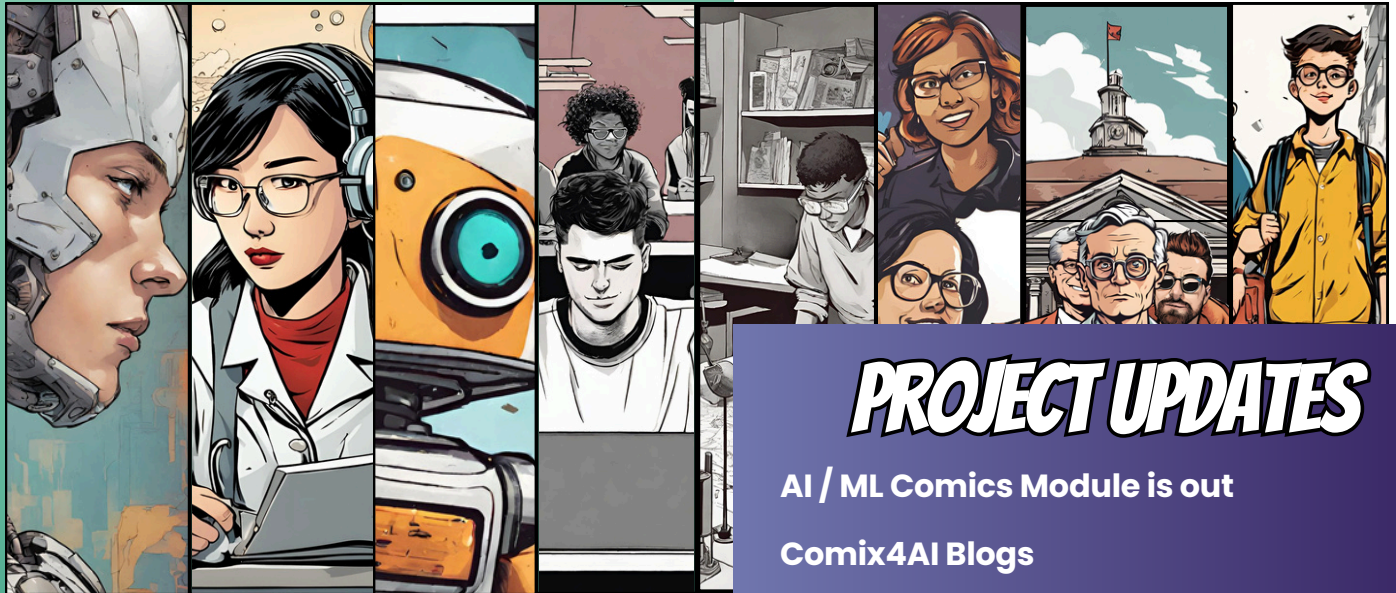




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NEWSLETTER 2

JUNE - DECEMBER 2024



PROJECT UPDATES

AI / ML Comics Module is out

Comix4AI Blogs

Focus Groups with experts [FR]: AI/ML, Engineers, Designers, Illustrators

Workshop sessions with teachers across partner countries: Greece, Portugal, Cyprus

Significant Milestone: Introduction of AI/ML Digital Comics in Classrooms

OUR TARGET-GROUPS



- Secondary school STEM teachers and students.
- National and EU education providers/institutions working on the secondary school curricula of STEM education.
- NGOs from various sectors.
- Policymakers in the educational sector.
- Local and regional AI and graphic designers.
- Universities/Colleges and other research institutions of AI, STEM education, and Computational Social Sciences.





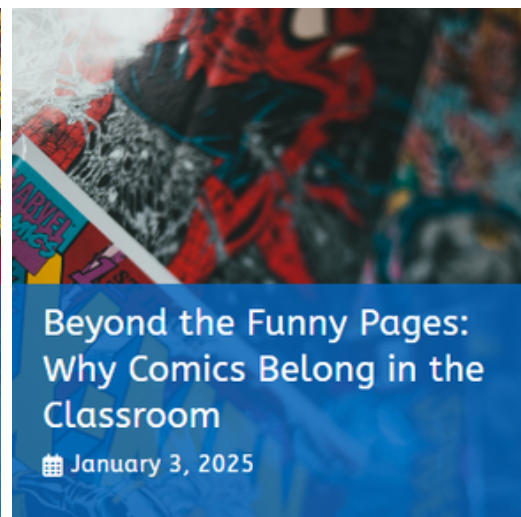
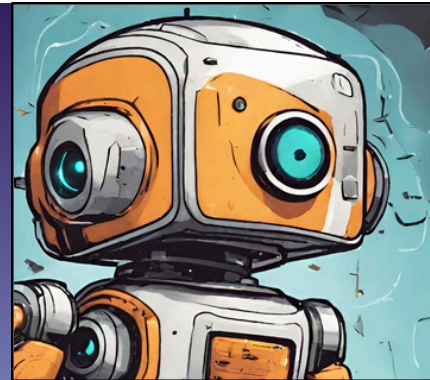
THE AI & ML COMICS MODULE

The AI & ML Comics Module is out !
It includes short videos, interactive presentations and is available for free on our website. Check it out !



COMIX4AI BLOGS

Explore our latest blogs to discover the unique aspects of AI, machine learning, and digital comics in education
Click below to read more:





FOCUS GROUPS WITH EXPERTS



FOCUS GROUPS INSIGHTS

After the success of the two focus groups in Cyprus, we've conducted focus groups in France. Experts emphasised the importance of introducing AI and ML concepts in a student-friendly way. These discussions served as a guiding framework for the Comix4AI project, ensuring our educational comics are engaging, inclusive, and impactful for all.

The first focus group, involving animators, illustrators, and graphic designers, emphasised the importance of simplicity, accessibility, and interactivity in educational comics. The discussions centred around the creative and practical aspects of designing educational comics: conceptualisation, design process, formatting, content guidelines, tools and resources.

The second focus group, with AI and ML experts, pointed out the need for teacher training in digital tools, high-quality content development, and addressing challenges like digital equity, data protection, and algorithmic bias.





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WORKSHOPS WITH TEACHERS IN GREECE



Workshops were conducted with 25 teachers specialising in Mathematics, IT, Engineering, and Sciences, in Greece.

The workshops expanded teachers' perception on the implementation of AI into STEM subjects in their classrooms and strengthened their digital skills through digital comics creation



IN-PERSON WORKSHOP

📍 5th High School of Agrinio

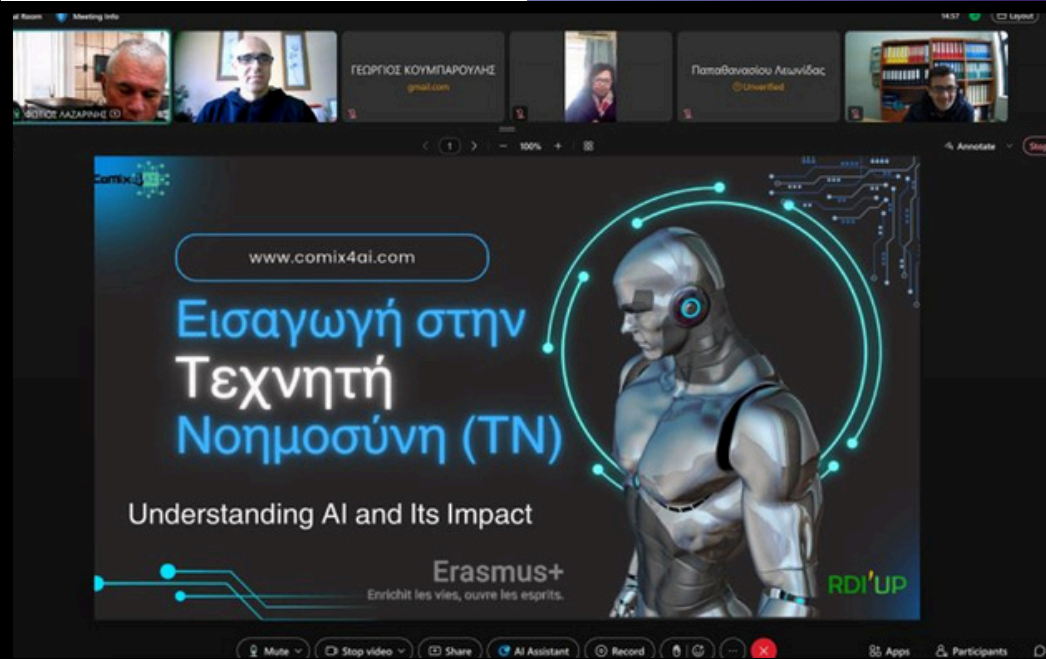
This workshop was attended by 11 participants who engaged in face-to-face sessions discussing AI concepts and comic-based lesson plans. Following these sessions, participants completed a portion of the course asynchronously as part of an open e-course.

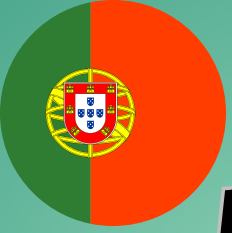


ONLINE WORKSHOP

📍 Webex and Open E-Course

The fully remote learning experience attracted 14 participants, and was conducted through collaborative brainstorming and guided activities.





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WORKSHOPS WITH TEACHERS IN PORTUGAL



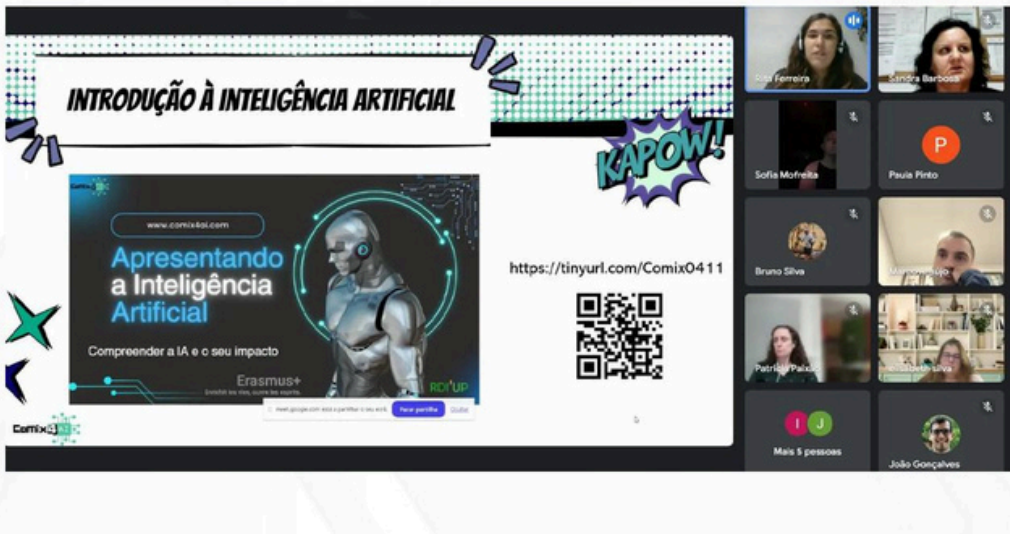
Workshops were conducted with 15 teachers specialising in Mathematics, IT, Engineering, and Sciences, in Portugal. The workshops expanded teachers' perception on the implementation of AI into STEM subjects in their classrooms and strengthened their digital skills through digital comics creation



ONLINE WORKSHOP

SPEL

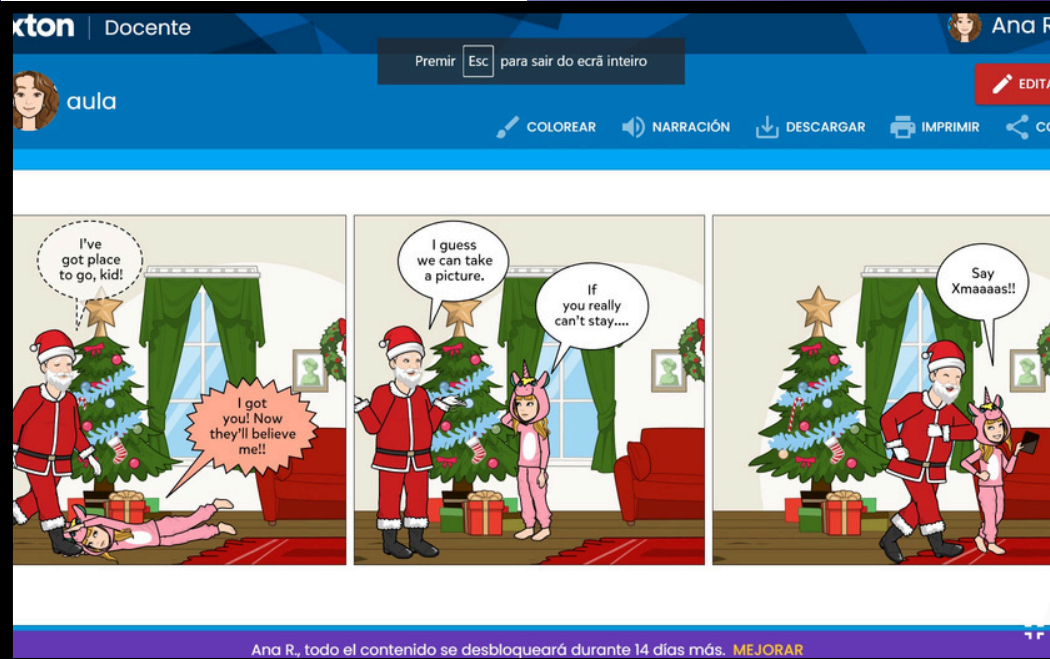
The 15-hour training sessions with an exciting blend of AI, machine learning, and the art of comics were held across 5 sessions. Participants explored topics like the fundamentals of AI, the world of comics, and their role in education through videos, Kahoot quizzes, and collaborative activities.



CREATIVE OUTCOMES



After the 5 sessions, teachers created their own digital comics with compelling stories that blended educational themes with artistic flair. With the integration of videos, art, and storytelling, the results were inspiring examples of how AI and digital comics can transform classroom experiences.





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WORKSHOPS WITH TEACHERS IN CYPRUS



Workshops were conducted with 16 teachers specialising in Mathematics, IT, Engineering, and Sciences, in Cyprus. The workshops expanded teachers' perception on the implementation of AI into STEM subjects in their classrooms and strengthened their digital skills through digital comics creation



IN-PERSON WORKSHOP

The Grammar School Nicosia

During the first in-person session, participants engaged in an immersive training programme designed to integrate AI / ML digital comics into their classrooms.



ONLINE WORKSHOP

The online session blended synchronous training with self-directed asynchronous learning, offering educators flexibility while maintaining engagement. Through interactive exercises and collaborative discussions, participants explored creative ways to use digital comics as an educational resource. Their invaluable feedback helped refine and enhance the Comix4AI training materials, ensuring they are effective and adaptable to diverse teaching environments.





THE TRANSFORMATIVE POWER OF AI AND DIGITAL COMICS IN CLASSROOMS

The workshops and training sessions held across partner countries marked a significant milestone and an impactful step in the COMIX4AI project. These sessions were designed to teach educators about the integration of AI & ML into their subjects.

After the sessions, educators gained a deeper understanding of AI and its role in education, and expressed enthusiasm about applying these methods in their classrooms, opening new pathways to engage students with interactive and imaginative learning experiences.

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