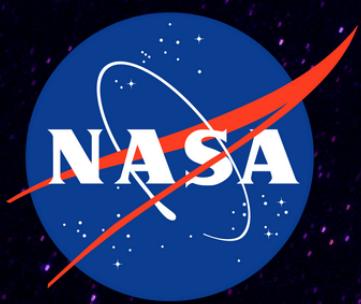
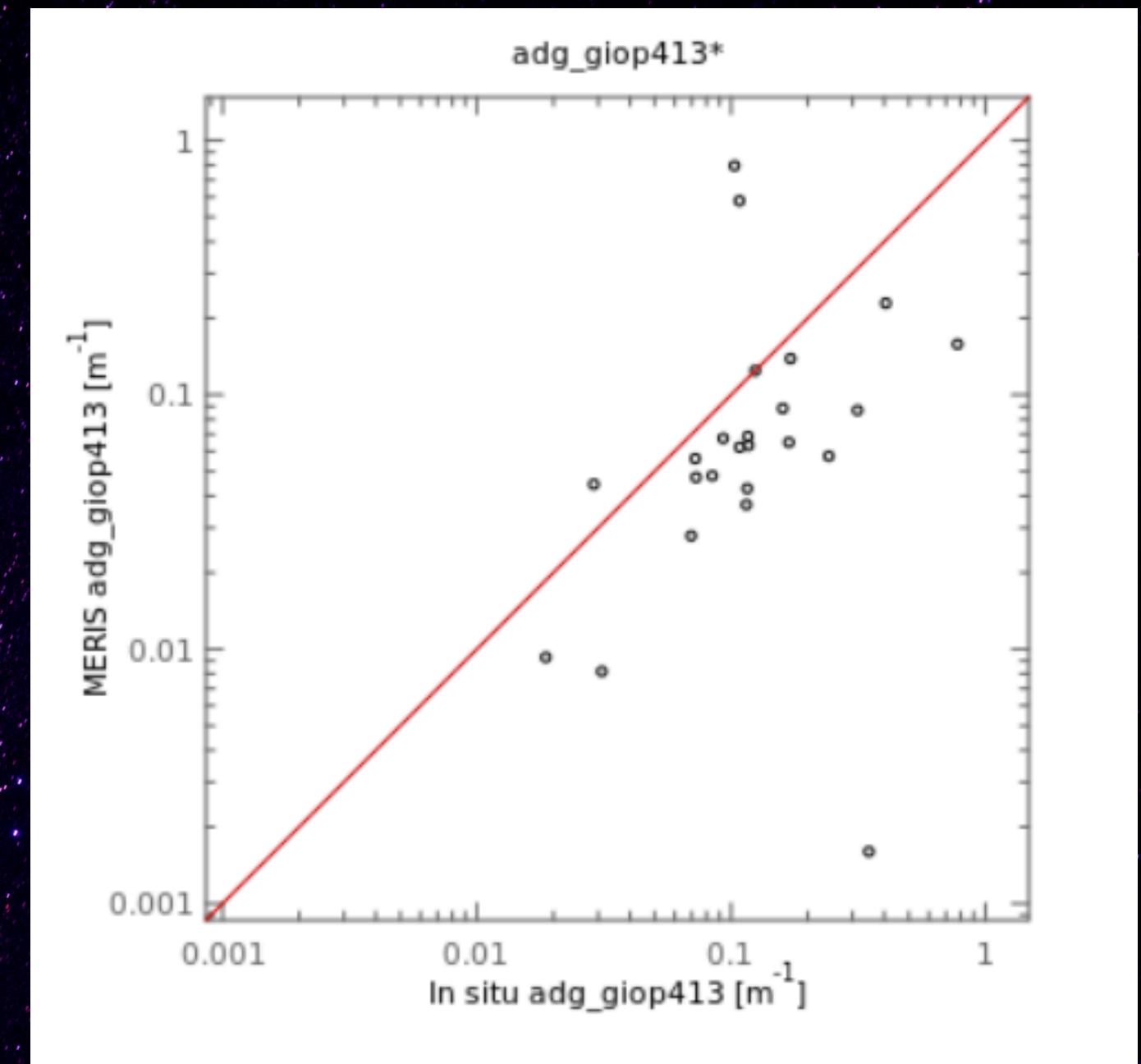
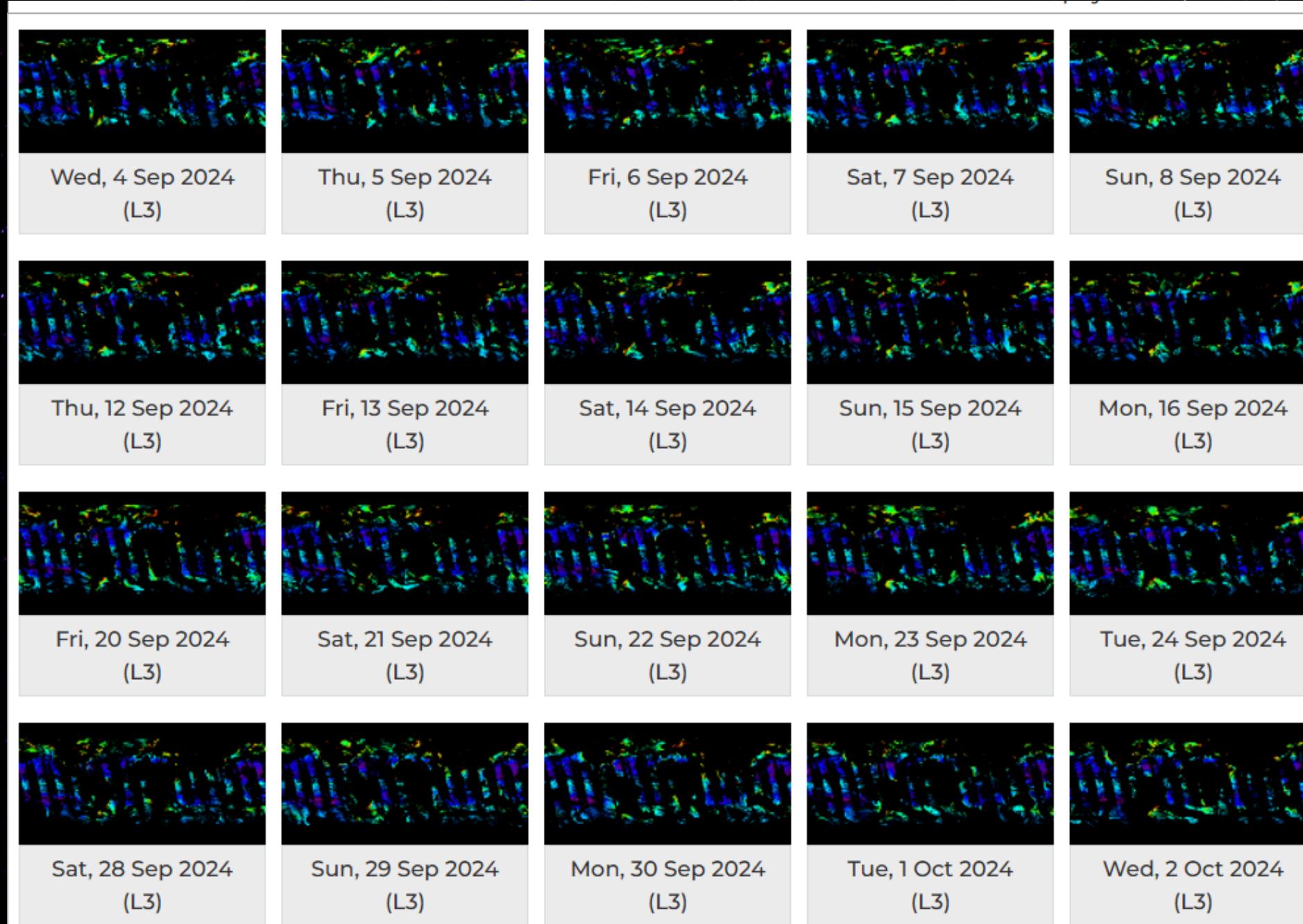


LAB
TO
LEARN



WHAT'S THE PROBLEM?





WHAT IS PACE?



01

Plankton



02

Aerosol



03

Cloud



04

ocean
Ecosystem

PLATFORM

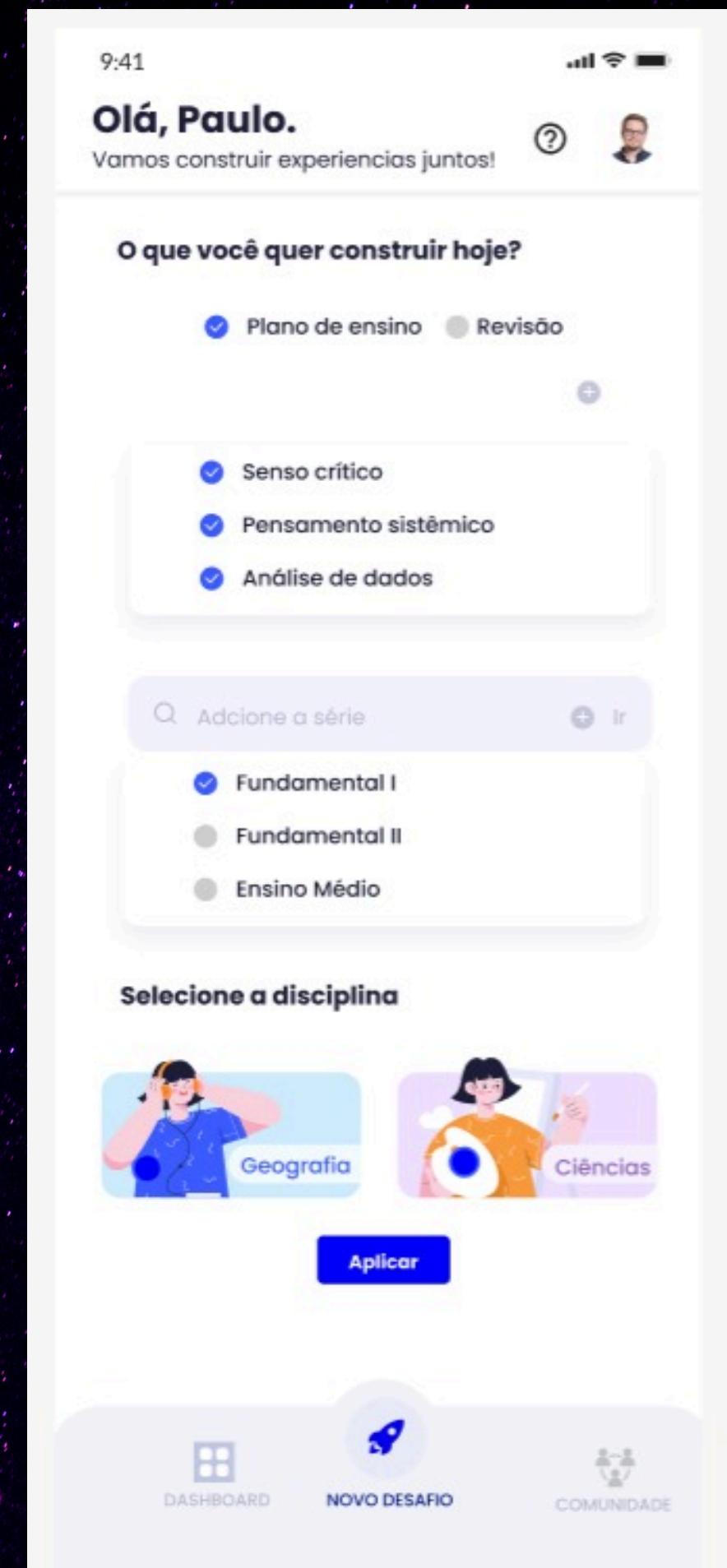
- GAMIFICATION
- STORYTELLING
- CHALLENGES AND REWARDS
- DYNAMIC LEARNING
- ENGAGED COMMUNITY



HOW DOES IT WORK?

- CURRICULUM BY COMPETENCE
- LEVELED LEARNING
- INTERDISCIPLINARITY

<https://www.figma.com/design/IDyQBO0DAbjE2QU16bHGS7/Hackaton-Nasa---baixa-fidelidade?node-id=102-3&t=ZdrrrUcdvMXpf6RK-1>



COMMUNITY AND DASHBOARD



LAB
TO
LEARN

IT'S A TREND!

SCHOOLS ARE INCREASINGLY DIGITAL,
USING TECHNOLOGICAL TOOLS TO
IMPROVE LEARNING.

Educação de Goiás se prepara para ampliar uso da
Inteligência Artificial como aliada no trabalho
pedagógico

Compartilhar

Última Atualização em 1 de outubro de 2024

Categoria Notícias



LAB 2 LEARN

OUR BUSINESS MODEL IS B2B2C AND B2G,
HAVING SCHOOLS, PRIVATE COMPANIES AND
THE GOVERNMENT AS CUSTOMERS, OUR
MONETIZATION MODEL IS BY MONTHLY FEE
FOR SCHOOLS, OPEN SOURCE FOR MORE
MATURE RESEARCHERS AND SPONSORED FOR
COMPANIES THAT WANT TO SOLVE SPECIFIC
PROBLEMS