Training Sessions for Teachers

[AI and Data in education]

FREEYOU NE–XT

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Credits

All the partners contributed to the realisation of this document.
Patrícia Vieira, from Inova+, edited, structured, and designed this informative document.
The final version was reviewed by Nicola Bruno (Dataninja), who supervised the structure of the document and reviewed all the content and programme.

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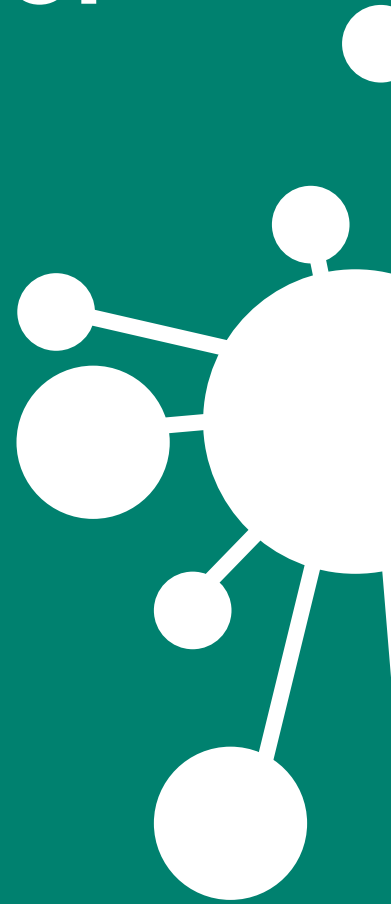
Co-funded by the European Union

1. INTRODUCTION

In an era where information permeates every aspect of our lives, promoting Media and Information Literacy (MIL) has emerged as a critical necessity. With the overwhelming abundance of data and the rapid spread of misinformation, fostering MIL skills has become imperative to empower individuals and students as discerning consumers and producers of information. Recognising this need, several organisations from across Europe have united to prepare training sessions for teachers and educators.

1.1. THE PROJECT IN A NUTSHELL

FREEYOU Next builds on **FREEYOU** – a project funded by the <u>Media Literacy for All Programme</u> - and its main product: a blended multilingual educational format (and resources) for media and data literacy, targeted to teachers, educators, facilitators that work with youngsters.

The project builds on an open platform that promotes an aware use of social media among youngsters, through innovative format with a focus over the following themes:

1) Fact-checking (social media verification, video/pictures authentication, source checking)

2) News distribution and amplification (filter bubbles, algorithmic filtering, viral content circulation)

3) Artificial intelligence (deep fake, synthetic media, etc)

FREEYOU Next is a project co-financed by the European Union (under the **Creative Europe Programme (CREA)**) and coordinated by MEET (DIGITAL CULTURAL CENTER). Other entities are also part of the project as: GLUON; INOVA+ - Innovation Services, SA; FUNDACION ZARAGOZA CIUDAD DE CONOCIMIENTO; and DATANINJA.

The project is addressed to young people/digital native as the main target of beneficiaries. The objectives of the project are:

- capitalise the previous experience including contents, methodologies and communities developed by FREEYOU that covers 5 countries/languages and reached people (55 facilitators teachers trained, 440 students participated to the workshop, 13.509 timed accessed to the platform);
- develop new contents and methodologies with the focus on data and AI literacy, awareness about the use of data, data visualisation for boosting awareness on European societal challenges, including democracy;
- involve young digital artists to work through data sketch and data sculpture to enrich the project methodologies and contents with artistic representations to boost emotional change of perspectives/visions and behaviours;
- involve youth in creative co-creation processes using data to make them active users of digital and media tools;
- enlarge the EU coverage of countries, languages and the transnational community of facilitators, artists, young people.

1.2.   TARGET GROUPS

The project is addressed to young people/digital native as the main target of beneficiaries. The overall objective of the project is to explore the use of digital languages and creativity and technologies to allow the active and aware participation of youths and young artists, to the media democracy and political debate concerning the future of EU, investigating at the same time possible models of impact on the EU political agenda, also reinforcing the role of the artists in the media literacy echo-system and, more broadly, in the society.

2.   TRAINING SESSIONS FOR TEACHERS

The project consortium developed a **multilingual Toolkit** including several multimedia resources about Artificial Intelligence and Virtual Reality involving deepfakes, synthetic media, chatbots, and virtual worlds. To encourage the usage of this Toolkit, the FREEYOU Next is launching a training programme for teachers and facilitators from the different countries (Italy, Belgium, Spain and Portugal). The Training Programme will be performed online, and the live sessions (*) will be in English. All participants will have access to all the materials translated into each language (English, Italian, Belgium, Spanish, Portuguese, German, Dutch and Greek). The training programme has **11 sessions** and will **start in February** and **end in April**.

OPENING
>   *05/02/2024 (17:00 - 19:00)- Intro webinar: AI and Data in education (all partners)

COURSE 1
A Data World: Synthetic Media analysis and production (By Dataninja)
>   On-Demand Session 1: "Living in a World Built on Data" (1h)
>   On-Demand Session 2: "Crafting & Deciphering Synthetic Imagery" (1h)
>   *19/02/2024 (17:00 - 19:00) – Live Workshop: "Empowering Educators: Navigating Synthetic Media in the Classroom" (2h)

COURSE 2
Chatbots in VR: The Wonders of Prompt Engineering (By Gluon)
>   On-Demand Session 1: Chatbots and new means of visualizing them (1h)
>   On-Demand Session 2: Chatbots and new means of visualizing them (1h)
>   *07/03/2024 - Live Workshop: Gamifying AI: Building Chatbots for CoSpaces Edu (2h)

ARTISTS LECTURES
>   *11/03/2024 (17:00 - 19:00) - Artist lecture 1 - Kasper Jordaens - by Gluon
>   *18/03/2024 (17:00 - 19:00) - Artist lecture 2 - Roberto Beragnoli - by MEET
>   *25/03/2024 (17:00 - 19:00) - Artist lecture 3 - Mayte Gómez and Carlos Alcántara - by FZC

CLOSING
- *08/04/2024 (17:00 - 19:00) - Final webinar Q&A (all partners)

If you are interested in taking part in these training sessions, please sign up using this **form**.

3. CONTACTS

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