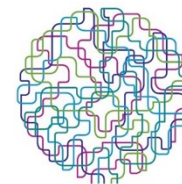ICTURKEY
ISTANBUL 2016

Megaprojects
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This presentation is for

☐ **Workshop 1** Big Data and Content

Description of the Organization

- **Megaprojects** has been established in 2009, by a team of experts in Business Development, IT Management, Greek National Investment Programmes and European Commission co-funded Projects. Megaprojects personnel have experience in multinational consortium complex projects since the dawn of the year 2000. The cooperation in multinational projects has given us the opportunity to create a vast network of contacts in many economic sectors and work with a variety of company types and sizes.

- **Megaprojects** creates innovative, enduring solutions in demanding and complex sectors by following a unique, cross-disciplinary approach to clients' challenges, ensuring the right balance of expertise and real world experience across business strategy, public policy, organisational capability and digital strategy and capability

- **Megaprojects'** digital strategy enables SMEs to capture the business benefits of digital initiatives across areas such as process optimization, new market exploration, customer intelligence, new products, innovation, collaboration and new customer/marketing channels.

- Our team combines digital expertise with organization change to deliver digital strategy and capability programs that really work. We are experts at working collaboratively to link people, technology and strategy to deliver great business outcomes.

Description of our research interest
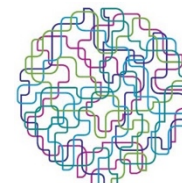
- Megaprojects' digital strategy enables SMEs to capture the business benefits of digital initiatives across areas such as process optimization, new market exploration, customer intelligence, new products, innovation, collaboration and new customer/marketing channels.

- Wireless sensors generate data (often Big Data) which can be stored and analyzed either on site or in the cloud. The range of smart devices found in schools today includes: eBooks and tablets; sensors in the hallways, entrances, classroom spaces, and buses; all sorts of fitness bands and wearables; virtual and augmented reality headsets; robots; video sensors; smart displays; smart lights; and smart locks, to name a few.

- The growing streams of school and student-related data create the opportunity and the challenge to provide a more personalized student learning experience, while controlling costs. Learning from the patterns of highly successful students could benefit the entire student body.
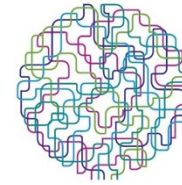
- Objectives:
    - to exploit commercially the Unique Selling Points of the Qtales Platform
    - to use the Qtales project results in the school / elearning environments in a creative way, using innovative Big Data technologies.

- Expected results
    - A unique and powerful 3D e-book authoring tool with an intuitive interface based on the awesome Unity 3D game engine.
    - A collaboration platform for children, parents and teachers
    - The creation of Qtales communities of professional and amateur writers, graphic artists, voice actors, musicians, sound experts etc.

Consortium - profile of known partners *(if any)*
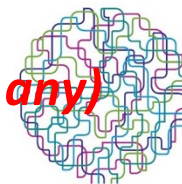
No	Partner Name	Type	Country	Role in the Project
01	Omega Technology	SME	GR	Unity 3D Experts
02	Galway University	RTD	IR	Pedagogy Experts
03	Real Group	SME	UK	Human Computer Interaction Experts
04				
05				
06				
07				
08				

Consortium - required partners

No	Expertise	Type	Country	Role in the project
01	Big Data Algorithms	RTD		Big Data Research Centre
02	Big Data Software	SME		Big Data Technology Provider
03	School	School		User / Pilot
04				
05				
06				
07				
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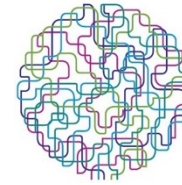
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