

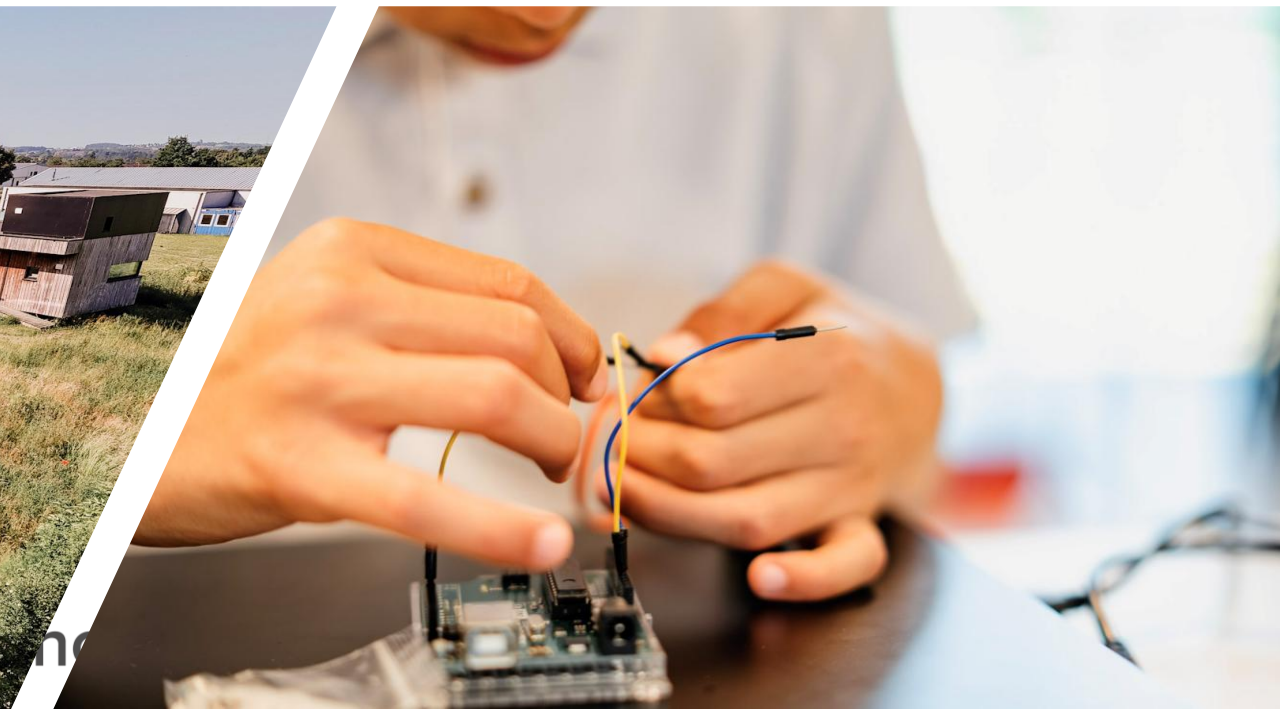


Technobel

Digital
Competence
Center

Identity sheet





An extensive presence

Territory of action spread over 3 provinces: Luxembourg, Namur & Walloon Brabant

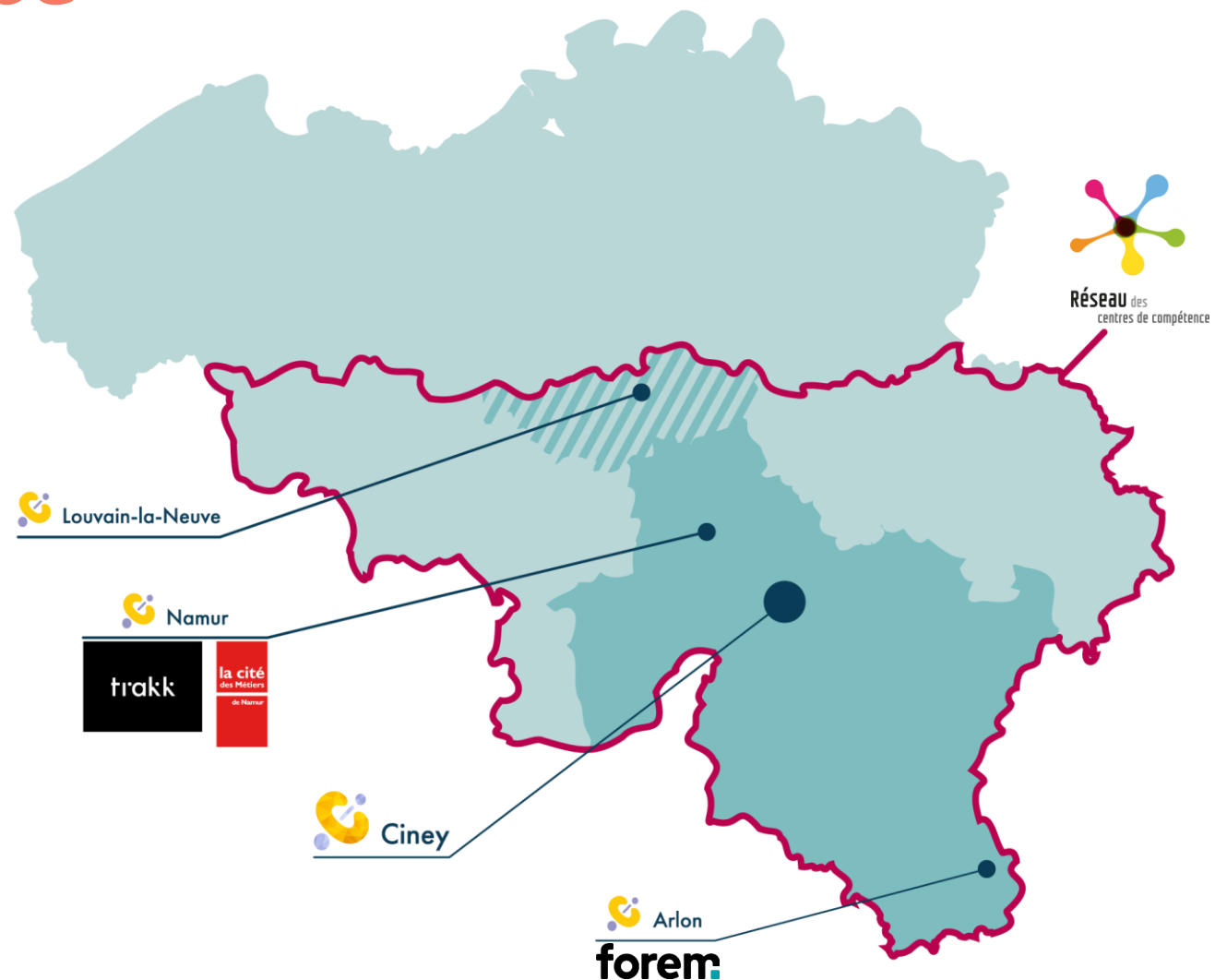
Support from the Network of Competence Centres coordinated by Le Forem for delocalised actions throughout Wallonia.

proximus

forem

UNIVERSITÉ DE NAMUR

technobel



Tasks of a Competence Centre

- Training and information in the digital sector
- Workers, job seekers, students, teachers and companies.
- Places of expertise dedicated to innovation

Training tomorrow's workers today

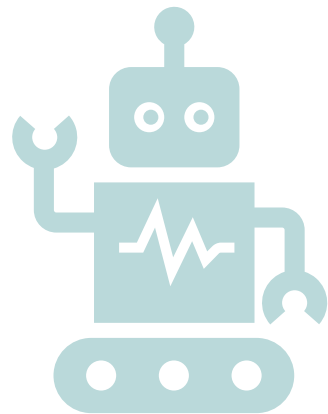
Recognitions

- 2001 – **Competence Centre Label – Walloon Government**
- 2019 - **VET Excellence Awards Nomination** – European Skills Week
 - Innovative VET Provider With « **Be A Maker** ».
- 2025 - Certification « **Committed to Vocational Excellence** »

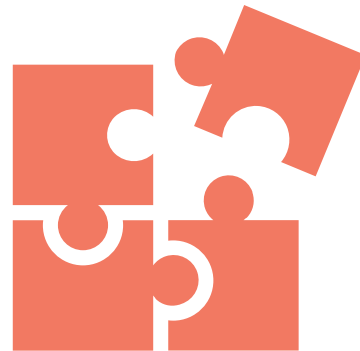


OUR Strategic Pillars

**Expertise
Technological**



**Innovation
Pedagogical**



**Development
Sustainable**



Technological expertise



Guaranteed expertise



Official recognition of publishers and manufacturers



Continuous technology watch



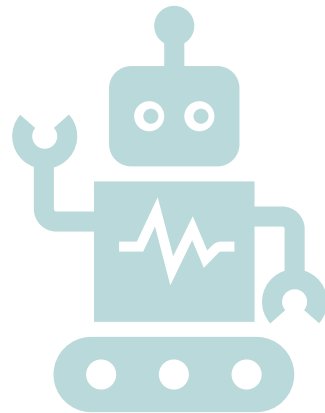
Continuous training of our internal trainers and coaches



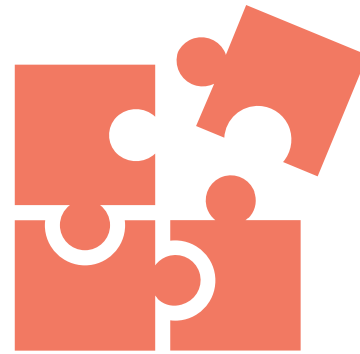
Networks of external experts and consultants

Our Strategic Pillars

**Expertise
Technological**



**Innovation
Pedagogical**



**Development
Sustainable**





Pedagogical innovation
We are makers



"WE are Makers" approach

Pedagogical principles



Enhanced support



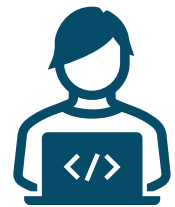
Business Involvement



Scalable training paths, Softskills integrated into all training programs



Learning Communities



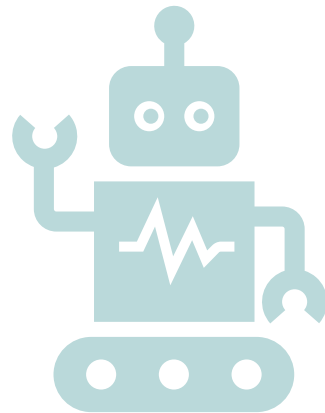
Learning by "doing", learning is organized around real projects and professional situations.



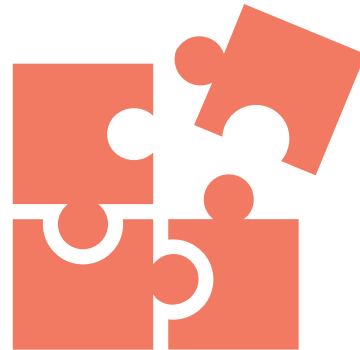
Validation and enhancement of skills

Our Strategic Pillars

**Expertise
Technological**



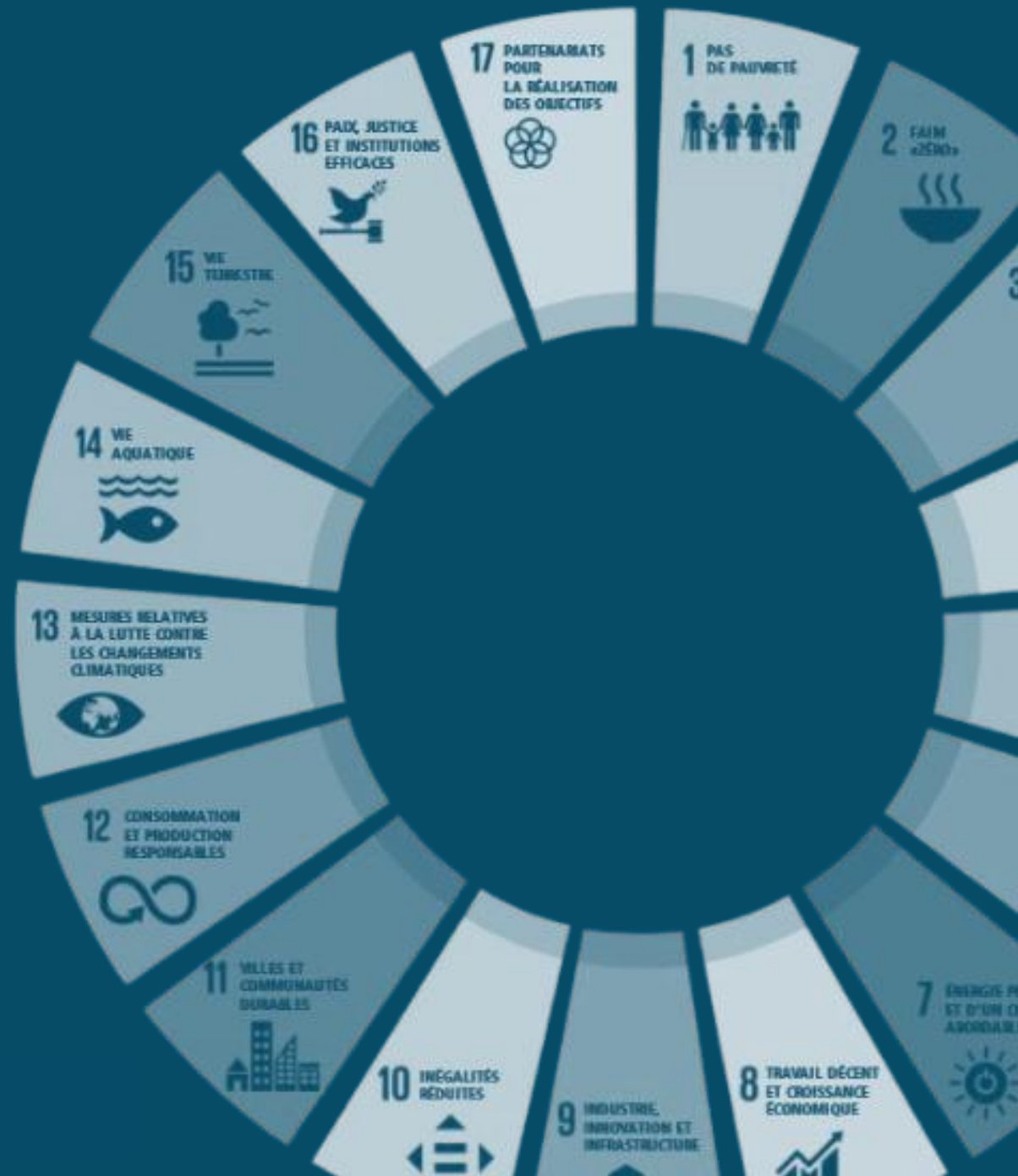
**Innovation
Pedagogical**



**Development
Sustainable**



Sustainability





Responsible digital technology



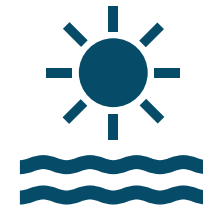
Member of the Natagora
Nature Enterprise Network



"Digital fresco" workshop



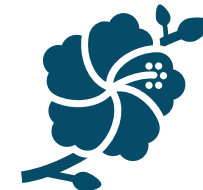
Raising awareness of
responsible digital
technology



"Climate fresco" workshop



Future Values Lab



Workshop "Fresco of
biodiversity"

Partnerships





Partnerships



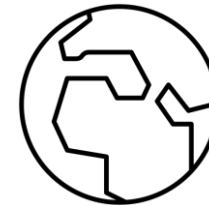
Competence Centres



Companies



Universities



International



Our training actions









PLAY-ZONE

Play-Zone an open schooling project

Learning by doing with companies

Play-Zone ?

- 25 Immersive Learning Experience
- Real projects proposed by companies
- Multidisciplinary teams
- Customer-oriented approach

Open Schooling :

- Learning with partners who are not from the world of training

Play-Zone, Open schooling project

For participants

- Apply technical skills in real-world conditions
- Work in multidisciplinary teams
- Develop professional behaviour and interpersonal skills
- Experience in project-based work

For Technobel

- Strengthening practice-oriented learning
- Promoting cooperation between profiles
- Supporting sustainable transitions to employment
- Observes and values interpersonal skills

Play-Zone an open schooling project

For the Client

Explore and test digital solutions – How can digital technology help my business?

Work with motivated future professionals

Contributing to training and employability

Provide concrete feedback from the field

⚠ This requires dedicated time

Active engagement and availability during the Play-Zone

Regular interaction with learners

Play-Zone 2025



3 COMPANIES



3 TRAINING
CENTERS



+100
LEARNERS



25 DAYS



8 PROJECTS



CEPEGRA,
Technofutur,
Technobel



1,543L OF
COFFEE



Example of projects

2 projects of the ELEVEO company:

Holicow :

To design a community platform accessible to farmers, with the following objectives:

- Provide a list of solutions based on the type of problem identified,
- Share and consolidate farmer-tested solutions, highlighting those that work best,
- To value and take advantage of feedback from field experiments.

Cowater :

Implement a system capable of measuring the daily water consumption of each animal in the herd.

- This project is based on the combination of two technologies:
- RFID tags, already present on each animal via ear plates,
- Connected flow meters, installed directly on the drinking troughs.

PLAY-ZONE





Workshop

**CoVEs and Digital Skills
Programmes Open Schooling in
Practice**

Objectives of the session

By the end of this session, you will:

- *Discover the concept of open schooling*
- *Design an open schooling project as a group*
- *Identify digital skills that are useful for your community*

- **STEP 1 – Identify a real digital need**
- **STEP 2 – Create your Open Schooling project**
- **STEP 3 – Build the ecosystem (CoVE logic)**
- **STEP 4 – 1-month prototype plan**
- **STEP 5 – Prepare a 3-minute pitch**

What is Open Schooling?

Open schooling transforms learning spaces into community innovation hubs

Key principles

- Learning from real-world problems
- Collaboration with local stakeholders (companies, associations, institutions)
- Project-based and experiment-based learning
- Training places become open innovation ecosystems

STEP 1 – Identify a real digital need

- 3 concrete digital challenges
-
- Select 1 priority challenge

STEP 2 – Design your Open Schooling project (40 min)

- Learners' concrete activities
- Skills developed
- Title of your project

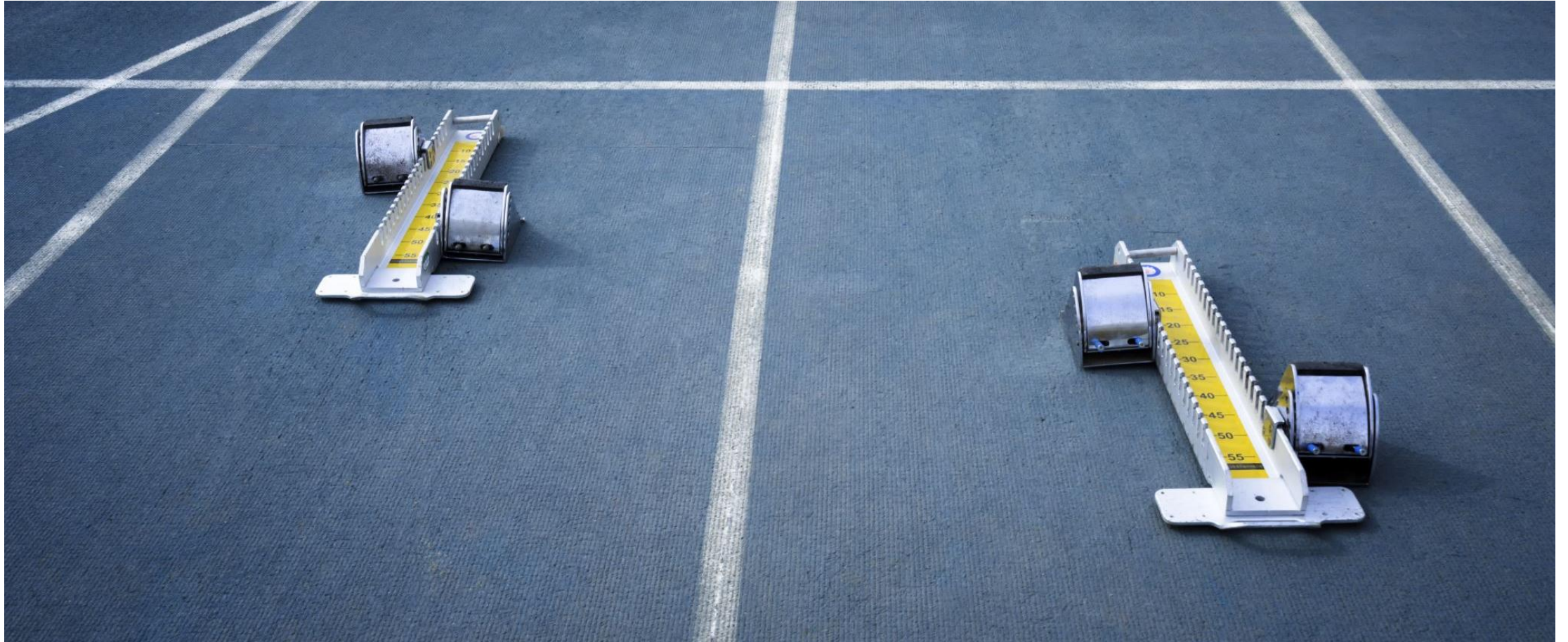
Ecosystem construction (COVE logic)



Plan, prototype over 1 month



Pitch Preparation



A modern wooden building with a cantilevered roof, surrounded by a field of purple and white flowers under a clear blue sky. The building has a dark upper section and a lighter wood-paneled lower section. The foreground is filled with numerous purple flowers and some white daisies. The sky is a clear, bright blue.

Thank you for
your attention