

YOUTH TECH FESTIVAL

TOGETHER **WE CAN INSPIRE THE FUTURE** GENERATION



November 18, 2023



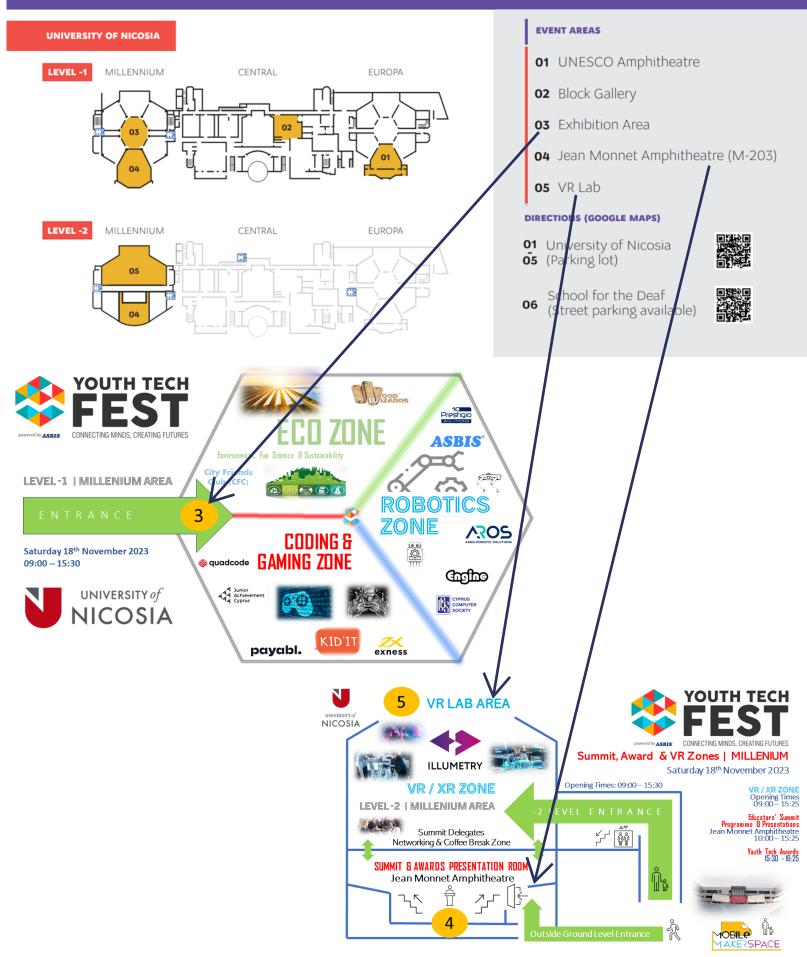
University of Nicosia



EVENT MAPS | ACTIVITY ZONE GUIDES | SUMMIT AGENDA

YOUTH TECH FEST Floor plan







Opening Time | 09:00 – 15:30 Saturday, 18 November 2023 -1 & -2 Levels | Millenium Building University of Nicosia

ECO ZONE (-1 Level/Floor | Millenium Building)



Standard Sta

Y Are you a City BFF, a City BF, or a City Mate?

Take 5 minutes to discover your eco-persona and walk away with a unique, branded prize from City Friends Club! Dive into 10 insightful questions and find out how in tune you are with our Mother Earth



Discover the joy of wood working, crafting with your hands, thinking creatively and at the same time accurately support the world of children's learning. We are specialist design and build natural playground company, creating innovative, highly engineered playgrounds and adventure play areas.

At our activity zone in the YouthTech Festival, participants will have the opportunity to craft their own project which they can take back home with them. Work creating a digger with movable parts or make your own project cars and customise its wheels and body. Then use our ramp to race your car and experiment with different surfaces to see how differently your car goes on metal or on plastic grass and see whether the size of wheels or weight of the car makes a difference.

ROBOTICS ZONE -2 LEVEL | MILLENIUM BUILDING







AROS (ASBIS Robotic Solutions) is the

division of ASBIS Group that specializes in the design, development, marketing, distribution, and services of collaborative and industrial robotic solutions tailor-made for complex needs. Come face-to-face with the latest robotic solutions being implemented currently in the real world and for future needs.



Discover a world of endless possibilities with the Creative Engineering series for girls and. Each epic set can create more than ten incredible models! Connect the Engino motor to bring each toy to life and experience the rip-roaring, high-octane world of helicopters, supersonic jets

and drag racers in full action!

CODING & GAMING ZONE (-1 Level | Millenium Building)



CCS seeks to set high standards among industry professionals, recognizing the impact that Information and Communication Technologies (ICT) has on employment, business, society and the quality of life of the citizen. In collaboration with stakeholders, and with the valuable contribution of volunteers, the Society undertakes activities, events and competitions held for

the benefit of professionals, teachers, students, pupils, and friends of ICT in Cyprus.



Kid IT introduces a new format of technology education for families with children aged 5-12, transforming children from passive consumers of technology into active creators, through the creation of their own products, this is a special emphasis on the formation of a parent community (a networking club through children), these are presentations of children at major

IT - conferences around the world, inspiring excursions to the offices of IT companies for children.



JA Cyprus effectively broadens the canvas of possibility for young people and enriches their ability to both engage in their own economic development and contribute to the strength of their families, communities, and economies. Our programmes and activities welcome students of all ages, from primary school to higher education. The synergy of

entrepreneurial teachers, motivated business mentors and high-quality content are key success factors to the JA student experience. Any student, at any age, should have access to the best opportunities for active participation in business and community life.

Quadcode is an international multi-brand product company majoring in fintech. We run 9 projects in investment, banking and SaaS, each one being a

think tank for industry-unique products: the next-gen trading platform, neobanking, proprietary trading and education, and more.

VR / XR ZONE -2 LEVEL | MILLENIUM BUILDING



It is hard to engage today's children in the old-fashioned learning experience. We offer the ultimate XR solutions for education that captivate and hold students' attention on even complex subjects enhancing teaching methods.

ILLUMETRY

Outdoor Zone (Outside Central Building)



Youth Makerspace offers young people the opportunity to have access to high-end technological equipment that will enable them to develop their business ideas and put them in practice. Makerspace venues contribute to the democratization of design, construction, engineering and education. Through their distinct learning philosophy,

they empower young people on multiple levels: technology, handcrafts, creativity, construction, etc. In Makerspaces, young people have the chance to share and implement their skills and knowledge, boosting their vast potential of creativity.

Interactive Activity Shows & Activities for Kids

11:30am | Nutty Scientists & the ICE AGE show!

Where? -1 Level Millenium Building | 'Red' Amphitheatre



Help our scientists overcome incredible challenges within the secret forest of Merlin the Wizard by performing amazing experiments! You'll learn about the amazing properties of CO2 and dry ice, as well as sublimation, chemical reactions, pressure, density, weight, osmosis and more!

Experiments include:

• A Dark Mist

Fill the Bottle

Rising Bubbles

- The High-Pitched Ladle
- Boom!
- A Foam Bath

and more..



12:00pm | Is Gaming Safe? by payabl.

Where? -1 Level Millenium Building | 'Grey' Amphitheatre



Join Diana Yudina, Head of Risk Operations at payabl. as she explains the lurking threats that gamers face and equip attendees with practical tips to ensure a secure and enjoyable gaming experience.

12:30pm: Open-to-All Break-Dancing Workshop & Performance

Where? UNIC Outdoor Amphitheatre (Central Building)









Join Endless Breaking Studio (Home of Bboys/Bgirls & Dancers in Larnaca) and pick up some dance moves and choreography.





Saturday, 18 November 2023 Jean Monnet Amphitheatre, UNIC

09:00 - 09:55 ARRIVAL AND REGISTRATION

10:00 - 10:05 **WELCOME**

By **Elpidoforos Anastasiou** Event Chairman, Pascal Space

10:10 - 10:30 ESSENTIAL EDTECH AND SCIENCE EDUCATION TRENDS: MAKING LEARNING EXCITING, ENGAGUNG AND ENJOYABLE

By <u>Siarhei Kostevitch</u> CEO, ASBIS Group, <u>Nikos Isaris</u> Deputy Head of Representation, European Commission, <u>Costas Sisamos</u> Managing Director, ENGINO, <u>Yulia Tarasova</u> Co-Founder KidIT

10:35 - 10:55 SAFETY IN CYBERSPACE: BUILDING SOCIAL AND EMOTIONAL COMPETENCIES

By <u>Andreas Constantinides</u> Manager of Professional Services, Odyssey Cybersecurity

- 11:00 11:30 NETWORKING BREAK!
- 11:35 11:55 THE STEAM PROFESSIONALS OF THE FUTURE: PROVIDING TOOLS FOR CREATING CHANGE AND EMBRACING INNOVATION

By Tariq Hussain Global STEM Education & NXplores Lead, Shell

12:00 - 12:25 DIGITAL LEARNING - ENABLING ACCESS TO QUALITY EDUCATION IN HOSTILE ENVIRONMENT

By **Siarhei Kostevitch** CEO, ASBIS Group

12:30 - 12:55 THE IMPORTANCE OF DIGITAL EDUCATION IN EUROPE

By Jane Richardson Senior Director EMEA, Oracle Academy, <u>Dr.</u> Andreas Vlachos Fmr.Growth Manager, Binance, <u>George</u> Danos President, Cyprus Space Exploration Organisation, <u>Alexander Popov</u> Global Head of Talent Acquisition, Quadcode, <u>Benyamin Ahmed</u> Programmer and NFT Phenomenon, <u>Christina Shailas</u> CEO, Gear Education - Google Education Partner

13:00 - 14:00 LUNCH NETWORKING TIME!

14:00 - 14:20 THE COMING IMPACT OF AI ON TEACHING AT SCHOOL: EQUIPPING CHILDREN AND TEACHERS WITH CRITICAL AI LITERACY

By Mike Lloyd Founder, learn-tech.io

14:25 - 14:50 ADVANCING EDUCATION WITH AI

By <u>Dr. Demetris Trihinas</u> Assistant Professor, Department of Computer Science, UNIC, <u>Prof Ioannis Katakis</u> Co-Director, UNIC AILab, <u>Prof Charalambos Vrasidas</u> Co-founder and Executive Director, CARDET, <u>Dr. Michalis Agathocleous</u> Director of Artificial Intelligence & Data Science, AC Goldman Solutions, <u>Prof Athena Stassopoulou</u> Head of Computer Science Department, UNIC, <u>Christina Shailas</u> CEO, Gear Education - Google Education Partner

14:55 - 15:20 STEAM FOR ALL

Moderated by Juliana Saavedra Founder & CEO, Appreci Maria Lavithi Howard CEO, MGD Heroes Made, <u>Thomas Kaiser</u> Founder, Wood Wizards, <u>Thekla Paschali</u> CTO, payabl., <u>Anastasia</u> <u>Liopetriti</u> Co-founder, Girls in STEAM Academy

15:30 - 16:25 THE AWARDS CEREMONY

By Youth Tech Fest Executive Committee

16:25 - 16:30 **CLOSING KEYNOTE**

By Sean Alimov Founder, Youth Tech Fest

YOUTH TECH FEST Floor plan



