

HACKATHON

IoT & Game

7-8 June 2018

📍 University of West Attica, Campus 2

Dep. Of Electrical & Electronics Engineering Building Z, 208,
215, Bulding A, Amphitheater Chatzinikolaou P.Ralli & Thivon
250 street, Egaleo, Greece, GR12244

GENERAL INFORMATION

Learning Games are a hot topic in educational environments and by providing tools from 3 Projects we expect that smart ideas will flourish that make use of the most relevant technologies such as affective-emotion based learning, IoT, Citizens involvement technologies and technologies for safer communities.

If you are interested in technology this is the place to be!

WHY TO PARTICIPATE

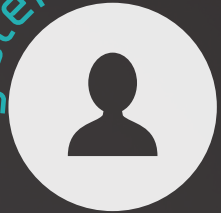
- an opportunity for participants to learn something new.
- a space and a time for participants to make headway on problems you may are interested in.
- to get a prize!

DO I NEED TO HAVE PROGRAMMING EXPERIENCE?

Java, Python

Code the IoT Hackathon

Register



Registration deadline
29/05/2018

DO I NEED TO BRING ANY DEVICE:

- necessary software and hardware will be provided at the event;
- take out your laptops and dive into problems.

DO I NEED TO GET PREPARED:

Three training webinars will be provided before the event:

- 29/05/2018 (13:00 CET)
The MaTHiSiS Education Platform
- 01/06/2018 (13:00 CET)
The Learning Game Programming Tool
- 05/06/2018 (13:00 CET)
Increase citizen's awareness through education and IoT.

The link to the webinars: [link to webinar](#)

To enjoy the best possible experience while working with Circuit on your desktop computer, try Circuit Desktop App, Chrome or Firefox.

The AWARD COMMITTEE
will select the winners



PRIZES

- Drone ([Link](#))
- Sport Camera ([Link](#))
- IoT Kit ([Link](#))

ORGANIZERS



SPONSOR



MaTHiSiS, In Life and Trillion projects are
being financed by the European Commission