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.

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€12 billion annual revenue *circa*

Top 5 digital leader

#1 leader in Europe

72 countries around the world

100,000 business technologists
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.
IT Challenge edition 2019
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 challenging contest**
Challenging not only students innovation qualities but also development and business, offering an unique learning experience

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

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

**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
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
More information

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Atos IT Challenge
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 reward
Any questions?
Contact us:
itchallenge@atos.net

@AtosITChallenge
facebook.com\AtosITChallenge
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.
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.
2018 finalists

The Grand winner
BTM Solutions
From Colombia University (USA)

2nd Prize
Masterpiece
From Voronezh University (Russia)

3rd Prize
Electra
From the University of Texas in Dallas

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.

‘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.

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

2017 – Blockchain
Loughborough University

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.

2016 – Right to be forgotten
Loughborough University

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.

2015 – Connected living
Loughborough University

1st Prize: Eirb-Dev From ENSEIRB MATMECA, France
The app helps you to plan your day of sport and sightseeing based on your preferences.

2014 Rio 2016-Olympic & Paralympic Games

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.

2013 - Connected Car

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.

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.

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.

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