Ethical AI in Learning
Comparison table, tenders

Company	Score
Analytikus	89,6
Codemen Oy	59,91
Eduhub Oy	51,71
Kwantum LCC	87,44
Spiky.ai	28,68
Teach	82,77

Verbal comments

Analytikus	The solution is provisionally applicable to pedagogical approaches and city practices. Comprehensively described, innovative solution.
	Excellent references, extensive experience. Scalable solution. Ethical approaches thoroughly and comprehensively considered, although part of the solution raises questions.
Codemen	The solution is based on the identification of emotional states on video. In principle, this technology is problematic at schools, although it would support e.g. safety at schools.
	Similar solutions are in use abroad. Some educational references. Ethical approaches could have been discussed in further detail.
Eduhub Oy	Pedagogically interesting solution. There are currently several material banks in use for teachers, making this solution less innovative.
	The solution is scalable to an extent. References inadequately described. Ethical approaches have been explored to a degree.
Kwantum LCC	The solution is well suited to pedagogical approaches and city practices. Comprehensively described, innovative solution.
	Sufficient references. Scalable solution. Ethical approaches thoroughly considered. Clear, feasible solution.
Spiky.ai	The trial is not suitable to be implemented by the city, as the goal is to conduct psychometric profiling. Ethical approaches were not sufficiently discussed in the tender,
	and it did not include adequate references. Opportunities for scalability probably exist, but this is difficult to assess based on the limited description provided.
	The solution is not selected for the pitching event, as the trial cannot be implemented by the city.
Teach-in	The solution is pedagogically interesting, and based on the tender, it also meets the guidelines defined by the city. Innovative and scalable solution.
	Ethical approaches thoroughly considered, although some parts of the solution raises questions.

Summary of the pitch scores

The pitches were assessed based on the criterion listed in the call for tenders ("Pedagogy and impacts on learning and education, 25 points"). The score scale varied from -5 to +5 for each category.
The following themes were used to support the assessment:
1. Correspondence with the learning conceptions of the Finnish Core Curricula
2. Pedagogical innovativeness
3. Practical pedagogical functionality and feasibility
4. Pedagogical added value to the learning process provided by AI technology
5. Pedagogical ethics as a starting point

RESULTS:	Verbal assessment
Kwantum 14/25	The pedagogical functionality and feasibility of the solution as well as the added value to learning provided by AI technology were at an excellent level.
	No challenges regarding pedagogical ethics emerged in the solution. Correspondence with the learning conceptions and pedagogical innovativeness leave something to be desired.
Analytikus 10/25	The solution was highly polished, and the added value of AI technology was clearly presented. Pedagogical innovativeness was also clearly demonstrated.
	However, in terms of pedagogical ethics, the solution was problematic, as it involved profiling pupils' personality traits.
Teach-in 8/25	The solution was pedagogically innovative and in line with the learning conceptions. However, the pupil profiling included in the solution was ethically problematic
	and diminished the pedagogical functionality of the solution.
Codemen 5/25	The added value of the proposed solution regarding pedagogics and AI technology remained unclear.
	The video-based solution was also challenging in terms of its practical implementation.
EduHub 2/25	The solution was not considered to have the pedagogical innovativeness or practical functionality sought in this innovation competition.
	The pedagogical added value of AI technology also remained modest. The perspective of pedagogical ethics could have been further explored.