



SAINT

Newsletter 2

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hands on introduction to Artificial Intelligence in primary education using minecraft

Coordinator



The partners



ΠΑΝΕΠΙΣΤΗΜΙΟ
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SAINT
HANDS ON INTRODUCTION TO ARTIFICIAL
INTELLIGENCE IN PRIMARY EDUCATION
USING MINECRAFT



Project updates!

The partnership has been working very hard on developing the training course and the lesson plans for the project, making it fun and appropriate for the target group!

The topics that are being developed are:

- Application of AI in Robots
- Application of AI in Work and Entrepreneurship
- Application of AI in Speech & vision
- Application of AI in Games & puzzles
- Application of AI in everyday life

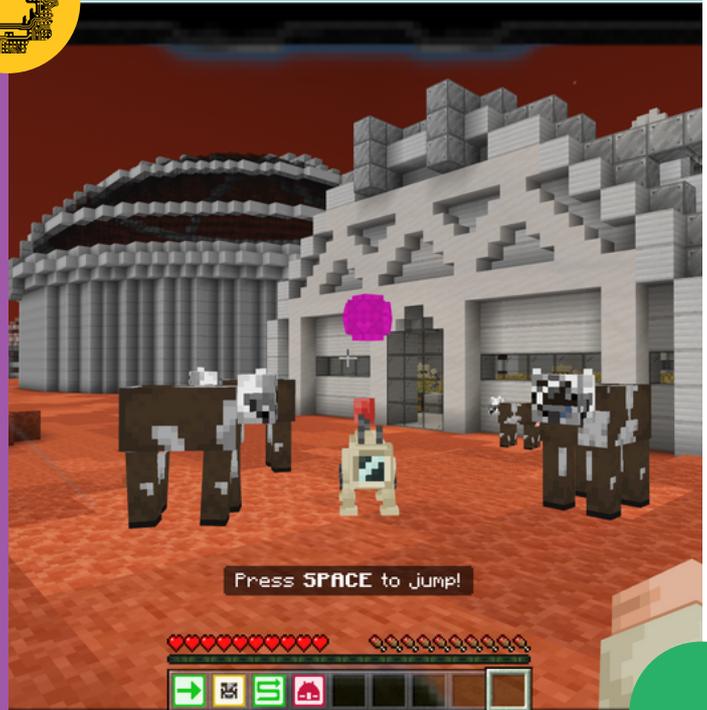


The Minecraft game

Based on the topics developed a Minecraft world is under development, tailored to host the challenges and deliver the AI curriculum. It will make use of the escape room concept and offer Problem-Based Learning activities or challenges.

Why Minecraft

The educational potential of Minecraft as a Massively Multiplayer Online Game has been explored by a few initiatives and conclusions are very positive: it is seen by the growing community of Minecraft Education comprising teachers, educators and parents.



What's next?

Our partnership is planning the next transnational meeting in Cyprus in October 2023! During the meeting, the next steps of the project will be discussed and of course the finalisation of the scenarios that will be implemented in the Minecraft game.



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