Atos IT Challenge

Edition 2019

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1 About Atos

We are leader in Digital Transformation

We are a **leader** in digital transformation serving a global client base.

In this fast-changing world, driven increasingly by **data**, Atos brings together people, business and technology to create the firms of the future.

We are the Worldwide Information Technology Partner for the **Olympic & Paralympic Games**.

Atos is a Societas europaea (SE) company and we are listed on the **Euronext Paris market**.

We operate under the main brands Atos, Atos Consulting, Atos Worldgrid, Bull, Canopy, Unify and Worldline.

€12 **billion annual revenue** *circa*

Top 5 **digital leader**

#1 **leader in Europe**

72 **countries around the world**

100,000 **business technologists**

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Our expertise to support your digital transformation

Infrastructure & Data Management
We create business benefits through intelligently managed IT and digital services.

Business & Platform Solutions
We transform strategic approaches to technology, combining innovative solutions with established ones.

Big Data & Cybersecurity
We create competitive advantage for our clients from Big Data, and ensure data is delivered safely and securely to the right parties.

Digital payments and e-Transactions
Through Worldline, we provide unrivalled leadership in expert solutions for the fast-changing payment and digital services market.

Communication Software & Platforms
Through Unify, we combine voice, data and video, to help our customers benefit from a unique collaboration experience.

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What is the IT Challenge all about?

An international approach
For students from all around the world in Austria, Brazil, China, France, Germany, India, Netherlands, Russia, South Korea, Spain, Turkey, UK, US…

A supportive proximity between the Atos teams & Students
To help the students in developing their ideas

A challenging contest
Challenging not only students innovation qualities but also development and business, offering an unique learning experience

An amazing reward program
1st : 10,000€
2nd : 5,000 €
3rd : 3,000 €
+ Invitation to the Awards Ceremony in Paris
+ Work experience and opportunities within the Atos Group

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The theme:
Machine Learning for Sustainability

Machine Learning is a field of Artificial Intelligence that uses statistical techniques to give computers the ability to "learn".

It is a game changing technology, already being applied in many areas including Video & Serious Gaming, Medical Diagnosis, Fraud Detection, Driverless Vehicles and Security Surveillance. For all its benefits, some are also saying it could be a huge threat – with calls for regulation to protect humanity against AI running out of control. We believe it is an important area for the Atos IT Challenge to explore.

We are seeking how Machine Learning can be applied to the topic **Sustainability**, in which the exploitation of resources, the direction of investments and the orientation of technological development are all in harmony.

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The theme:
Machine Learning for Sustainability

Devise an innovative use case and build a prototype, leveraging Machine Learning, to address a sustainability topic. Show how this can provide benefit to the world, and how you could further develop your solution and take it to market.

You may wish to use Google's Machine Learning and Tensor Flow framework, or other Machine Learning services from the likes of Microsoft or Amazon.

We are looking for interesting applications that could have immediate and impactful real world applicability.

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The challenge is split into main 5 phases

Idea Submission

Until Nov 30, 2018

Come up with an innovative concept for an application based on Machine Learning for Sustainability

Join the competition

First Jury

Dec 1, 2018 - Dec 15, 2018

First Jury made up of the Atos' Scientific Community members selects the 15 best concepts.

App Development

Dec 16, 2018 - Apr 25, 2019

15 shortlisted teams work on their app development with the help of an Atos' coach

App Testing & Final Jury

Apr 26, 2019 - May, 2019

The 15 teams pitch their ideas in front of a Final Jury selecting the 3 best teams.

Awards Ceremony

Jul, 2019

The 3 finalists are invited in Paris for the Awards Ceremony.

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Getting your tickets for the development phase

First jury roadmap

- ▶ Alignment with the **theme**   5pts

- ▶ **Benefit of the service** for **end-users** (Usefulness, novelty)   5pts

- ▶ **Benefit of the service** for **business partners**   5pts

- ▶ Personal **feeling** (Originality, I like it…)   5pts

- ▶ Reality of **business model** (Feasibility, market size, risks, …)   5pts

- ▶ Technical **feasibility** (Architecture, project plan…)   5pts

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More information

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atositchallenge.net

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Join the Atos ITChallenge

▶ Add to your resume an unique experience that will make the different

▶ Meet professionals, experts, students that will change you

▶ Take the chance to develop your own project and win a great reaward

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Any questions?
Contact us:

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The theme:
Improving tomorrow's services with Chatbots & AI

Artificial Intelligence is a game changing technology, already being applied in many areas including Call Centres, Video & Serious Gaming, Medical Diagnosis, Fraud Detection, Driverless Vehicles and Security Surveillance. For all its benefits, some are also saying it could be a huge threat – with calls for regulation to protect humanity against AI running out of control. We believe it is an important area for the Atos IT Challenge to explore.

For a more accessible and demonstrable topic, we are **combining it with that of intelligent conversational interfaces** (or bots) – a capability that has emerged through solutions such as Amazon's Alexa, Apple's Siri, Microsoft's Cortana and Facebook's M, providing humans with more convenient ways to interact with AI systems

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The theme:
Improving tomorrow's services with Chatbots & AI

Devise an innovative use case and build a prototype leveraging Artificial Intelligence and conversational interfaces. Show how this can provide benefit to the people and/or transform business, and how you could further develop your solution and take it to market.

You may wish to use devices like the Amazon Echo Dot or Google's AIY Projects with a Raspberry Pi (https://aiyprojects.withgoogle.com/) to provide an interface, a web service or APIs such as API.ai or wit.ai.

We are looking for interesting applications that could have immediate and impactful real world applicability.

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2018 finalists

The Grand winner
BTM Solutions
From Colombia University (USA)

With a solution called 'BTM', "Behind The Meter", two French and Indian students from Columbia University have developed a service presenting how AI and chatbots can be used in automated demand response applications for connected objects, reducing costs and environmental footprint.

2ⁿᵈ Prize
Masterpiece
From Voronezh University (Russia)

'Masterpiece', a chatbot created by four Russian students, can hold conversations about art - help find new exhibitions in a city, enable payment via an application and provide all the information needed about a piece of art thanks to photo recognition.

3rd Prize
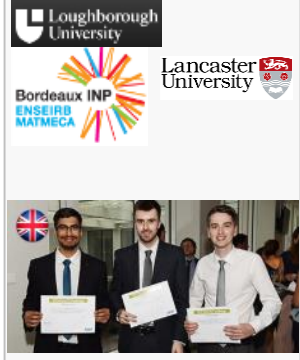### Electra
From the University of Texas in Dallas

Two students from the University of Texas in Dallas developed a cloud-based chatbot for the utilities industry to reduce customer service operation costs and provide a more personalized customer experience

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Back to finalists of the IT Challenge compete
Overview of 2012-2017 winners

2017 – Blockchain

1ˢᵗ Prize: Quo
From LANCASTER UNIVERSITY, UK

An app, a visual tool to intuitively create 'smart contracts' that anyone can deploy, without ever needing to write a single line of code.

2016 – Right to be forgotten

1ˢᵗ Prize: Breadcrumb from LOUGHBOROUGH UNIVERSITY, UK

The app that makes it easy for people to manage their online reputation through a sentiment analysis algorithm and "credit scoring" features, and provide insight.

2015 - Connected living

1ˢᵗ Prize: Comfort train
From ENSEIRB MATMECA, France

The app that helps travelers find the least crowded carriage to sit in. It has been designed so that new train and tube networks can easily be added. So it can be used wherever you are traveling.
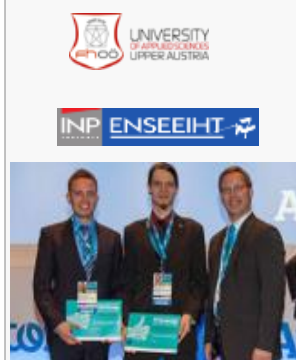
2014 Rio 2016 -Olympic & Paralympic Games

1ˢᵗ Prize: Eirb-Dev
From ENSEIRB MATMECA, France

The app helps you to plan your day of sport and sightseeing based on your preferences.

2013 - Connected Car

1ˢᵗ Prize: Evergreen
From HAGENBERGEN UNIVERSITY, Austria

The app reduces the car gas emissions and the time the driver has to wait in front of the traffic red lights, by requesting the best speed for phased traffic lights, based on the current navigation route.

2012 - Smart Mobility

1ˢᵗ Prize: Multilens
From FONTYS HOGESCHOOL, NL

The app allows for a different viewing experience when visiting a sport event, concert or business conference, a true leverage of smart mobile devices.

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