OpenEducation
Challenge

Innovation
in education
starts here

In partnership with   European Commission

Rise of #Code

Phase 3 Results

Global score

57

Your global score consists of the following components:

Idea and context	Technology	Business model, finance and corporate	Team
17,5	**11**	**11**	**17,5**

Comments from Evaluator 1:

The project is an important one as it focuses on coding for young people. the approach is to organize workshops in school bringing trainers to tech classes. They compete with a big non profit organization: Kennisnet. The importance of workshops makes the whole approach not as sustainable as expected. How will they finance the workshops? They mention governments and big companies as part of their social responsibility projects. It is unclear whether their arguments and degree of innovation are enough to convince them.

Comments from Evaluator 2:

Although not in a truely innovative way (workshops), their proposal addresses a relevant issue that is much needed in the Netherland as in many other EU countries (or the rest of them). Scalability is not a doubt from the need perspective but from the business. Can their curriculum be franchised, for example? Since each country has really different structures when it comes to school systems, etc. it may be an option for growth -and selfemployability, an opportunity for being lean-. Also, is it a way to gain time and to be in other markets before eager competitors quickly imite or copy what you do? They only mentioned to expand to other countries with no more than 3 staff members to stay lean, which is very reasonable. Are franchises reasanoble? Other options? Also, it remains unclear if they are also thinking about training to teachers and the role of 'university ambassadors'. The team sounds skilled and dedicated. However,they are needing more skills to build up the above mentioned curriculum (even when Katie's experience is an asset).