

Hands on introduction to artificial intelligence in primary education using Minecraft

2nd Online article

After the kick-off meeting in Lille, the project has progressed a lot, having reached the completion of a practical approach to AI for primary schools. More specifically, we proceeded to develop courses with each partner covering a specific unit. In unit 1, EMPHASIS introduced us to AI in robots, while in the second module, Taran informed us about AI in work and entrepreneurship. In unit 3, speech and vision were presented by EKVASIS, in unit 4, application of AI in games and puzzles by the University of Patras and in unit 5, application of AI in everyday life by DigiCult.

Based on the above modules, the lesson plans were also completed. After this, we are ready to start the creation of the Minecraft world, that provides educators the knowledge and content to teach about Artificial Intelligence.

Through online meetings, the partners provided their own perspective on the Minecraft world and the progress of the project. The next Transnational Partners Meeting is set for the 9th of October in Nicosia, Cyprus.

Stay tuned for all the great things that are coming!

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