

delina Innovation Award: 12 nominees revealed

Ceremony at LEARNTEC on May 7, 2025, will recognise achievements of digital education pioneers

Karlsruhe, 19 February 2025. With the delina Innovation Award for Digital Education, Messe Karlsruhe honours companies, service providers and learning institutions for ingenious educational offerings. The award is presented at LEARNTEC - Europe's most important event for digital education - across four categories: *Early Childhood Education and Schools, University, Education and Training, and Society and Lifelong Learning.*

A jury of 16 experts from companies, universities, schools and corporate training will review the applications and announce the category winners at LEARNTEC on May 7, 2025. The spectrum of submissions ranges from AR and VR visualisations to gamification and AI-supported learning platforms.

Digital learning expert, delina co-organizer and jury member Sünne Eichler says: 'The delina is an important award as it proves that great projects are being realised along the life-long journey of learning. Of course, we are currently seeing the strong influence of AI and VR in project submissions but personalised learning support is also playing a major role, which makes me particularly happy.'

Nominees at a glance

Category: Early Childhood Education and School

Arolsen Archives

The educational platform 'arolsen school' of the Arolsen Archives, the international centre and archive on Nazi persecution, enables interactive multimedia learning experiences both in the classroom and remotely: Pupils are made aware of history and encouraged to engage in critical dialogue about current social issues. It offers various modules such as interactive quiz formats, interviews, search games and surveys.

PHYWE Systeme

Using augmented reality to visualise invisible scientific phenomena is the aim of Phywe. Complex scientific concepts, in particular, can be grasped intuitively by pupils through AR visualisation, making them easier to understand.

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Tutoring for All (in cooperation with InSL e.V.)

The “Lesen mit dem Turbo-Team” tutoring programme enables schoolchildren to read in small groups outside of the classroom in a fun way. At the heart of the programme is a powerful digital platform, with a ‘high-impact tutoring’ approach designed to help children make learning progress of up to 6 months in just 6-12 weeks.

Category: University

OTH Amberg-Weiden (in cooperation with 3spin Learning)

The VR-based Edu Escape Room focusing on the culture, politics and society of the 1920s was designed and realised as part of a student’s master’s degree in educational technology. The Escape Room’s target group is Year 9 history students.

Technische Hochschule Aschaffenburg, head of the project AdLer (in cooperation with Hochschule Kempten)

The AdLer (Adaptive Digital Learning Spaces) project offers students interactive study based on the principles of game-based learning. An authoring tool supports lecturers in creating virtual 3D learning environments - for face-to-face or purely digital teaching, or blended learning.

Universität Kassel & Fachhochschule Bern

LegalWriter primarily supports newcomers to law in writing convincing case solutions by combining the strengths of human expertise and artificial intelligence. Through AI-based feedback, LegalWriter specifically addresses the individual mistakes of learners and supports them in developing compelling and precise legal arguments.

Category: Training and Further Education

Festo SE & Co. KG (in cooperation with ePlayces /OEGD)

This serious game in the form of an online escape room aims to provide access to the topic of quality awareness while also promoting problem-solving skills, communication and collaboration. The escape room can be played in all Festo languages and be used by 20,000 employees worldwide.

Hessische Landesfeuerweherschule (in cooperation with Cininet)

In a serious game (VR and desktop application), users learn skills for real-life situations. This game can be played by both individuals and groups, and

includes structured feedback on the completed operational scenario, which gives learners significantly increased confidence in their actions.

vhw-Bundesverband für Wohnen und Stadtentwicklung e. V. (in cooperation with Paixon)

The Micromate learning assistant is aimed at employees of public authorities and uses chat-based microlearning to teach job-specific content through short quizzes. Learning with Micromate in dialogue form is self-explanatory, interactive, personalised and fun. During the learning process, Micromate analyses learning behaviour and continuously adapts to each individual user.

Category: Society and Life-long Learning

Filmboard Karlsruhe e.V. (in cooperation with Hochschule Karlsruhe - Institut IIIX)

Immersive VR film project 'In the labyrinth of democracy: Find your way!' offers young people an intensive and interactive experience in which they are introduced to the principles of democracy through virtual reality (VR). Through the immersive experience and the active decision-making processes in which the young people participate, democratic values and processes are brought to life and made tangible.

gamelynk.io (in cooperation with Institut für Romanistik - Universität Kassel)

The Brains n' Bullets shooter is designed to help game-savvy learners become more motivated to memorise content. The game enables pupils, students and other learners to learn vocabulary and other flashcard content autonomously for lifelong learning independent of educational institutions. The learning content is variable too.

Spotlight Secrets

Spotlight Secrets offers digital scavenger hunts that combine knowledge, fun and city exploration: A city tour through Bonn in the form of quizzes via WhatsApp conveys the history and culture of the city using riddles and stories in a fun way.

About LEARNTEC

LEARNTEC is Europe's largest event for digital education. Decision-makers from industry, consultancies, retail and sales as well as schools and universities come to Karlsruhe every year to find out about and exchange information on the potential of digital learning. The LEARNTEC congress provides practical knowledge over three days. Open-space sessions and panels encourage dialogue between speakers and participants.

Further information is available online at www.learntec.de