

Vittascience Presentation

Founded in 2018, Vittascience is a French start-up that designs digital tools dedicated to teaching computer programming and artificial intelligence in schools.

In a world where digital technology is becoming increasingly central, it is essential to give all young people the keys to understanding, mastering, and questioning the technologies that surround them. Vittascience's mission is to spark scientific and digital curiosity in students, regardless of their background, by offering accessible, inclusive, and engaging educational tools.

Today, the Vittascience platform is used by nearly 500,000 students and teachers, from elementary school to high school, in France and internationally.

Programming is a key skill for the 21st century. Beyond teaching code, Vittascience advocates an approach that aims to enable students to understand interactions with machines, software, and connected objects, so that they can become informed participants in technological developments rather than passive recipients. The challenge is also to combat the idea of “magical” processes behind digital tools by making their internal mechanisms visible.

With the introduction of computer programming into school curricula, the need for appropriate teaching resources has grown significantly. In middle school, students are introduced to visual block-based programming before transitioning to learning Python in high school. This transition is often a source of difficulty. Vittascience specifically supports students and teachers in this key transition by offering progressive and consistent interfaces.

In this context, Vittascience has developed an innovative system for translating between visual and textual programming, supported by the French Ministry of Education and Youth in 2019 and 2020 as part of the Édu-up initiative.

At each stage of design, particular attention is paid to accessibility and inclusion. Vittascience interfaces take into account a diversity of needs: light or dark themes, adjustable contrasts, and ergonomics designed for people with disabilities.

Since 2022, Vittascience has also been developing tools dedicated to the discovery and understanding of artificial intelligence. Faced with the rise of generative AI, the platform aims to demystify AI by opening up the “black box” of neural networks. Users can train their own models, integrate them into programs, and compare different levels of complexity to better understand the principles and limitations of these technologies.

In addition to programming interfaces, Vittascience offers a collaborative educational resource center, a classroom management module, and ready-to-use teaching kits. The company is a winner of Réseau Canopé's Territoires Numériques Éducatifs (TNE) program and three France 2030 projects.

A large community of teachers has formed around Vittascience, particularly in middle schools and high schools, where the challenges associated with the transition from blocks to Python are particularly significant. The platform is

constantly evolving, both in terms of educational and technical aspects and in terms of accessibility.

Awards and recognition

Vittascience has been:

- a finalist in the Social Cup and winner of the EY-ISAIE award (2016),
- winner of the Jean-Louis G rondeau award (2017),
- winner of the  du-up program run by the French Ministry of Education (2019 and 2022),
- winner of three France 2030 projects (2023),
- French finalist in the GESAwards 2024,
- winner of the "Best Public-Private Collaboration" award at the Acteurs du Libre 2025 competition for its collaboration with Capytale and Tralalere.