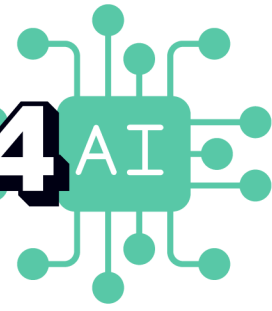


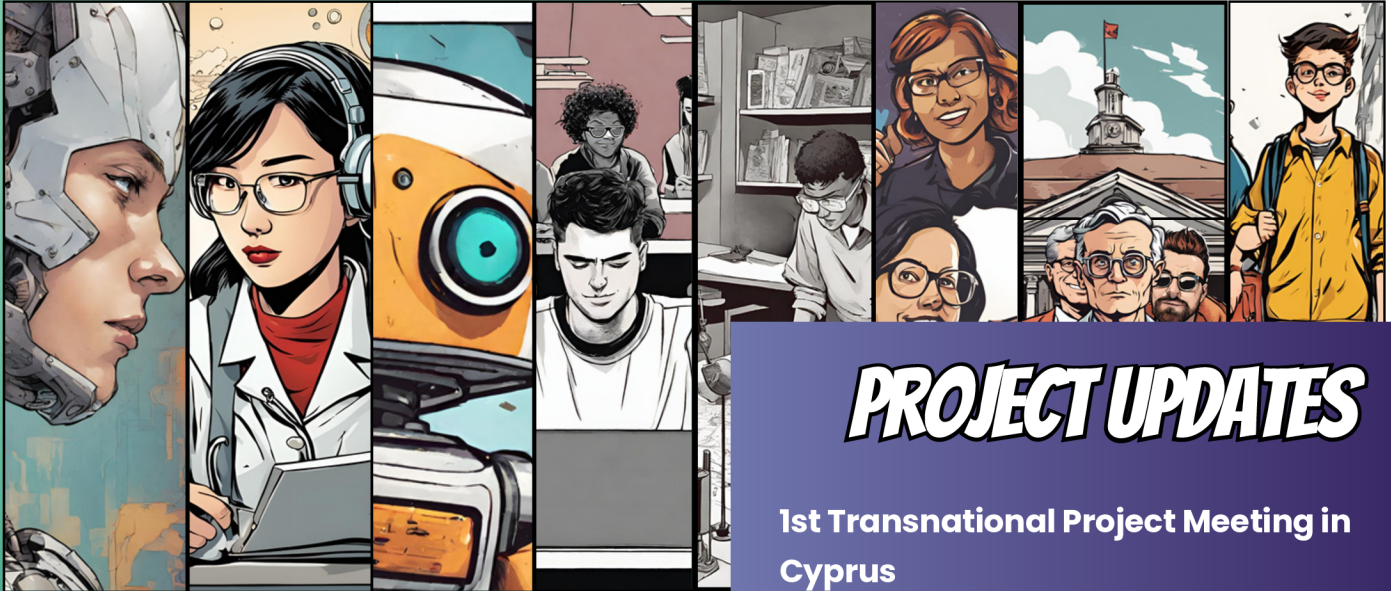


# Comix4AI



# NEWSLETTER 1

## JANUARY - JUNE 2024



## PROJECT UPDATES

1st Transnational Project Meeting in Cyprus

Research completed on relevant sources and references

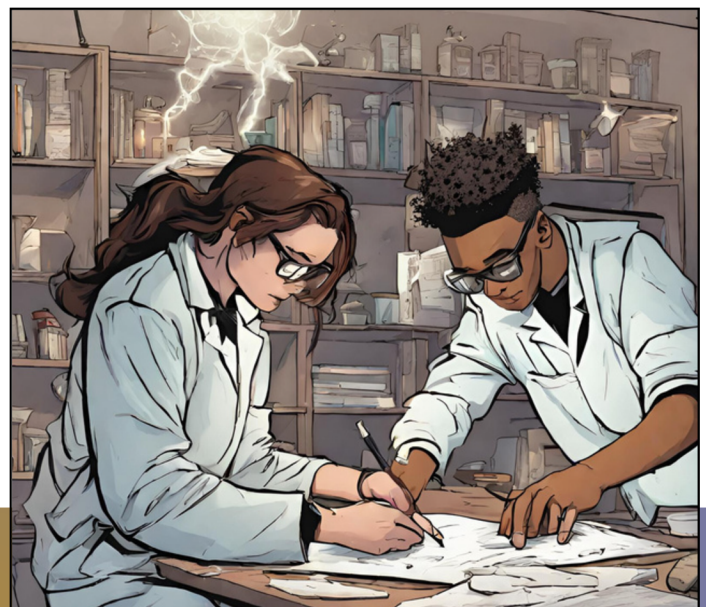
Completed the Global Report

Conducted focus groups with experts

Defined and begun development of AI&ML Comics Module

## PROJECT OBJECTIVES

The Comix4AI project aims to create a new path for Artificial Intelligence in secondary schools. To enhance secondary school teachers' and students' knowledge, competencies and skills in AI, promote digital transformation through interdisciplinarity and inclusive education practices. This will help to combat low student achievement by creating educational materials that can be used by all students to understand AI in the form of digital comics, and encourage STEM-oriented career pathways.





## TPM1

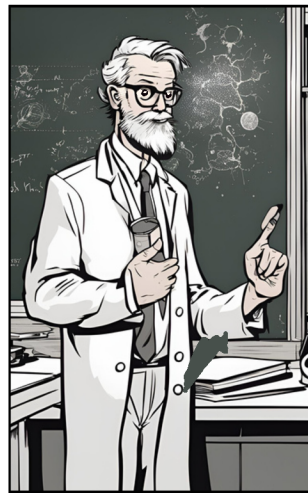
The 1st Transnational Project Meeting was held in Cyprus on the 28-29 of May 2024. Partners discussed:

1. The general structure of the project and the responsibilities of each partner.
2. Scheduled specific deadlines for upcoming activities.
3. Communication & Dissemination of the Project



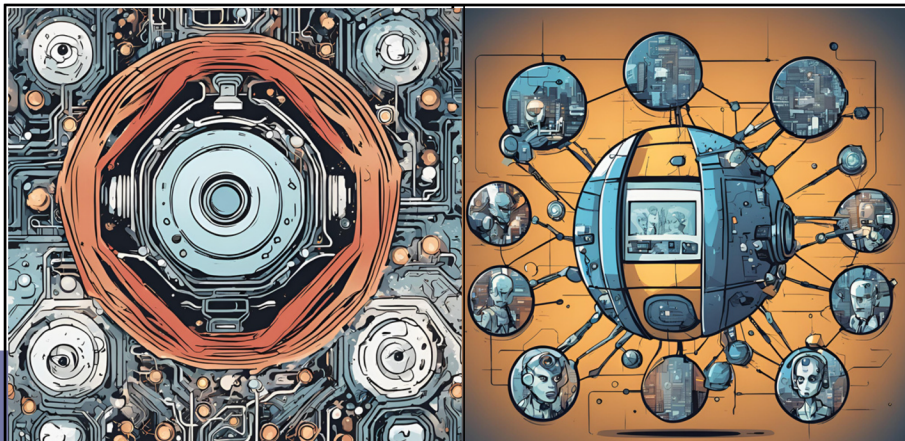
## RESEARCH

The research focused on defining references and resources on the use of digital comics in the mainstream schooling context, and use of AI in STEM subjects for tasks and algorithms. This produced a list of references and sources on the use of digital comics in the school education context, teaching AI through STEM concepts, and benefits and challenges of the above.



## GLOBAL REPORT

The partners created and circulated a Questionnaire Template addressed to secondary school teachers with specialization in Computer Science, Engineering, Chemistry and Physics. The aim was to gauge their level of knowledge on AI & ML in each partner country, in order to learn how to create a module according to their needs. This resulted in 1 national report per country, which ultimately produced the Global Report.







# FOCUS GROUPS WITH EXPERTS



The focus groups were conducted to draw on the expertise of professionals in AI, Engineering and Graphic Design to ensure an interdisciplinary approach to digital comics' design methods for AI/ML teaching and learning in STEM secondary education settings.



## FOCUS GROUP 1

An online focus group discussion took place on important topics and ways to integrate digital comics in education settings as tools for effective teaching and learning. The focus group consisted of professionals, including 3D-artists, VR-experts, Animators, Illustrators, Graphic Designers, and Industrial Designers, both from the academic and freelance sectors.



## FOCUS GROUP 2

A second online focus group discussion took place on important topics and ways to use digital comics in education settings as a method for teaching and learning AI & ML. The focus group consisted of professionals in Computer Engineering with specialisation in AI and Bioinformatics, Data Engineering, and Physics, from the academic, public, and private sector.





# ***AI & ML COMICS MODULE DEVELOPMENT***

The focus group discussions provided valuable insights that were subsequently used to define and structure the Module content. The partners have created the outline of the module's content and assigned units to the partner organizations to include theoretical parts and practical parts.

The rationale behind the development of the AI & ML Comics Module is two-fold as it aims to: 1) address the misconception of using informal learning tools in the classroom, and 2) promote a basic understanding and usage of AI and ML in the subjects of Computer Science, Engineering, Physics and Chemistry. In parallel, contributing to the general objective of Comix4AI to address the development of AI literacy in secondary school education through non-formal teaching and learning methods.

## ***SOCIAL MEDIA AND ONLINE PRESENCE***

We are delighted to announce that all our social media platforms, as well as our website, are now live! We invite you to connect with us on social media and explore our website for the latest updates, resources, and information about the Comix4AI project.

