

Vittascience Presentation

Vittascience is a start-up founded in 2018 that designs digital tools for teaching computer programming and artificial intelligence in schools.

In a world where digital is taking on an increasingly important role, it's vital to introduce young people to programming and digital from an early age. Vittascience's mission is to awaken the curiosity of students from all horizons around scientific and digital projects, by offering tools that make technology accessible. The platform is currently used by more than 330,000 students and teachers in primary and secondary schools.

Programming is a major 21st century skill, because beyond writing a program, it's vital that young people understand the interactions with all the machines, telephones and connected objects around them, so they can master rather than undergo the ever-faster pace of technological change. It's vital that young people don't get the impression that "magical" processes are at work behind digital tools.

With the rise of digital technology and the introduction of computer programming as part of the core curriculum, the need for coding resources is great. In junior high school, students learn visual programming "in blocks", then make the transition to learning Python required by the high school reform. Vittascience's aim is to support students in their transition from junior high to high school, which is proving difficult for many students.

To this end, Vittascience has developed an innovative translation system between visual and textual programming, with the support of the French Ministry of Education and Youth in 2019 and 2020, thanks to the Édu-up scheme.

At every stage of product development, Vittascience makes every effort to take into account the needs of each individual and simplify use for people with disabilities, with the various interfaces available with a light or dark theme, as well as with high or low contrasts.

Since 2022, Vittascience has been developing tools dedicated to the discovery of artificial intelligence. With the buzz around generative AI, the Vittascience tool aims to demystify AI and open up the "black box" of neural networks. AIs trained on Vittascience can be integrated into programs, paving the way for exciting new projects.

In addition to programming interfaces, Vittascience is developing a collaborative teaching resource center, a classroom management module and turnkey kits. Vittascience is a prizewinner in Réseau Canopé's TNE program and in three France 2030 projects.

A large community of teachers has grown up around the tools developed by Vittascience, particularly in junior high schools and in the second year of high school, where the challenge of the transition from blocks to Python is greatest. The platform is constantly being improved from a pedagogical, technical and accessibility point of view.

Vittascience was a finalist in the Social Cup and winner of the EY-ISAE prize in 2016, winner of the Jean-Louis G rondeau prize in 2017, winner of the Ministry of

Education's Édu-Up scheme in 2019 and 2022, and of three “France 2030” projects in 2023.