

What's new? We have been facing the biggest global health problem, now potentiated by the

political crisis – the war in Ukraine (a multi-dimensional disaster with unknown limits)

Simultaneously, we have to deal with climate change, biodiversity loss, digital transformation and aging population (2019 - 1 in 11 people are over 65; In 2050 - 1 in 6 will be over 65)

For the future of democratic societies, sustained growth, entrepreneurship &

employment, the world strongly needs the solution for this equation:

education + research + innovation

HIGHER EDUCATION

In particular
Engineering Education

What means Innovation in Engineering Education

Old Needs

- HEIs offering continuous teaching development
- Teaching activity recognition
- HES supporting the HEIs on those perspectives

teachers are expected to use available tools to create their own pedagogy adequate to each one of their topics

Therefore

-> those are beyond technology

But technology brings very interesting and powerful helps &&&&

Incorporating the best cognitive tech tool doesn't solve the teaching problems

But technology brings very interesting and powerful helps &&&& NOW, many of us are sensitive to the use of technology!

LIM Goals – slide recovered from 2019

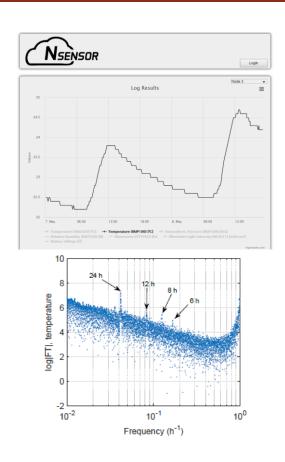
• empowering the developed modern online experimentation resources to

support coursework and familiarizing students with IoT

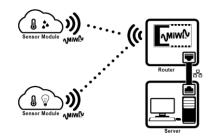
19 years linking experimental engineering education and R&D activities

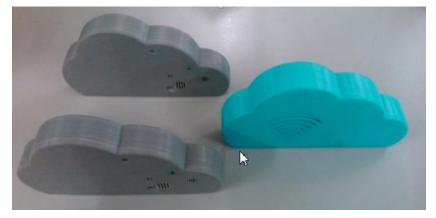
- intensifying experimental activities in multidisciplinary areas such as engineering, medicine, nutrition, rehabilitation, sports, and multimedia, involving students/researchers/experts from these varied disciplines
- exploring project-based learning, mentoring and coaching approaches involving MSc & PhD students, and granted graduated, final projects, and also younger learners in formal, non-formal and informal learning strategies

Examples of Past Works @ LIM



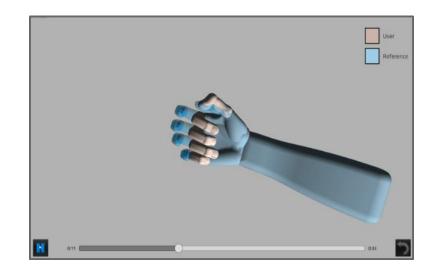
Wireless environment monitoring system





Examples of past works @ LIM

Instrumented glove in virtual environment (CORe) for distant rehabilitation



14 flexible sensors (4x3 + 1x2)

Accelerometer and IMU

Wireless Communication



Examples of past works @ LIM

Reading Acquisition Problem

Understanding this new problem to develop an interactive game



The Role of ICT in Engineering Education

The use of technology in EE is of paramount;

I totally subscribe that students need to know the technologies they will find in their future working environment – **let's use them!**

online experimentation (remote, virtual simulators, virtual and augmented reality applications, cross reality, and all the supporting hardware for those technologies - headsets, sensorial gloves, haptics, mobile devices), image recognition, data analyses, Machine learning, ... are everywhere



YES!

WE NEED FACING THE

CHALLENGES BUT

THESE ARE NOT NEW

