

22>23/03²⁰²⁴
TOUR & TAXIS
FREE

DIGITAL
SPRING | 2024



Press kit – 12/03/2024

Digital Spring 2024

Immersion into the heart of digital innovation



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WHAT IS DIGITAL SPRING?

Brussels Digital Spring is much more than just an event: it's an inspiring immersion into the heart of Brussels IT ecosystem. This initiative, supported by Paradigm and the Minister for Digital Transition, Bernard Clerfayt, embodies the Brussels-Capital Region's ambitious vision: to stimulate innovation and use digital intelligence to support society by connecting individuals, organisation and ideas to promote inclusion.

Since it was launched in 2019, Brussels Digital Spring has proven to be a key catalyst, creating a space for the general public and key players in the digital sphere to meet and exchange ideas, from start-ups to major corporations, including the public and private sectors. This dynamic platform aims to educate and raise awareness among the public of the challenges and opportunities that digital technology brings. It offers visitors a complete immersion in the behind-the-scenes of the digital services that surround them and the chance to better understand the latest technological advances, all in an educational and accessible environment, fostering an enriching experience for all.

Digital Spring is much more than just a simple event: it's a window open to a world of infinite possibilities.

A quick look back at previous events

Brussels Digital Spring started in 2019, offering a free immersive experience from 22 to 24 March. It provided an opportunity for all audiences to familiarise themselves with various technologies and digital creations.

The second edition was then held from 15 to 17 October 2021. Postponed until the autumn due to health measures, the event put the spotlight on digital creativity with workshops accessible to all. Digital Spring also encouraged talent and raised public awareness of the importance of digital technologies.

Digital Spring returned on 24 and 25 March 2023, focusing on the topic "*From the skies down to the earth, the challenges and opportunities of the digital technology age*". This edition, organised jointly by visit.brussels and Paradigm, offered a whole host of activities such as events, lectures, shows – including the first drone show in the capital of Europe, as well as educational workshops, aiming to promote a digital sphere that's inclusive, ethical and sustainable.

What's new in 2024?

Digital Spring is making a big comeback on 22 and 23 March 2024, at the Tour & Taxis site, for a fourth edition rich in opportunities to discover and share ideas. It's mission remains unchanged: to initiate, raise awareness and guide the general public through the world of digital innovations.

This year will again offer total immersion into the exciting world of technology, exploring a wide variety of fields such as virtual reality, artificial intelligence, retrogaming, and the crucial challenges of cybersecurity and responsible digital technology. This unique experience will allow everyone to interact, experiment and even work on their coding skills. What's more, the event will highlight the training opportunities in the digital field, shedding light on the new professional prospects in a rapidly expanding sector.

Digital Spring offers an immersive and enriching experience for all, from those passionate about technology, to professionals on the look out for innovations, and young people aspiring to train in the digital sector. It's an unmissable meeting place to discover the latest trends, take part in interactive workshops and explore the digital services offered by Brussels' administrations.

Head over to Tour & Taxis on 22 and 23 March 2024 to discover the very best of digital technology in the Brussels Region!

WHY COME TO DIGITAL SPRING?

Passionate about technology, a video game fan, a professional looking for information, or a parent wanting to arouse their children's curiosity? Digital Spring has exciting surprises for everyone, at the intersection between technology, culture and innovation. Follow the guide!

Digital Spring 2024 will immerse visitors in the exploration of the Brussels Region's dynamic digital ecosystem, and in the latest trends and innovations shaping the digital future of our society. At the heart of the event, over 50 exhibitors will be unveiling the latest digital trends and innovations with interactive activities. This captivating discovery will be interspersed with never-before-seen demonstrations, immersive experiences and inspiring lectures.

On their stand, Paradigm will be addressing the topic of the environmental footprint of the digital sector in an educational way, using the concept of the "ecological backpack" of a laptop, and will present innovative strategies for a transition to more responsible digital technology. Other services such as [Fix My Street](#), for reporting incidents in the public space, and [IRISbox](#), for online administrative procedures, will also be in attendance, allowing visitors to get to grips with these tools making their daily lives easier. Those passionate about "Smart Buildings" can also enjoy discovering cutting-edge solutions for intelligent and sustainable buildings.

Digital Spring will also be providing a programme rich in lectures and pitches on various subjects such as the climate and technology, cybersecurity, eGaming, digital professions and training and digital inclusion. Digital experts from various backgrounds will be sharing their knowledge to enhance the audience's prospects.

Invisible Festival, an exclusive premiere hosted by Digital Spring



The banner features a pink header with the text 'DIGITAL SPRING 2024' in large white letters, followed by '22>23/03 2024' and 'GRATUIT/GRATIS/FREE TOUR & TAXIS'. Logos for 'paradigm .brussels' and 'REGION DE BRUXELLES-CAPITALE BRUSSELS HOOFDSTEDELIJK GEWEST' are on the right. Below the header, a hand holds a smartphone displaying a virtual scene of people in a museum, with 'XR4HERITAGE' written below it. To the right, the text 'INVISIBLE FESTIVAL' is prominently displayed, followed by 'IMMERSIVE EXHIBITION' and 'B2B PROGRAM'. Under 'IMMERSIVE EXHIBITION' are 'AR CIRCUIT', 'GAMING', and 'AVATARS'. Under 'B2B PROGRAM' are 'DISCOVERY TOUR', 'NETWORKING', and 'CONFERENCES'. At the bottom, it says 'INFOS & RESERVATIONS : www.invisiblefestival.eu'.

Digital Spring 2024 will be welcoming the [Invisible Festival](#), the first augmented art festival celebrating the cultural wealth at the heart of Europe. Digital art will come to life in an immersive universe through 3D avatars, augmented reality and other artistic experiments, offering a unique sensorial and cultural experiences for families and art lovers. This show will be of particular interest to those looking to explore the narrative and educational potential of avatars in museums, public spaces and in the media.

Initiated by XR4heritage and supported by Digital Spring, [Women In Art](#) and [Stereopsia-Eu](#), the event will also offer an immersive exhibition: #BRUXSLSART. It will focus on emerging technologies and provide a B2B offering for artists, as well as cultural, media and tourism professionals looking for innovative solutions to make their offerings to audiences more participative and inclusive.

The Invisible Festival is also planning a free augmented reality tour for families around Shed 2 during the two days of the event. Families with children can have fun learning about art with augmented reality devices, an introductory video game stand and virtual reality cultural experiences.

The Invisible Festival programme:

- **#BRUXSLSAR augmented trail** - Exploration denouncing colonisation and slavery to raise awareness of the struggle against inequality, through ten large-format digital works, superimposed on the real thing using augmented reality.
- **Black Experience** - Immersive narrative immersion into 1950s Alabama, at the heart of the struggle for civil rights, with the support of the French Embassy in Belgium and the Institut français Paris.
- **Studio of the Invisibles** - Round-table discussions, lectures and events on the subject of gaming to inspire, educate and encourage people to take up digital careers.

Educational experiences for schools

The Digital Spring will offer a range of attractive events that are specially designed to feed students' curiosity. Educational workshops will give them a unique opportunity to discover digital professions and the challenges of our connected society. The highlights include raising awareness of the environmental impact of digital technology, discoveries of digital professions, e-gaming sessions, introductions to coding and many other exciting attractions! An opportunity for youngsters to discover, enjoy and have fun with digital technology, with a variety of dedicated stands just for them!

Special workshops for schools: exploring artificial intelligence and raising awareness of cybersecurity

Digital Spring will have something for curious visitors who want to explore the latest advances in artificial intelligence as well as for the cautious who want to strengthen their online security. A varied programme will highlight the challenges and opportunities of these constantly evolving areas.

- Presentation of the "**Secure Public Digital Spaces**" project by Proximus Ada, which aims to strengthen the cybersecurity of Brussels' Digital Public Spaces (DPSs). A DPS is a non-profit place that offers citizens access to a computer and an Internet connection. It develops a support and/or training project to promote the understanding of digital tools.
- **Retina demo**, an innovative inventory optimisation solution based on visual recognition and artificial intelligence.
- "**AI Unmasked**", artificial intelligence awareness sessions for secondary school students (5th and 6th grades), exploring the implications of AI for our day-to-day lives. Designed by data science experts, these 30-minute sessions demystify AI and explore its implications for our daily lives.
- Presentations and lectures on the main threats and **ways to protect yourself online** against cyber attacks and fraud.
- Febelfin's "**Hacker Hotline**" is an exciting mobile escape room that plunges visitors into the world of online fraud. Designed to raise young people's awareness of the risks of phishing and easy money in a fun way, this immersive experience helps them to guard against these dangers by challenging them to outwit the fraudsters. Participants will have just one objective, namely to escape from the game while acquiring valuable tips for secure Internet browsing and familiarising themselves with essential concepts such as two-factor authentication and strong passwords. This travelling workshop will only be available on 22 March.

A tour of retrogaming and much more with Point Culture



Are you nostalgic for the pixelated graphics of Atari, the epic adventures of SEGA or the frenzied matches of the PS3? Point Culture will take retrogaming fans on a journey through time and bring Atari, PS3 and SEGA games and consoles back to life. It is perfect for stepping back into the heady atmosphere of the past and rediscovering the timeless classics that shaped a whole generation.

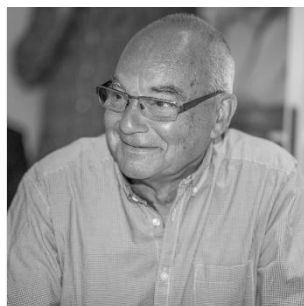
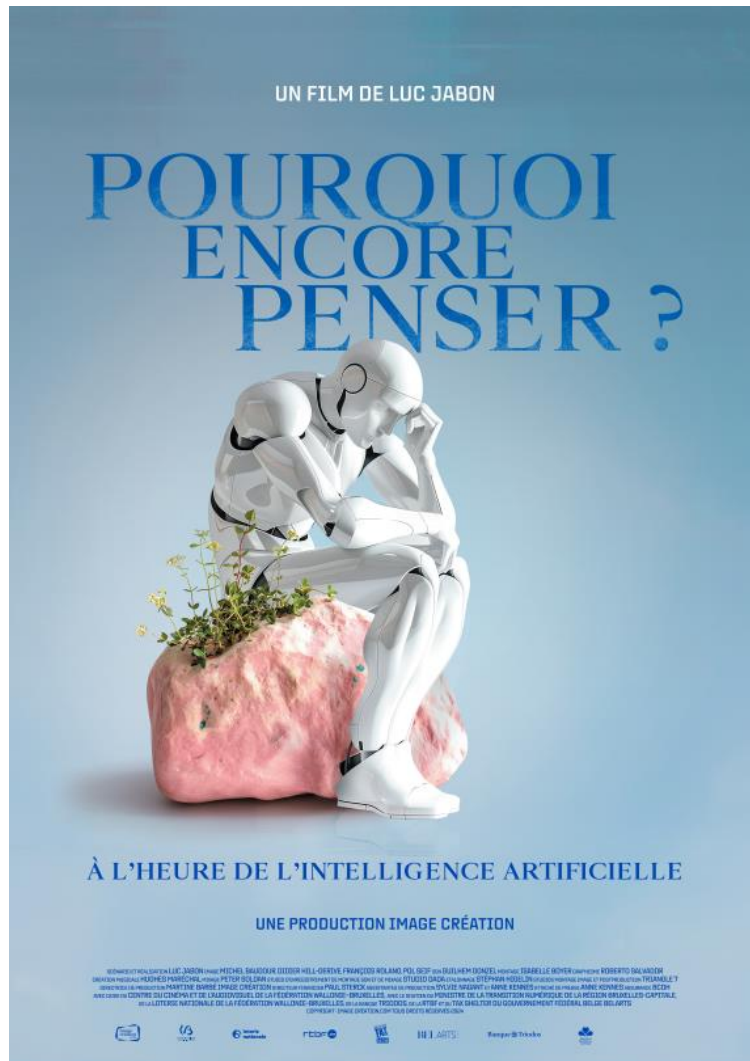
Artificial intelligence in the cinema

But that's not all, as Point Culture will also hold an interactive conference exploring artificial intelligence through its various cinematic representations, from its most inspiring aspects to its darkest implications. The different perceptions of AI, its philosophical implications and its influence on the video game industry will be addressed in this mediation session led by experts who will offer keys to understanding the current and future challenges of this technology.

Meeting with a video game designer

Video game enthusiasts will also have the opportunity to meet a designer working in this field, who will take a behind-the-scenes look at the job by sharing her journey and the design of a video game, from the collaborative ideation process to the expression of an individual project.

A preview: the documentary "*Pourquoi encore penser?*" (Why even think?)



Luc Jabon












Martine Barbé

The future of thought, the symbol of our freedom, requires our full attention. This is why Digital Spring invites you to discover the documentary "*Pourquoi encore Penser?*"

This fascinating work explores the challenges posed by artificial intelligence and highlights the crucial importance of philosophy in preserving our free will. Directed by Luc Jabon and produced by Martine Barbé from the [Image Création](#) production company, this fascinating documentary offers moving testimonies and inspiring moments in a fundamental insight into the urgent need to preserve our ability to think for ourselves.

Promising a rewarding and stimulating experience, this documentary will be previewed at Digital Spring 2024, during an exceptional invitation-only evening on 22 March 2024. It will also be broadcast on Auvio.

SOME OF THE SPEAKERS AT DIGITAL SPRING 2024

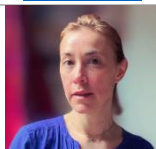
Theme: cybersecurity	
  <p>Adnan BEL KHATIR Proximus ADA</p>	<p>Specializing in cybersecurity issues, Adnan Bel Khatir is a project manager at Proximus ADA, the first Belgian center of excellence that merges artificial intelligence and cybersecurity. The company develops cutting-edge digital solutions for businesses.</p>
  <p>Raf ROLLIER Febelfin</p>	<p>Working since 2002 at Febelfin, the umbrella federation of the Belgian financial sector, Raf Rollier is responsible for digital inclusion at Febelfin, involved in initiatives aimed at reducing the digital divide. Febelfin frequently endeavors to raise awareness, alerting people to online fraud and phishing.</p>
 <p>Shweta KULKARNI VAN BIESEN Brick by Brick</p>	<p>A cybersecurity specialist, Shweta Kulkarni Van Biesen has worked in a variety of roles throughout her professional career, from strategic communications to public affairs, media relations, leadership communications and employee engagement. Through her "Brick by Brick" initiative, she shares her passion for creating safe and inclusive web platforms.</p>
  <p>Rosanna KURRER Cyberway - Women4Cyber</p>	<p>Rosanna Kurrer, voted Cybersecurity Personality of the Year 2021 Belgium, is much more than a cybersecurity icon. At the helm of Cyberway, she orchestrates the development of an integrated platform combining technical expertise and awareness-raising to strengthen organisations' resilience in the face of digital threats. At the same time, she proves her commitment to diversity through Women4Cyber, an initiative dedicated to the inclusion of women in the field of IT, thus contributing to a more robust and balanced environment for the future of cybersecurity. Rosanna Kurrer remains a driving force, combining visionary leadership with concrete action to shape the evolution of cybersecurity and promote diversity within the industry.</p>
  <p>Sara OUALAD MolenGeek</p>	<p>Sara Oualad had an extraordinary career in marketing and technology. She then embarked on a successful career as an entrepreneur, and her first company was born in the MolenGeek incubator, where she now holds key positions. Sara Oualad's journey and contribution to the entrepreneurial ecosystem continues to captivate and inspire those who follow her.</p>

Theme: climate and technology



Thierry Chappé
[Paradigm](#)

Thierry Chappé is responsible for Sustainable IT at Paradigm. With over 20 years of experience in digital transition for various sectors and industries, he has had a keen interest in environmental issues for the past 15 years. His expertise now develops at the intersection of these two fundamental transitions.



Constance MATHIEU
[Paradigm](#)

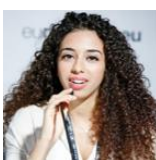
After starting her career in communications and digital marketing, Constance Mathieu specialised in Digital Responsibility. Over the last few years, she has been supporting companies, public bodies and citizens in their ecological transition. She recently joined Paradigm to help lead the regional community dedicated to Responsible Digital Technology. Trained in coaching and facilitation, she regularly leads collaborative workshops and actively participates in initiatives such as the Climate Collage and the Digital Collage.



Sara MICHELSEN
[ISIT](#)

Sara Michielsens joined the Institute for Sustainable IT (ISIT) in 2023 as Communications and Administration Coordinator. At Digital Spring 2024, she will tackle the environmental challenges of digital technology through the concept of the "eco-friendly laptop rucksack". Did you know that a computer emits 60% of its environmental impact before its use? Join us to find out more.

Theme: digital training and professions








Sana AFOUAIZ
[Womenpreneur-Initiative](#)

Activist-turned-entrepreneur Sana Afouaiz is the founder and director of Womenpreneur-Initiative, a borderless organisation dedicated to supporting women from marginalised backgrounds in their entrepreneurial journey and digital training. Based in Brussels, the non-profit organisation Womenpreneur aims to train women to become entrepreneurs in the industries of the future. This takes the form of innovative experiences, entrepreneurial activities, mentorship sessions, leadership programmes, technology education, and networking events and opportunities. Since 2016, the organisation has supported more than 19,000 women in Belgium and the MENA (Middle East & North Africa) region.



Christina GALOUZIS

Christina Galouzis is the vigilance project manager at Digitalcity.brussels, the Training and Employment Center for digital professions in Brussels. As an analyst of the job market and training, she explores the needs and challenges of companies in the digital sector and correlates them with the reality of the job market. Her commitment goes beyond these analyses. She strives to break stereotypes, overcome barriers, and raise awareness about the diversity of academic and professional paths offered by the digital world. This is manifested through the writing of an annual vigilance report, participation in awareness video projects,

<p>Digitalcity</p>	<p>and the organization of events reaching a wide audience, from businesses to young people and job seekers.</p>
 <p>CodeNPlay</p> <p>Claire MORVAN CodeNPlay</p>	<p>Claire Morvan specialises in communications strategy, public relations and events in the NGO, public and European sectors, with expertise in innovation and digitalisation. With 15 years' experience, she is committed to helping organisations move forward, develop successful collaborations and find innovative solutions to contemporary challenges.</p>
 <p>19 42 NETWORK</p> <p>Stefan SALBERTER Campus 19</p>	<p>Stephan Salberter has dedicated his career to creativity and brand enhancement. After starting his career in the media, he held senior positions in communications, marketing and sustainability at different financial institutions in Brussels, Paris and Amsterdam. Since 2017, he has overseen Campus 19 (from 42 Network), a developer platform funded by major corporations and foundations. He also advises companies and their management on their communication, reputation and innovation strategies.</p>
<p>Theme: digital inclusion</p>	
 <p>CAWab</p> <p>Mathieu ANGELO CAWab</p>	<p>Mathieu Angelo has been director of CAWab - Walloon Accessibility Collective Brussels since 2017. The collective was commissioned to support the Brussels government in drawing up the Handstreaming Plan, and has worked with the Walloon government on the creation of an Accessibility Plan. Before taking up his post at CAWab, Mathieu Angelo was Project Coordinator for the Belgian Paralysed People's Association.</p>
 <p>easy.brussels</p> <p>Shiam EL OULANI easy.brussels</p>	<p>Shiam El Oulani is Digital Transformation & Change Manager at easy.brussels. With a wealth of experience in both the public and private sectors, she has worked with a variety of different organisations on deploying impactful transformation strategies. For easy.brussels, she is actively involved in the Easy Way, the Brussels-Capital Region's 2020-2025 administrative simplification plan, and as such is leading various different projects to digitise citizen services.</p>
 <p>VALIDATION des COMPÉTENCES</p> <p>Benjamin HOCQUET Consortium de validation des compétences</p>	<p>For just over a year now, Benjamin Hocquet has been a methodological expert with the Validation of Skills Consortium. It's an opportunity for him to work on the development of methodological tools that will enable citizens to obtain a "Skills Diploma", giving them the tools they need in order to flourish professionally. Trained as a psychologist, he worked for eight years in a psychiatric day centre and coordinated a youth centre before being offered a position in a multidisciplinary sector as project manager for a social cohesion plan, which he has managed for over 13 years now.</p>



Hugues MARCHAL
[Paradigm](#)

Hugues Marchal is Digital Inclusion Officer at Paradigm, and as such is involved in a number of different actions under the Brussels-Capital Region's Digital Appropriation Plan, including the creation of a digital inclusion directory, the drafting of inclusive recommendations, and the labelling and materialisation of a plethora of EPNs in the Brussels-Capital Region.



Theme: e-gaming



















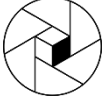












Emma SCHIAVONE
[Point Culture](#)





Emma Schiavone is an independent game developer, a 'solo dev' in the jargon, who juggles between creating video games and studying psychology. Specializing in puzzle and cooking games, she skillfully combines hand-drawn illustrations with archival or freely licensed images to shape unique worlds. Currently, she is working on her first commercial puzzle game, 'Eleo'.

SOME OF THE EXHIBITORS AT DIGITAL SPRING 2024

	<p><u>Arts&Publics</u></p> <p>Arts&Publics promotes culture as a catalyst for social cohesion, education and integration through four key missions, namely training, the integration of artists, civic events and promotion of the arts for everyone.</p>
	<p><u>BeKid</u></p> <p>Complete and innovative daycare management system that simplifies the management of daycare centres for young children and facilitates communication with parents.</p>
	<p><u>Bibliothèque Sans Frontières</u></p> <p>Because unequal access to information is at the heart of today's greatest injustices, Libraries Without Borders is working in 50 countries to facilitate access to information, culture and education for as many people as possible.</p>
	<p><u>BubbleTech</u></p> <p>Non-profit organisation offering digital support solutions to combat the digital divide and boost the visibility of entrepreneurs.</p>
	<p><u>Builtwins</u></p> <p>Builtwins provides services that ensure that the heating, cooling and ventilation system of your building operates in the smartest possible way.</p>
	<p><u>Chochoy Conseil</u></p> <p>Chochoy Conseil specialises in multi-sector business strategy and helps building relevant, standardised and efficient offerings.</p>
	<p><u>Civadis</u></p> <p>Civadis provides local authorities in Brussels with the best IT solutions so that they can focus on their mission of serving citizens.</p>
	<p><u>Communitings</u></p> <p>CommuniThings offers mobility solutions that cater to the needs of smart cities through an advanced IoT platform called Parkally. Utilizing sensors placed in public spaces and a community using the application, Parkally provides a convenient smart parking solution at users' fingertips. The app guides users to the nearest parking space, optimizing operational efficiency for parking managers. It also provides information about public parking facilities.</p>
	<p><u>Cryptobel</u></p> <p>Education centre specialised in blockchain, cryptocurrencies, NFTs and Web3 in Wallonia and Brussels.</p>
	<p><u>Cyclomedia</u></p> <p>World leader in geospatial imagery, is revolutionising digital mapping and urban space management.</p>
	<p><u>D2D3</u></p> <p>D2D3 places cartography at the heart of its business. This solution provides improved visualisation of assets and data.</p>
	<p><u>Digital For Youth</u></p> <p>The organisation works mainly with social partners to facilitate access to digital equipment, thanks to donations of used laptops which are then refurbished.</p>
	<p><u>easy.brussels</u></p> <p>easy.brussels implements a philosophy of administrative simplification within the institutions of the Brussels Region so that they can always offer better conditions to their users.</p>

	<p align="center"><u>FARI</u></p> <p>Ambitious initiative focused on developing, researching and promoting the adoption and governance of AI, data and robotics technologies in a way that is trustworthy, transparent, open, inclusive, ethical and responsible. Inspired by humanistic and European values,</p>
	<p align="center"><u>Febelfin</u></p> <p>Belgian federation of the financial sector and guides its 250 members through the complexities of the financial landscape.</p>
	<p align="center"><u>Flow-Analytics</u></p> <p>Company specialised in urban data analysis, with the goal of optimising urban mobility for cities, businesses and individuals by providing relevant insights.</p>
	<p align="center"><u>Fluicity</u></p> <p>Fluicity is a citizen consultation platform that offers citizens the opportunity to be involved in the decisions that concern them..</p>
	<p align="center"><u>Furt'Her</u></p> <p>Furt'Her raises awareness among women of new technologies such as blockch-ge training, workshops and educational content where knowledge meets innovation. The values of inclusiveness, collaboration and emancipation are at the heart of its mission.</p>
	<p align="center"><u>Galatae</u></p> <p>The aim of Galatae is to facilitate the access of Belgian companies to cutting-edge technology (robotics, mechatronics and software development) and increase their competitiveness.</p>
	<p align="center"><u>Games.brussels</u></p> <p>The regional video game association of the Brussels -Capital Region, games.brussels, has the mission of promoting, growing, and developing the video game industry.</p>
	<p align="center"><u>Gaming Corporation Belgium</u></p> <p>Gaming Corporation Belgium brings together a team with diverse backgrounds, united around the ambitious goal of propelling Brussels to the rank of global eSport capital.</p>
	<p align="center"><u>Give a day Bruxelles Ville</u></p> <p>Online platform dedicated to volunteering and citizen engagement.</p>
	<p align="center"><u>Google Cloud</u></p> <p>Cloud computing platform provided by Google. It offers a comprehensive range of services and solutions for businesses, developers, and organizations looking to accelerate their digital transformation.</p>
	<p align="center"><u>Greenzy</u></p> <p>Greenzy offers an odourless indoor composter connected to a fun app to help everyone compost.</p>
	<p align="center"><u>IRISnet</u></p> <p>IRISnet manages the extension of the fibre-optic broadband network on the territory of the Region and offers related telecommunication services.</p>
	<p align="center"><u>ISIT-BE</u></p> <p>The Belgian Institute for Sustainable IT (ISIT-BE) aims to promote more environmentally friendly, accessible, ethical and inclusive digital technology.</p>
	<p align="center"><u>Joyn</u></p> <p>The digital platform revolutionising customer loyalty.</p>
	<p align="center"><u>Looping</u></p> <p>Smartphone app helping citizens to better sort and recycle their waste.</p>

	<p><u>Molengeek</u></p> <p>MolenGeek aims to make digital technologies accessible to everyone. The initiative rests on three pillars: an incubator, IT training and inspiring events.</p>
	<p><u>Never Touch The Red Button</u></p> <p>Video production and motion design studio. Its mission? To transform ideas into clear, aesthetically pleasing and tailor-made video content.</p>
	<p><u>Opendatasoft</u></p> <p>With this platform, you'll be able to deliver self-service data in your organisation, create new data services, and open your data to strengthen your business performance.</p>
	<p><u>Orange Fab</u></p> <p>Orange Fab is a project accelerator working in 14 countries and aiming to promote innovation.</p>
	<p><u>PointCulture</u></p> <p>PointCulture is fully committed to democratising access to culture by exploring six major social issues: arts & artists, the environment, gender, North-South, the digital sphere and health.</p>
	<p><u>Premier contact ASBL</u></p> <p>Association that places digital inclusion at the heart of its activities. It aims to equip people with the tools they need, by making them as familiar as possible with digital tools.</p>
	<p><u>Proximus Ada</u></p> <p>First Belgian centre of excellence to combine artificial intelligence and cybersecurity.</p>
	<p><u>Brussels Health Network</u></p> <p>The Brussels Health Network enables the secure electronic sharing of health data between healthcare providers, institutions and patients.</p>
	<p><u>Sentigrate</u></p> <p>Sentigrate specialises in the processing, modelling and visualisation of data from sensors.</p>
	<p><u>Shayp</u></p> <p>Shayp is a water management company that leverages AI to assist building managers in reducing water consumption, preventing leaks and saving money.</p>
	<p><u>Snugr</u></p> <p>Snugr is a heating management and optimisation solution that's easy to use and install.</p>
	<p><u>SPIE</u></p> <p>Spie is a company that integrates solutions and services in the fields of electrical, mechanical and climate engineering, energy and communications networks.</p>
	<p><u>Transway</u></p> <p>Through its digital solutions, the company contributes daily to improving the quality of travel, whether by smoothing traffic flow, encouraging the use of environmentally friendly transport or creating smart cities.</p>
	<p><u>Trigrr</u></p> <p>Trigrr simplifies commercial building management with an easy-to-use, interoperable technology automation solution that enhances occupant comfort and reduces energy costs.</p>
	<p><u>Viametris</u></p> <p>Viametris is a company specialised in the manufacture of mobile mapping systems to meet the challenges of indoor/outdoor digitalisation worldwide.</p>

	<p><u>WEshre</u></p> <p>New Belgian social network that aims to connect users in real life, via an app, by enabling them to take part in private festive, cultural and sporting.</p>
	<p><u>withVR</u></p> <p>withVR is an application offering customizable virtual reality speaking scenarios, supporting speech therapists and researchers in empowering individuals to use their voices.</p>
	<p><u>Woluwe-Saint-Pierre</u></p> <p>Woluwe-Saint-Pierre is at the forefront of various Smart City projects in the Brussels Region. It has recently developed a series of innovative initiatives to improve the quality of life of its citizens.</p>
	<p><u>Womenpreneur Initiative</u></p> <p>De vzw Womenpreneur is gevestigd in Brussel en heeft tot doel vrouwen op te leiden voor ondernemerschap in de industrieën van de toekomst. Dat wordt gerealiseerd d.m.v. innovatieve ervaringen, ondernemersactiviteiten, mentoringssessies, leiderschapsprogramma's, technologisch onderwijs en netwerkevenementen. Sinds 2016 zijn meer dan 19.000 vrouwen in België en de MENA-regio (Midden-Oosten en Noord-Afrika) begeleid.</p>

WEshre, AN EXCLUSIVE INTERACTIVE EXPERIENCE FOR DIGITAL SPRING 2024



[WEshre](#) is an innovative Belgian app designed by young entrepreneur Hugo Simon. The goal? To facilitate the organisation, by and for its users, of festive, cultural and sporting events in a simple, intuitive and secure way.

Less than two years after its launch, WEshre has already attracted more than 10,000 users in Belgium, and is preparing to conquer Spain.

This platform is more than just an online tool; it is also an invitation to experience real life to the full, far removed from virtual simulations. WEshre offers a large number of features for a complete user experience: a regional calendar to discover nearby events, easy creation of private or public events, full event management with a list of participants and secure payment, private messaging for direct communication between participants, and a space dedicated to photos and videos for sharing highlights.

Exclusively for Digital Spring 2024, WEshre will launch its first "professional exhibition" version. This version has been adapted for this major event and allows exhibitors and speakers to create activities such as demonstrations and speeches, while users can network, plan their activities and actively participate in the event. To deploy this variant, Hugo was supported by the C_Lab team, Paradigm's creative and innovative branch.

Download WEshre now: weshre.com/pn24

PRACTICAL INFORMATION

WHERE ?

Tour & Taxis, Avenue du Port 86C, 1000 Brussels

WHEN ?

Friday 22 March 2024, from 9am to 6.30pm, and Saturday 23 March 2024, from 10am to 6pm

INFORMATIONS & PROGRAM

on [Digital Spring 2024](#)

REGISTRATIONS

on [Eventbrite](#)

Free event open to everyone.

JOIN DIGITAL SPRING 2024

- **By bus:** Lines **14, 15, 57, 88, 89** – Stop: **Tour & Taxis**
- **By tram:** Lines **51 and 93** – Stop: **Saintelette**
- **By metro:** Lines **2 and 6** – Stops: **Yser** or **Ribaucourt**
- **By train:** **Brussels-North Station**, 10-minute walk.
- **By car:** Accessible from the centre of Brussels – **Parking: 13 Rue Picard and Drève Anna Boch, open 24/7.** Brussels is a Low Emission Zone (LEZ): check on lez.brussels whether your vehicle is allowed.
- **By bike:** The regional "[CK](#)" cycling route runs alongside the canal. Multiple outdoor bike parking spots. Villo! station in front: **Tour & Taxis No 54 – 3 Rue Picard.**
- **On foot:** Ideal if you're nearby.
- **From Brussels airport:** approximately 15 minutes by train to **Brussels-North Station.** Did you know? Tour & Taxis offers a free shuttle service from the North Station! Every day from **5.30am to 10pm.** Every **5 to 10 minutes**, a shuttle service runs between Brussels-North Station (under the station) and the Tour & Taxis site.

PRESS CONTACTS

paradigm.brussels : Anna MELLONE – amellone@paradigm.brussels - 02 282 47 70

Invisible Festival: Géraldine Bueken, founder and manager of the XR4heritage programme, behind the Invisible Festival – g.bueken@gmail.com

Image Création: Anne Kennes, Press Attaché at Image Création - anne@sparklebox.be - +32 (0)486 24 34 00

ABOUT PARADIGM

[Paradigm](#) is the public interest organisation working on the digital transformation in the Brussels-Capital Region. As such, it acts as an orchestrator of digital capabilities by developing greater coherence, mutualisation and cross-functionality, while accelerating the transition for all.