PEGASO® THE MAKER FAIRE, 10-14 OCTOBER, ROME

Pegaso project attended the Maker Fair held in Rome on the 10th-14th of October. Maker Faire Rome is an event designed to turn the spotlight on hundreds of projects from around the world that are able to catapult visitors into the future. It combines science, science fiction, technology, entertainment and business to create something totally new.

PEGASO® SMAU, 25-27 OCTOBER 2016, MILAN

Pegaso project presented its apps and game during last SMAU held in Milan on the 25th-27th of October. SMAU is the most important Italian event dedicated to Information & Communication Technology designed to help main national and international suppliers of ICT solutions to meet entrepreneurs, corporate and public administration decision makers and ICT channel operators.

PEGASO® GAME @ ABOUTPHARMA DIGITAL AWARD 2016, MILAN

Pegaso serious game won the 1st prize in the category “project for health prevention” within the AboutPharma Digital Award 2016, held in Milan on the 28th of October. The AboutPharma Digital Awards is one of the most important competition for the digital projects and products oriented to support the Health industries with particular focus on patients, doctors and pharmacists.

PEGASO: THE FINAL PILOT HAS STARTED!

On October 2016 Pegaso Final Pilot has finally started! More than 300 students, coming from 8 different schools in 3 different nations (Italy, Spain and UK) are now using the Pegaso ecosystem. Stay updated about the Pegaso pilot, follow the Pegaso project!

PERSONALISED GUIDANCE SERVICES FOR OPTIMISING LIFESTYLE IN TEEN-AGERS.

Knowledge on how to stay healthy does not by itself motivate people to adopt healthy lifestyles. PEGASO targets teenagers by utilising technologies and approaches they are familiar with. Gaming strategies, social networks and communities of interest are integrated in a participatory design methodology that can make a difference. Follow us on PEGASO® P4 Future!