ConMasFuturo

With Roblox Education, ConMasFuturo Inspires Students Across Spain and Latin America

Six years ago in Madrid, Spain, ConMasFuturo, introduced an innovative concept in Spanish education for teens and youth that will have a dramatic impact in preparing students for today’s global economy. Like many parents, Antolin Garcia and his wife were looking to prepare their children for the future. They researched and reviewed out-of-school educational programs and camps that could teach technology programs to youth, beyond traditional word processing, spreadsheets and presentation software. Unfortunately, they could not find any. They knew that the business world was changing, and technologies such as coding and robotics were becoming more important to the future success of business and people, but it was only being taught at the University level. Instead of giving up, they decided to take a risk, and start their own education center, ConMasFuturo, to teach coding, robotics and other technologies previously inaccessible to teens and children.

When they started building out their plan, they established three primary goals to achieve with the center and the lessons to be learned. First, the program must be both good for the future of the student, and a place they want to go instead of feeling obligated. It was critical to have the element of fun and joy in the center and classrooms. Second, the lessons taught must be good for their future. They must learn about future technologies in the rapidly advancing global economy. Finally, all the programs must be hands on and appeal to both young children and young adults. The students must learn the actual skills to help them, and not just the theories or simulations.

“For the youth and young adults growing up today, learning the language of Code is now the most important second language one can learn to compete in today’s global economy.”
Antolin was first introduced to the Roblox Education platform by Jose Mateos, Roblox's General Manager for Spain and Latin America. After asking his children and their friends, it was clear that they all knew about Roblox and loved it. ConMasFuturo introduced Roblox into the curriculum to teach coding. What they learned afterwards reaffirmed their decision. Roblox became the perfect balance between fun and in-depth education. Unlike other tools, they found that students had passion with the Roblox courses, and were receiving real world coding and life skills. For young students, Roblox was the best tool to achieve this balance. The students also improved their creativity, communications, and energy. Other programs were either strong in the technology or the element of fun, but not both. In addition to the benefits that Roblox Education courses provided students, the simplicity in teaching coding, the approach and supporting materials make the teachers feel very comfortable and bring their own excitement and joy teaching the classes.

“Roblox coding lessons have really driven the student’s creativity. It’s pushed them to think differently, create and innovate versus following the path of traditional solutions to challenges.”

Today, ConMasFuturo, has franchised their education center and curriculum, which includes the Roblox Education courses, to over 10 locations in Spain, and licensed their proprietary, STEAM-IN-A-BOX curriculum to over 100 educational programs in Latin America. Antolin credits Roblox Education as a big reason for their success.

“When the children move on to University, they are far more advanced because of the Roblox coding classes when it comes to the newest technologies being taught, such as Artificial Intelligence, Internet of Things, Automation and more.”

Case study produced in collaboration with independent consultant group Perch Partners.