

RESULTS

- ENHANCE TEACHERS' KNOWLEDGE THROUGH DIGITAL COMICS
- OFFER READY-MADE COMIC STRIPS FOR EDUCATORS TO INTEGRATE INTO SUBJECTS
- BOOST STUDENT CREATIVITY AND ENGAGEMENT IN STEM
- INTRODUCE NEW CONCEPTS AND PROMOTE PROBLEM-BASED LEARNING
- ENHANCE LEARNING OUTCOMES THROUGH MINI-GAMES ON AI AND ML CONCEPTS
- ENCOURAGE THE DEVELOPMENT OF AI LITERACY AND CRITICAL THINKING SKILLS AMONG STUDENTS



PARTNERS

RDI'UP



CITIZENS
IN POWER



sociedade promotora de estabelecimentos de ensino lda



The
Grammar
School
Nicosia



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Comix4AI

LEARNING ARTIFICIAL
INTELLIGENCE
THROUGH COMICS

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ACTIVITIES

AI & ML COMICS MODULE

TO DEVELOP SECONDARY SCHOOL TEACHERS' KNOWLEDGE AND DIGITAL SKILLS ON THE INTERSECTION OF DIGITAL COMICS AND AI/ML IN STEM SCHOOL SUBJECTS

AI & ML COMICS LESSON KIT

TO PROVIDE TEACHERS WITH READY-MADE EDUCATIONAL MATERIALS ROOTED IN PROBLEM-BASED LEARNING

INTERACTIVE DIGITAL COMICS

A GAME-BASED LEARNING TOOL TO ENABLE THE DEVELOPMENT OF AI LITERACY IN THE CLASSROOM

OBJECTIVES



IMPROVING TEACHERS' AND STUDENTS' AI KNOWLEDGE AND SKILLS



ADDRESSING LOW STUDENT ACHIEVEMENT IN STEM WITH EDUCATIONAL COMICS ON AI



PROMOTING STEM CAREER PATHS THROUGH INCLUSIVE PRACTICES



FOSTERING DIGITAL TRANSFORMATION



TARGET GROUPS

SECONDARY SCHOOL TEACHERS AND STUDENTS

NATIONAL AND EU EDUCATION PROVIDERS-INSTITUTIONS WORKING ON THE SECONDARY SCHOOL CURRICULA OF STEM EDUCATIONS

NGOS FROM VARIOUS SECTORS

LOCAL AND REGIONAL AI AND GRAPHIC DESIGNERS

UNIVERSITIES/COLLEGES AND OTHER RESEARCH INSTITUTIONS

