

ISE Open Innovation Challenge 2023: Catalan Corporations and their challenges

Meet the Catalan Corporations at the ISE OIC 2023 and learn about their challenges

On line

15th December 2022

15:00– 16:00

Welcome & Introduction, Ana Simon, International Open Innovation and Disruption Manager

ISE Open Innovation Challenge 2023: How to participate? Lurdes Mochales, International Open Innovation Team Leader

Corporations' challenges:

ADDITIO

1. Personalization of learning through the recommendation of content based on the academic data of the students.
2. System for early detection of school dropout and absenteeism.

Jordi Corominas, CEO & Founder

ANTAIX

1. Creation of a training program on the use of 3D software, presentation of VR projects, mailing of orders to Antaix and assembly of furniture.
2. Representation with holograms of furnishing projects that we can now present in Virtual Reality (Support point of sale).

Joan Gaya, Exports & Innovation Director

BMAT

1. Low-cost multi-channel encoder solution with automatic detection of video and audio signal quality issues
2. Universal web-based remote-control device for set-top boxes/decoders with IR interface and management web tool for the network of decoders
3. Low-cost custom Linux-based computer appliance for audio monitoring in public spaces

Gonçal Calvo, Head of Innovation

Corporació Catalana de Mitjans Audiovisuals - CCMA

1. Looking for an innovative solution based on automatized image and/or text analysis to process data tagging.

2. Machine Learning and Music Metadata automated process.

Josep Maria Carmona, Engineering R&D&I Project Manager

FUNDACIÓ DE RECERCA SANT JOAN DE DÉU

1. Sign in APP: an innovative way to increase an emotionally balance work-force

2. A way to reduce anxiety and stress in paediatric patients and families during the waiting time in the emergency box to have a better experience.

Sara Bayés, Programme Coordinator

KAVE HOME

1. Digitalization of the sale of furniture process via product configuration software

2. Digital signage in stores

3. Multi touch customer experience

Francesc Julià Ametller, Managing Director

KIDS&US

1. Augmented reality (AR) proposal

2. Digital certificates using blockchain technology

3. Text-to-Speech (TTS)

4. Analysis of emotions from images or videos

Marta García, CEO

KRISKADECOR

1. How can we help the customer to customize the project with medium/digital tools?

2. How can we add value to our product by applying new technologies?

Xisco Fernández Sigüenza, Design and Innovation Manager

SUARA COOPERATIVA

Projects that promote mental health and wellbeing by creating more sustainable communities that improve people's lives.

Mohamed El Amrani, Head of Innovation at Suara Cooperativa

Q&A – Closing