control real work processes
- » Own applications in the field of process control





Make-IT

Digitaltalente

international

award

2022

The international Make-IT Digitaltalente competition is aimed at trainees and students, who are actively involved in digitization for job orientated solutions by developing their own ideas and concepts.

This does not necessarily have to be a big deal, small things in particular can often have a bigger impact. Whether the development of a digital learning concept, the development of a program for data processing, error analysis or the programming and design of a digital interface, almost anything is possible, as long as the project was implemented or is still be implemented between January 2021 and June 2022.

The best projects will be presented at the **international award ceremony in autumn 2022.**

competition conditions

Both, individuals and teams can take part, provided that the participants have not yet exceeded the age of 30. All projects, realized during a vocational training, as part of a further education or a bachelor's degree in the period from January 1st, 2021 to June 30th, 2022 can be submitted.

Each project can only be submitted in one of the two categories, smart cities or extended reality, and must deal with digitization in work or learning processes. Support from trainers and teachers is expressly desired.



Exchange is important to think outside the box. The competition is taking place as part of the international city twinning, initialized between Berlin, Beijing, Paris, Vicenza and Hengelo.

award

An international jury, made up of representatives from companies, universities and vocational training, evaluate the works and award the prizes. Particular value is placed on the professional reference, the innovation and the sustainability of the projects. Prize money of €10,000 awaits.



Digitization also means thinking globally about work processes and employee qualification. With the competition, we want to promote cross-border exchange in particular to give young people, but also companies, an impression of training and working methods in different countries and societies.



submission

- » Project description to explain the approach of the project
- » Presentation with a maximum of 20 pages presenting the idea, the approach, the development and the result of the project
- » short video for project presentation



Make-IT Digitaltalente

information

<https://make-IT.berlin>

Wettbewerb 2021

registration

registration form

Forum II

registration deadline
30.06.2022

submission deadline
30.09.2022

imprint



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