



Tec academics win four top global educational innovation awards

Projects developed at [Tecnológico de Monterrey](#) have taken **two gold medals and two silver medals** (one of which was a Latin American award) at the [QS Reimagine Education Awards 2025](#), an international competition known as the education “Oscars”.

*“This tells us that we are on the right track to prepare the **educators of the future** with **ethical, digital, and global** tools,”* said **Leonardo Glasserman**, a professor at the Tec’s **Institute for the Future of Education(IFE)** and one of the international gold medal winners.

The winning projects integrate **virtual reality, artificial intelligence, immersive methods** , **biometrics**, and **professional assessment models** designed to respond to real-world challenges.

Teams from the **School of Engineering and Sciences, IFE, Educational Innovation and Digital Learning**, the **School of Business**, and [EGADE Business School](#) won the awards with initiatives that, together, chart new paths for **applied education**.

Comitiva del Tec de Monterrey posa con 4 premios obtenidos en Londres.

DigiUGov, a smart campus for teachers of the future (Gold)

DigiUGov Open Smart Campus for Future Educators received a **Gold Award** for its **teacher training ecosystem** that integrates **generative artificial intelligence**,

multilingual avatars, 360-degree elements, omnichannel tools, and an accessibility approach.

The project was led by IFE researcher **Leonardo Glasserman**, who emphasizes its inclusive approach.

*“It’s an **open campus** that seeks **to bridge gaps** and strengthen **digital skills** and **ethical leadership**,”* he said.

The project makes use of **generative AI** tools that enable teachers to interact with **multilingual avatars**, review materials in different formats, and use **low-data resources** in regions with limited infrastructure.

Project co-leader **Jhonattan Miranda** commented that it has been implemented internationally.

*“**DigiUGov** has been implemented in **seven countries** with over a **thousand participants** . In hybrid mode, we have had **retention rates of up to 98%** and satisfaction levels of over **90%**.”*

Miranda commented that the model makes it possible for **people undergoing teacher training** to have experiences similar to those of a **smart campus** without depending on its local infrastructure.

Edgar Omar López and **Marie Schneider**, who are members of the development team, also participated in the project.

Leonardo Glasserman y Jhonattan Miranda, líderes del proyecto DigiUGov

Tec Factory Park: An industrial plant inside the classroom (Gold)

The second gold medal went to **Tec Factory Park: Enhancing Industrial Engineering Skills through Immersive Learning** with a **learning model based on virtual reality** and the **recreation of industrial scenarios** so that students can experience real **decision-making processes**.

*“Tec Factory Park is an **immersive virtual reality** platform that guides students through the consulting projects they are assigned to as **junior consultants** in which they face scenarios with **data that change** according to the problem,” explained **Miguel Rocha**, a professor from the **Querétaro Campus**.*

In these simulations, students tour **plants**, analyze **processes**, interpret **information**, and evaluate **impacts** that respond positively or negatively to their decisions.

The project includes a **statistics simulator** that modifies variables according to **real-world patterns** in addition to a **dashboard** that enables teachers to monitor performance and configure new scenarios.

*“All students receive **different data sets**, which makes it impossible for them to work with other people’s answers and forces them to interpret their own cases,” he commented.*

Rocha commented that **pilot tests** have been conducted on four **Tec campuses** so far, and the team made up of **Maribell Reyes, Patricia Aldape, Ingrid Benavides, Ana Gabriela Rodríguez, Mauricio Martínez, Ma. del Carmen Temblador, Jorge Mosqueda, Carmen Uresti, Paulo Mendoza, and Daniel González** is getting ready for **national expansion**.

*“The next step is to **roll it out nationwide**, as well as uploading it to **computers and tablets** to make it accessible outside the virtual reality lab.”*

The project also explores new lines of work: “We want to develop **modules** concerned with **supply chains**. The idea is to expand towards **complex processes** that are indispensable in today’s industry.”

Miguel Rocha y sus miembros del equipo de Tec Factory Park, la plataforma inmersiva reconocida co

Visualizing Invisible Aspects of Learning: Measuring emotions to understand how we learn (Silver)

The project ***Biometric Technology in Business Education: Visualizing Invisible Aspects of Learning*** by [ECADE Business School](#) won a **silver medal**.

This project uses **biometrics** and **artificial intelligence** to measure **emotions** and provide feedback on **leadership, communication**, and handling **complex situations**.

The development was spearheaded by professors **Isaac Lemus, Jairo Orozco**, and **Jorge Velarde** in collaboration with **Eloísa Pérez** and **Omar Velasco** from **EGADE's Educational Innovation Department**.

Isaac Lemus explained that this tool makes elements of **emotional learning** visible that are normally left out of the classroom.

*"It brings together two worlds that rarely communicate: what someone **says they feel** and what their **body experiences**."*

Students participate in **presentations, conflict management, project defense**, or **simulations** for executives. During these experiences, sensors record **brain waves, heart rate, perspiration, facial expressions**, and **voice**.

*"When they are questioned about details or numbers, the **emotional level** skyrockets more than in conflict or negotiation exercises,"* Lemus explained.

AI processes the data and generates a **customized report** that identifies moments of **stress, emotional regulation**, or **disconnection** in conjunction with performance-improvement techniques.

This project analyzes and refines biometric information. The next phases include new measurements, inclusion in **final graduate courses** and **international collaboration**.

QS Reimagine Education Awards 2025.

Assessment Center for Professional Success: Bringing real recruitment into the classroom (Silver, Latin-America region)

The **Assessment Center for Professional Success**, awarded a **silver medal in the Latin American region**, promotes a **new model of professional assessment** within Tec

de Monterrey's **School of Business**.

This initiative, led by **Marta Moreno**, **Laura Zapata**, **Jorge Ordoñez**, and **Sergio Sánchez**, transforms the way students demonstrate their **competencies** in real-world **job market** scenarios.

Professor **Laura Zapata** explains that this model was created to break with traditional **university assessment** formats.

*"We wanted them to demonstrate that they have the ability to **solve a real case**, feel comfortable with what they have learned, and respond to the **pressure** of a professional process."*

The program places students in front of **business executives** to lead sessions based on **real-world cases**. They analyze skills such as **performance**, **communication**, **decision-making**, and **disciplinary competencies**, turning the *Assessment* into a space for **direct feedback** with potential employers.

*"It's about bringing the **professional world** into the classroom with immediate **oral and written** feedback so they can identify areas for improvement,"* added Zapata.

Marta Moreno is of the opinion that the project not only strengthens interaction with companies but also evolves at the same pace as **technology**.

*"We are updating the Assessment to add an **AI avatar**. We're not going to eliminate interaction with executives, but we want students to **get some practice in beforehand** and arrive better prepared."*

This update will broaden the model's **scope** and facilitate the participation of **external employers**.

*"We want **national and international directors** to be able to carry out assessments without physically being on campus,"* Moreno said.

The Tec: Making an impact beyond the classroom

Approximately **seven hundred people** from around **eighty countries** participated in the **QS Reimagine Education Awards 2025** gala. This award is divided into **eighteen categories** and assesses programs, technology, and pedagogical approaches that transform education.

In 2025, **four** of the **thirteen Tec projects** in the finals won medals.

The **Tec Factory Park** leaders agree that the **gold medal** award represents a profound validation of academic and institutional work.

According to **Miguel Rocha**, this recognition demonstrates that the Tec is developing **educational solutions** with the true capacity to transform **engineering** education.

Tec de Monterrey equipos en QS Reimagine Education Awards

At the **IFE**, **DigiUGov** leaders believe that the medal symbolizes a collective achievement that puts the Tec on the international map of **educational innovation**.

*“DigiUGov is a project that was created to **bridge gaps**; receiving a gold award today means that we can bring this vision to **more countries**,”* said **Jhonattan Miranda**.

In the case of the **Assessment Center** and the **biometric technology** project, the teams see the silver medal as a distinction that reaffirms the Tec's commitment to **comprehensive education**.

*“For us, it means that this model **works**, that it connects students with the **professional world** and that it contributes something valuable to their development,”* added **Laura Zapata**.

*“This award confirms that we are pioneering a much-needed line of **innovation** that enables us to **see things that can't be seen** that will help shape **more conscious leaders**,”* concluded **Marta Moreno**.

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