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FEDIL DIGITAL AND INNOVATION MEET-UP HIGHLIGHTS CONCRETE DIGITAL INNOVATION PROJECTS

From industrial IoT to gamification and learning technologies

On 4 February 2026, hosted its first FEDIL Digital & Innovation Meet-Up of the year, bringing together members of its business community engaged in digital transformation, innovation and applied research. Designed as a networking and knowledge sharing forum, the event highlighted concrete digital innovation projects, offered practical insights, and fostered closer collaboration between industry and research actors in Luxembourg.

This event format reflects FEDIL's ambition to highlight transformative technologies and innovative use cases, while strengthening the bridges between companies, startups and public research institutions.

After a welcome and introduction by Georges Santer, Head of Digital & Innovation at FEDIL, participants were invited to discover a series of applications demonstrating how digital technologies are reshaping operations across sectors:

- Marc Valette, Director of Innovation and Continuous Improvement at CFL MULTIMODAL, presented how the company developed an IoT-based business initiative integrating safety control processes in rail freight operations. The project illustrated how connected technologies can create concrete value and improve safety in demanding industrial environments.
- Philippe Guilloteau, Founder of WorkInov and designer of OnTo, explored how gamification of industrial process monitoring can support operational excellence while remaining attractive and intuitive for new generations of workers.
- Loïck Chovet, Doctoral Researcher at SnT, University of Luxembourg, presented *Odyssey*, an innovative game-based learning approach that

immerses learners in simulated robotics challenges, enabling a more engaging and effective training experience for future robotics experts.
- Aryobarzan Atashpendar, PhD in Computer Science at the University of Luxembourg, concluded the session with *BEACON Q*, a project that encourages regular student practice through gamified and personalised quizzes, illustrating how digital tools can enhance learning outcomes and motivation.

The meet-up closed with an informal networking drink, giving participants the opportunity to deepen discussions, exchange perspectives and explore potential avenues for collaboration.

PHOTOS






4 February 2026

