MEET THE WINNERS OF AI-SAVES4ALL!



After months of learning, experimenting and building, it was time to see what VET students could create with AI.

The AI-SAVES4ALL International Competition brought together 30 projects from 20 VET schools, developed by 84 students across six countries.

Teams explored how Artificial Intelligence and digital technologies could respond to environmental and social challenges — from recycling and environmental monitoring to accessibility, agriculture and wildlife protection.

🥇 1ST PLACE — BIRDGUARD

CPIFP Los Viveros, Spain

With a final score of 9.40/10, BirdGuard achieved the highest overall score in the competition.
The project was developed by:

Rubén Trillo García
Carlos Maraver Román
Stefan Georgiev Mangelov
Iván Ramos Peláez
under the guidance of Luis Carlos Bernabéu Martín.

BirdGuard performed strongly across the complete evaluation framework, receiving particularly high scores for its relevance and potential impact.

🥈 2ND PLACE — SMART CAMPUS ACCESS

Rade Jovchevski – Korchagin, North Macedonia

SMART CAMPUS ACCESS: Edge-AI Facial Recognition System for Sustainable Educational Environments received a final score of 9.25/10.

The project was developed by Nina Cvetanovska, Milosh Kitanovikj, Petar Grigorovski and Eva Krstevska, under the guidance of Ljupcho Kocevski.

The project explores the use of Edge AI and facial recognition within sustainable educational environments.

Co-funded by the European Union

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🥉 3RD PLACE — KAMITSU

Politeknika Txorierri, Spain

With a score of 9.05/10, third place went to KAMITSU: Intelligent Assistance System for People with Visual Impairments Using Computer Vision.

The participating students were Maren Ugarte, Sendoa Etxabe and Christian Revuelta, under the guidance of Enaitz Elejalde.

KAMITSU explores how computer vision can support people with visual impairments.

FOUR MORE PROJECTS RECEIVED AN HONOURABLE MENTION

The evaluation also recognised four strong projects beyond the podium:

- RaspberryPi based Trash Scanner — Türkiye
- Distributed Hardware Sorter Architecture: An Automated Agricultural Sorting Prototype with Basic NFC Security — Ukraine
- CO2 Saver — Greece
- Smart Lab Environmental Monitor: Edge AI Security & Climate Node — Lithuania

Together, these projects showed the range of challenges VET students can approach through AI and digital technologies.

HOW WERE THE PROJECTS EVALUATED?

All eligible projects were assessed through the same evaluation framework.

Evaluators scored each entry from 1 to 10 across five areas:
Technical Implementation — 25%
Relevance — 20%
AI Use — 20%
Impact and Potential — 20%
Clarity and Quality — 15%

Technical Implementation carried the highest weighting, placing particular attention on whether teams had moved beyond an idea and developed a technically credible solution.

Across all 30 evaluated projects, the average final score was 7.96/10.

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30 PROJECTS. 84 STUDENTS. SIX COUNTRIES.

The competition brought together projects from North Macedonia, Türkiye, Spain, Greece, Lithuania and Ukraine.

Students worked on subjects including intelligent waste sorting, sustainable mobility, agriculture, accessibility, fire detection, water conservation, smart educational environments and wildlife protection.

Each project gave students an opportunity to take what they had learned through the AI & Sustainability in VET project and apply it to a practical challenge.

CELEBRATING THE TEAMS IN BRUSSELS

The results were announced on 25 June 2026 during Teaching with AI: New Ideas for Sustainable VET, the project's final event hosted at the EVTA offices in Brussels with online participation.

Selected projects were presented through a simple Challenge → Solution → Impact format, showing the problem identified by students, how their technology responded to it and the potential impact of their solution.

Congratulations to the winners — and thank you to every student, teacher and school that took part in AI-SAVES4ALL.

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