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JOIN US!

SCUOLAB
limitless education

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limitless education

our mission:
education
without bundaries

Scuolab aims at building a bridge between cutting-edge technologies and Schools that are ready to welcome and support change through the introduction of innovative and inclusive educational solutions.

Integrating in a simple, effective and sustainable way innovative physical spaces and digital environments, we have gathered in a single platform a suite of solutions that use the state of the art technology to provide teachers and students with tools accessible at any time and from any place

our philosopy

Design with teachers for teachers
We use technology to support educational processed. In order to achieve this goal, we develop solutions in co-operation with teachers and education experts

Be flexible
We use technology to help creating flexible instruments, that teachers can use to personalize theri students' learning journey, with and inclusive and collaborative approach

Engage students
We use technologies to engage students in interactive experiences of learning, developing a new level of connection between them and their teachers as well as among peers

Remove limits
We use technologies to rethink places and ways of learning, in order to remove economic, physical, mental barriers

our goals

CONNECT   COMMUNICATE   COOPERATE   CREATE

Our Solutions

StemLab

Dixit

EduMat

MicroLab

ClassMate

A.I. Lab

StemLab

STEMLAB gives access to a suite of educational labs that use Virtual Reality to provide teachers and students anytime and anywhere a set of over 70 laboratory experiences available in 5 languages for the strengthening of STEMs-related skills for secondary schools.

a lab without limits

STEMLAB removes all physical, mental and economic barriers to learning, allowing students to deepen the knowledge of scientific subjects through unlimited experimentation and real-time results. Moreover STEMLAB gives to students the opportunity to work independently and in total safety, enhancing the effectiveness of the lessons

Experimenting, step by step

All experiments have been developed by teachers and replicate to perfection a real laboratory experience, for students in the presence and online.
Reactions and results of the experiments are 100% realistic, reproducing the evidence of the error and coincide with the ones that would be obtained in a real laboratory equipment.

Approved and Awarded by

esa

Physics

1. Measuring the speed of light with optical fibers
2. Levers: Balance of Moments
3. Measuring the static coefficient of friction with an inclined plane
4. Measuring the coefficient of static friction by drag
5. Measuring the time-period of a simple pendulum
6. Measuring lengths with the caliper
7. Measurement of masses with the scale
8. Verification of the Law of Reflection on a plane mirror
9. Verifying the Laws of Light Refraction
10. The inclined plane
11. Conservation of Momentum
12. Archimedes' Principle
13. Measurement of the focal distance of a converging lens
14. Parabolic Motion
15. Measuring the specific heat of solids
16. Uniform Rectilinear Motion
17. Transformation of gravitational potential energy into kinetic energy
18. Second Principle of Dynamics
19. Accelerated Motion
20. Density Measurement
21. Parallelogram rule
22. Elastic constant of a spring
23. Verification of Boyle's and Mariotte's Law

Science

1. Solar System
2. The Heart
3. The Heart is a pump
4. Levers
5. Reflection
6. Refracion
7. The muscle system
8. The digestive system
9. The skeletal system
10. The nervous system
11. The endocrine system
12. The circulatory system
13. The sound waves
14. The thermal expansion
15. The greenhouse effect
16. The pressure
17. Good and bad heat conductors

discover our lab experiences

chemistry

1. Flame Test
2. Iodine sublimation
3. Separation by Filtration
4. Evaporation of liquids
5. Titration of a solution
6. Crystallization of copper sulphate
7. Proust's Law
8. Chromatography
9. Conservation of the mass
10. Density of substances

Eletronics

1. Verification of Ohm's First Law
2. Kirchhoff's first law
3. Kirchhoff's second law
4. Verification of Ohm's second law
5. Joule effect of electric current
6. Lorentz's force
7. Operation of a transformer
8. Photoelectric effect and Plank constant measurement
9. Charging and discharging of a capacitor
10. Measurement of the equivalent resistance of two resistors in series and parallel

climate Science

1. Sea Surface Temperature
2. Titration of Oxygen
3. Acid rain
4. Miniature Ocean
5. Ocean Acidification
6. Distribution of greenhouse gases in the atmosphere
7. Greenhouse Gases
8. The Infrared Trap
9. Titration of CO_2
10. Specific Heat Capacity
11. Oceans' levels
12. Measurement of the albedo
13. Spectroscopy
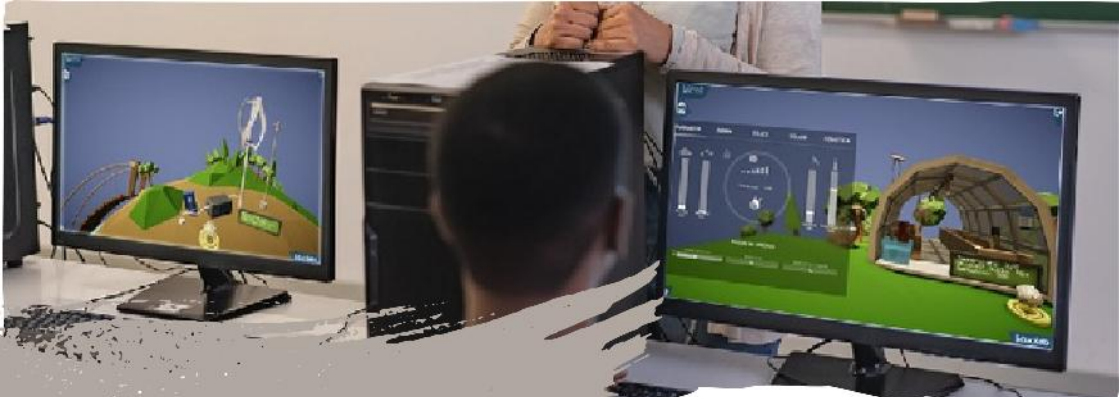
MicroLab

MICROLAB is a coding laboratory for high schools; it allows to program, in a simple and intuitive way, an Arduino board that is able to communicate and manage the different parameters of a virtual environment, the Micro-World.

coding & green transition

MICROLAB is a valuable tool to support the teaching of computer science and allows teachers to transfer the basics of coding in a setting that incorporates some scenarios related to the theme of Green Transition

4 interactive scenarios

DOMOTIC HOUSE


PHOTOVOLTAIC SYSTEM

GREENHOUSE

EOLIC SYSTEM
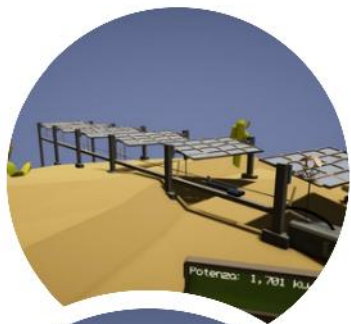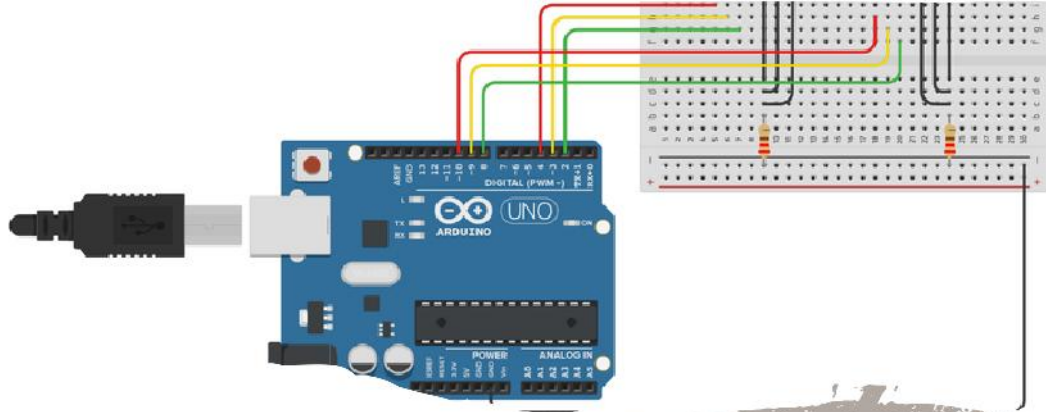
MICROLAB allows communication between simulated sensors within the virtual environment and the previously programmed Arduino Sketch. Then, based on the acquisition and reading of sensor data, the application sends the output data of the Sketch and simulates the operation of virtual actuators in the 3D environment

Take control of your Micro-world
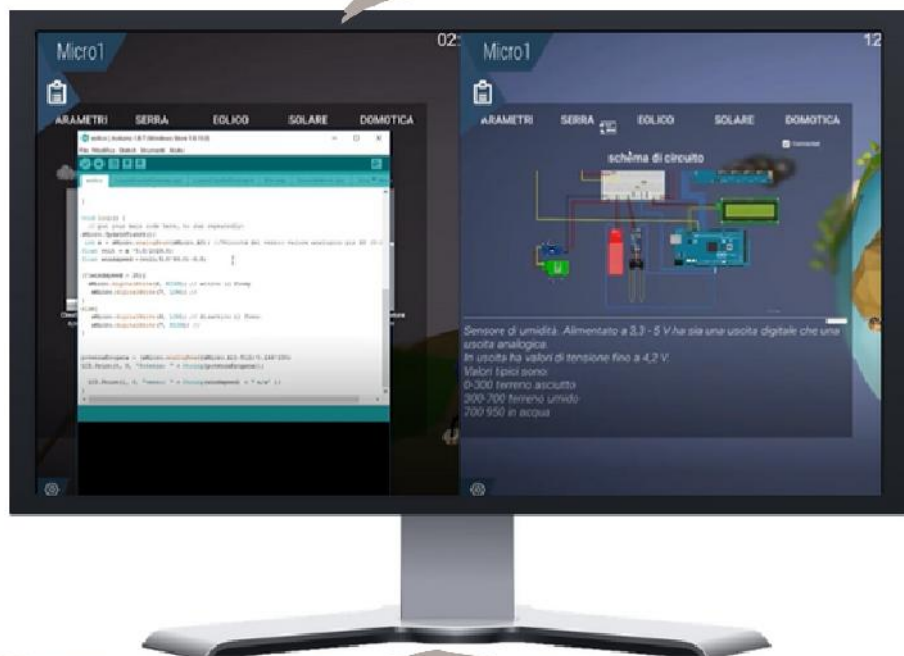
Edumat

EDUMAT is a solution that integrates virtual environments with an interactive carpet, using physical interaction to offer fun and effective educational experiences that promote motor activity and collaboration between kids.

infinite activities

EDUMAT provides different types of interactive experiences and infinite game sessions that the teacher can from time to time configure and save.

Easy and effective

Designed and developed in collaboration with FOQUS FOUNDATION and the educational network "DALLA PARTE DEI BAMBINI", EDUMAT is an hands-on tool that requires just a simple bluethooth connection in order to be used by teachers and kids.
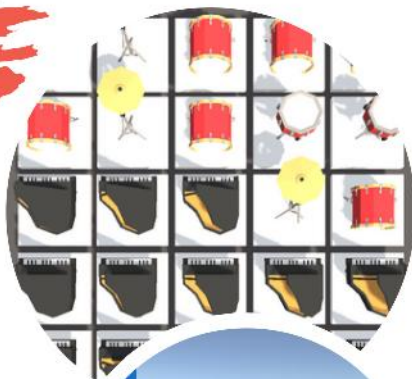
EDUMAT has an "hands-on" approach to problem solving, leading kids to learn through physical movement.

Simply setting up questions and answers through a cloud-based software, teachers are able to set up personalized activities for their students, engaging them in working with numbers, letters, pictures and even sounds in a fun and collaborative way.

design personalized activities for your students

The flexibility of EDUMAT makes it a great inclusive tool even for kids with special educationl needs, who can benefit from the game-oriented approach to learning.

NUMBERS

LETTERS AND WORDS

NOTES AND INSTRUMENTS

PICTURES

sei pronto prof??

Class**mate**

CLASSMATE is an edudroid, created to implement the new hybrid models of learning.
Integrating different teaching and learning applications, CLASSMATE can be set up and trained by students and teacher, becoming a new member of the class.

a new kind of robot

Designed and developed in collaboration with teachers and experts in robotics and Ed-Tech, CLASSMATE is able to interact with the surrounding environment thanks to its equippment of sensors and its empathic skills.

Train your new classmate

Students and teachers can easly train CLASSMATE to be a new study companion.
The training procedure not only gives students the opportity to convey knowledge in a fun, interactive way.
Promoting cooperations with peers and inclusion, CLASSMATE is a useful tool to empower problem solving and communication skills in students
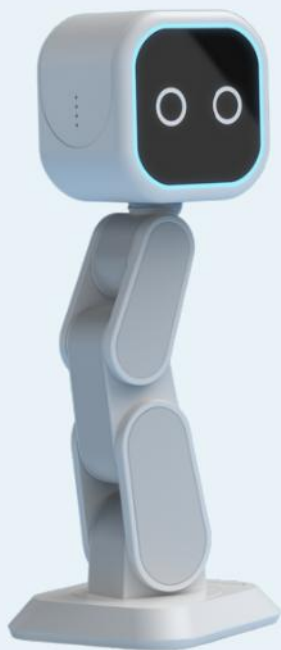
interact in class, train everywhere

CLASSMATE gives teachers and students different educational services, accessible anytime and from anywhere

ROLEPLAY

- TEACH WITH ME
- DEBATE
- KNOWLEDGE CHECK
- LESSON REVIEW

INTERACTIVE STORY

SHARING EXPERIENCES

NEWSROOM

DEDUCTIONS

COMMUNICATES
It interacts through verbal and physical feedback reproducing the dynamics of natural interaction and recognize the interlocutor for a personalized interaction

INCLUDES
Giving the chance to follow the lessons remotely and thanks to the naturalness of the interaction, it supports the learning and the ability of the students to relate, even in the presence of special educational needs

HEARS AND TALKS
Thanks to microphones and sensors integrated with an artificial intelligence algorithm, like a real student, Classmate collects auditory stimuli and responds consistently

THINKS AND FEELS
Classmate è in grado di rielaborare gli stimoli, rispondendo ad essi in maniera appropriata e mostrando empatia attraverso le espressioni

LEARNS AND TEACHES
Integrated machine learning and A.I. systems enable it to learn and transfer knowledge, becoming a support that allows the flexibility and customization of learning paths and information transfer within a heterogeneous educational setting

ScienceLab

SCIENCE LAB gives access to a suite of educational labs that use Virtual Reality to provide teachers and students anytime and anywhere a set of 17 laboratory experiences available in 5 languages for the strengthening of STEM-related skills for primary and middle schools.

a lab without limits

SCIENCE LAB removes all physical, mental and economic barriers to learning, allowing students to deepen the knowledge of scientific subjects through unlimited experimentation and real-time results. Moreover SCIENCE LAB gives to students the opportunity to work independently and in total safety, enhancing the effectiveness of the lessons

Experimenting, step by step

All experiments have been developed by teachers and replicate to perfection a real laboratory experience, for students in the presence and online.

Reactions and results of the experiments are 100% realistic, reproducing the evidence of the error and coincide with the ones that would be obtained in a real laboratory equipment
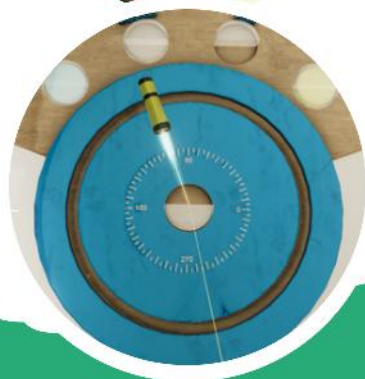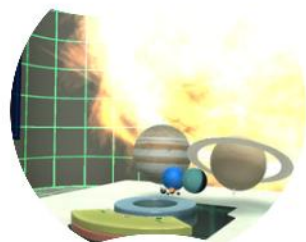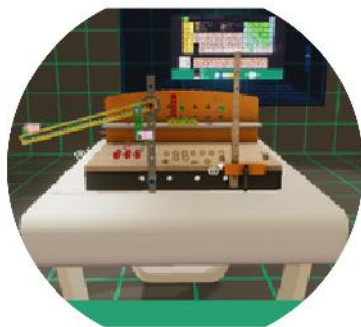
welcome to the lab

1. Solar System
2. The Heart
3. The Heart is a pump
4. Levers
5. Reflection
6. Refracion
7. The muscle system
8. The digestive system
9. The skeletal system
10. The nervous system
11. The endocrine system
12. The circulatory system
13. The sound waves
14. The thermal expansion
15. The greenhouse effect
16. The pressure
17. Good and bad heat conductors

**REAL OBSERVATION**

INTERACTIVE SCENARIOS

COMPLETE SAFETY

DixIt

DIXIT is an educational tool that broadens the concept of virtual laboratory, using innovative technologies, such as avatars and machine learning, to place students at the centre of the process of creation, organisation and transfer of knowledge, as well as empowering their spirit of cooperation and ability in content analysis.

train your avatar

By training a character, you'll give your students a new and alternative way of learning as well as helping them to increase their ability of managing information and process knowledge, having track of individual operating modes
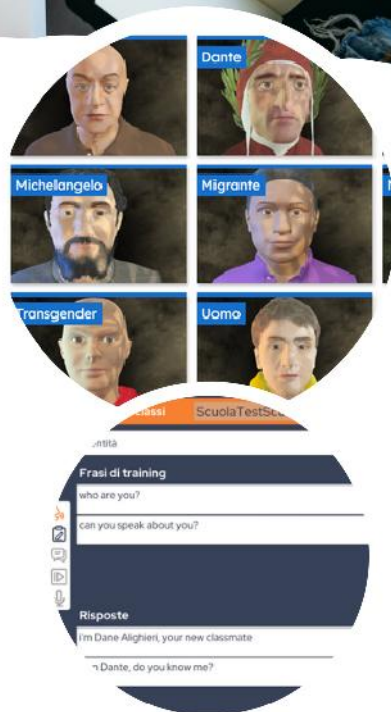
DEVELOPS THE COMPUTATIONAL THINKING

SUPPORTS THE UNDERSTANDING, DECONSTRUCTION AND REWORKING OF SPECIFIC EDUCATIONALFOCUSES

DEVELOPS DIALECTIC AND COMMUNICATIVE SKILLS

A.I.lab

A.I.Lab is a new tool designed to exchange ideas, contents and use cases that implements in a concrete and useful way the current A.I. Engine such as type ChatGPT

Education and A.I.: you decide how it works!

How many times did you ask yourself "How can I use A.I. Technology as a tool of knowledge improvement?" A.I. Lab aims at facing this challenge by creating a community of teachers sharing their own experiences and creating a repository of use cases that represents the many ways the most cutting-edge algorithms can be used in an educational setting.

A.I. Lab let you grasp the potential of A.I., understanding its effectivness, but also its limits.

IMPROVE COLLABORATION

LEARN TO CHECK THE SOURCES

TRAIN YOUR STUDENTS' CRITICAL THINKING

SCUOLAB
limitless education

ITEM	Account	1st Year Price	Following Years Price
STEMLAB	10 teachers + 300 students	3.000,00 €	3.000,00 €
DIXIT	5 teachers + 30 students	500,00 €	500,00 €
CLASSMATE	5 teachers + 30 students	7.000,00 €	2.500,00 €
EDUMAT	1 class account	2.500,00 €	1.000,00 €
AI LAB	10 teachers	1.000,00 €	1.000,00 €
MICRO	26 accounts	1.500,00 €	1.000,00 €

BUNDLE	Account	3 Years	5 Years
STEMLAB	10 teachers + 300 students	9.000,00 €	15.000,00 €
DIXIT	5 teachers + 30 students	1.500,00 €	2.500,00 €
CLASSMATE	5 teachers + 30 students	12.000,00 €	17.000,00 €
EDUMAT	1 class account	4.500,00 €	6.500,00 €
AI LAB	10 teachers	3.000,00 €	5.000,00 €
MICRO	26 accounts	3.500,00 €	5.500,00 €