Dissemination and Exploitation Report

WP4 D4.8: DELIVERABLE

MINISTRY OF EDUCATION, SLOVENIA

Work Package 4:

Dissemination & Upscaling

Deliverable D4.8

Dissemination and Exploitation Report

Annex 1

Project Title:	Artificial Intelligence for and by Teachers
Project Acronym:	AI4T
Project Number	626154
Grant Agreement Number	626154-EPP-1-2020-2-FR-EPPKA3-PI-POLICY
Instrument:	Erasmus Plus, Key Action 3
Deliverable number	D4.8
Work Package	4 Dissemination and Upscaling
Work Package Leader	Ministry of Education
Work Package Partners	France Education international, Université du Luxembourg, University of Maribor, French Ministry of national Education and Youth, Inria Learning Lab, Dublin West Education Centre – PDST, Ministero dell'Istruzione – MIUR, Pedagoski Institut
Dissemination level	Public
Delivery date	2024-03
Status	Final
Version	1.1
Author(s)	Petra Bevek
List of contributors	All partners
Deliverable Manager / Reviewers	Lina Rivera, Evelyne Huré (FEI)

ABSTRACT	Summary of Activities for Promoting and Ensuring Sustainability of AI4T Project Results.
KEYWORDS	**Target groups, type of activities, partner organisation**

Dissemination level		
PU	Public	**X**
PP	Restricted to project partner (including the Commission)	
RE	Restricted to a group defined by the consortium (including the Commission)	
CO	Confidential, only for members of the consortium (including the Commission)	

Introduction

The purpose of this document is to outline the activities carried out to promote and ensure the sustainability of the AI4T (Artificial Intelligence for and by Teachers) project results.

The AI4T (Artificial Intelligence for and by Teachers) project is a three-year experimental initiative aimed at exploring and supporting the use of artificial intelligence in education. Coordinated by France Education International, the project brings together a diverse consortium of Ministries of Education, public bodies, research centres, private universities, and consulting companies from France, Luxembourg, Italy, Ireland, and Slovenia. The primary goal of AI4T is to implement innovative teacher training methods specifically designed to address the challenges of integrating AI into educational settings.

The project focuses on developing a comprehensive training pathway for teachers, particularly those teaching students aged 15 to 17 in subjects such as foreign languages, mathematics, and sciences. By involving teachers in the design and assessment of the training, AI4T aims to create a highly compatible and practical training program that aligns with commonly used teaching practices. The hypothesis driving the project is that tailored training can help teachers deconstruct their preconceptions, enhance their knowledge, and promote the informed use of AI in education.

To achieve these goals, the AI4T project has outlined a detailed dissemination and exploitation plan. This plan includes strategies for promoting the project's outcomes to various stakeholders, including teachers, teacher trainers, inspectors, and policymakers. By utilizing multiple communication channels such as social media, conferences, and workshops, the project aims to effectively reach its target audience and maximize the impact of its findings. Additionally, the plan emphasizes the importance of engaging policymakers at both local and national levels to ensure the sustainability and scalability of the project's results.

The dissemination and exploitation plan are designed to ensure that the project's outcomes will have a lasting impact beyond the end of the funding period. By fostering collaboration and knowledge sharing among stakeholders, the AI4T project aims to contribute to the advancement of AI integration in education policy and practice across Europe.

Basic Parameters

Planned activities:

1. Development of a Dissemination, Communication, and Exploitation Plan.
2. Setting up dissemination channels.
3. Monitoring dissemination activities and reporting.
4. Creating dissemination and promotional materials.
5. Conducting local dissemination events.
6. Hosting a final conference.
7. Organizing good practice events for policymakers and practitioners.
8. Providing policy recommendations.

Identified Target Groups:

1. Policymakers (Ministries of Education, National/Regional Agencies, EU Commission).
2. Pilot schools and teachers.
3. Headmasters and principals.
4. Teacher trainers, inspectors, and researchers.
5. Professional audiences, media, and journalists.
6. Learners and parents.

Key Activities

1. **Internal Communication:**

   - Monthly online meetings for all project partners.
   - Regular updates on the project communication platform Basecamp.
   - Use of MS Teams for confidential documents and meetings.

2. **External Communication:**

   - Creation of a visual identity and communication materials.
   - Use of social media platforms (Twitter, LinkedIn, YouTube) and a project website.
   - Dissemination through newsletters, press releases, and conferences.

3. **Dissemination and Communication Activities:**

   - National dissemination events in France, Slovenia, Ireland, Italy, and Luxembourg.
   - Engagement with policymakers to integrate project results into national education policies.

- Training sessions, workshops, and seminars for teachers and school leaders.
- Participation in European and international conferences to share project findings.

Summary of Activities Carried Out

By effectively disseminating project findings and engaging with a broad range of stakeholders, the AI4T project aims to maximize its impact and contribute to the advancement of AI integration in education across Europe.

1. **Training and Capacity Building**

   a) Goals:

      - Recruit schools targeting teachers and classes of pupils aged 15 to 17.
      - Create and disseminate training courses and materials on AI in education.

   b) Outcomes:

      - Training sessions and workshops were conducted for teachers, school leaders, and policymakers.
      - A European network was created to share experiences and best practices.

   c) Outputs:

      - Publicly available deliverables on the project website, including evaluation protocols, large-scale experimentation reports, data, analysis, and recommendations.
      - Training materials (MOOC and AI4T Textbook) published in all five consortium languages, freely available with guidelines for use in other countries.

2. **Use of Digital Platforms**

   a) Goal:

      - Provide information and resources related to AI in education for project users and EU teachers.

   b) Outcomes:

      - The project utilized various digital platforms for communication and dissemination, including a project website, social media, and online learning platforms.

   c) Outputs:

- Publicly available deliverables on the project website, including evaluation protocols, large-scale experimentation reports, data, analysis, and recommendations.
- Training materials (MOOC and AI4T Textbook) published in all five consortium languages, freely available with guidelines for use in other countries.

3. **Engagement with Policymakers**

a) Goal**:**

- Develop policy recommendations.
- Integrate project results into national education policies in participating countries.

b) Outcomes:

- The final conference brought together a diverse panel of stakeholders to discuss policy recommendations and project outcomes.
- Ensure long-term sustainability by integrating and spreading project outcomes through mainstreaming and multiplication.
- Transfer best practices and recommendations to other countries, contexts, and education levels.
- Communicate conclusions from pilots and lessons learned to policymakers and practitioners to prompt changes in education systems and curricula.
- Engage with the upgraded Digital Action Plan initiative by the European Commission and E&T 2020 goals.

c) Outputs:

- Recommendations and promotional materials distributed through various networks.

Individual Sustainability and Exploitation Plans per Partner

France

- The Department of Digital Education (DNE) will use AI4T results to develop and promote AI training for all teachers and administrators.
- AI4T has influenced curriculum design and innovation partnerships for AI in education.

Italy

- The Ministry of Education and Merit will promote AI4T results through events, the Scuola Futura platform, and dissemination activities.
- AI4T resources will be integrated into the National Recovery and Resilience Plan (PNRR) and other national initiatives.

Ireland

- Oide Technology in Education will use AI4T outputs to inform planning and activities related to AI.
- Short-term goals include hosting an AI think-in, developing online courses, and experimenting with volunteer schools.

Slovenia

- The Ministry of Education, Science and Sport will ensure the continued operation of the project website and social networks.
- AI4T results will be integrated into national projects and presented at professional and scientific events.

Luxembourg

- AI4T results will be integrated into national Coding and Digital Sciences strategies.
- Training materials will be disseminated through the national teacher training institute (IFEN) and its online platform.

Key Findings from AI4T Dissemination Report

The AI4T project partners conducted a wide range of dissemination activities across multiple countries and platforms. These activities included conferences, webinars, social media posts, webpage updates, meetings, and workshops.

A series of webinars and networking events has been organized to promote collaboration, share practices, and explore the use of AI in education. As part of the project, three networking events were held (March 2023, May 2023, and April 2024), facilitating cross-border exchanges on AI ethics, teaching practices, and project outcomes, with participation from diverse EU and non-EU countries. In France the MOOC launch on the FUN-MOOC platform in November 2023 attracted over 11,800 registrants. Two webinars were held: the first in January 2024, focusing on AI's applications in education and gathering over 500 participants, and the second in April 2024, presenting evaluation results with around 940 registrants. Additionally,

Focus on Sustainability

The dissemination efforts emphasized the sustainability of the project's results. This included:

- Developing and sharing training materials (MOOC and AI4T Textbook) in multiple languages.
- Ensuring that project outcomes are accessible and usable by a wide audience beyond the project's completion.
- Engaging with policymakers to integrate project findings into national and European education policies.

Impact on Educational Practices

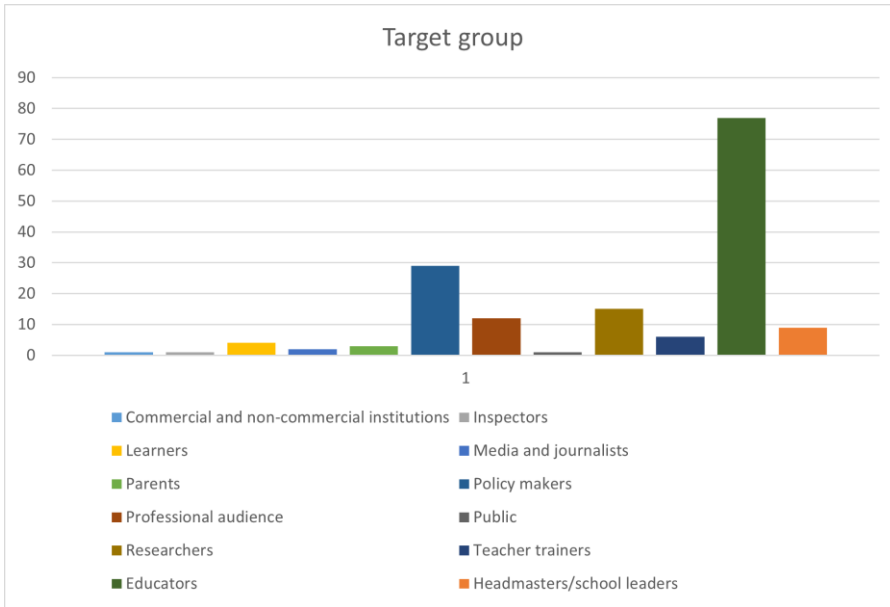The AI4T project has influenced educational practices by:

- Providing professional development opportunities for teachers and school leaders.
- Promoting the informed use of AI in educational settings.
- Sharing best practices and recommendations with a broad audience to foster the integration of AI in education.

1. Diverse Target Groups

The dissemination efforts targeted various groups, including:

- **Teachers and Practitioners**: Engaging educators to promote AI integration in classrooms.
- **Policy Makers**: Involving decision-makers to influence educational policies.
- **Researchers**: Sharing findings and methodologies with the academic community.
- **Headmasters and School Leaders**: Ensuring school administrators are informed and supportive of AI initiatives.

- **Professional Audience**: Reaching out to industry professionals and stakeholders in education technology.
- **General Public**: Raising awareness and understanding of AI in education among the broader community.

Target group

Legend:
- Commercial and non-commercial institutions
- Inspectors
- Learners
- Media and journalists
- Parents
- Policy makers
- Professional audience
- Public
- Researchers
- Teacher trainers
- Educators
- Headmasters/school leaders

2. Geographical Reach

Dissemination activities were conducted at different levels:

- **National Level:** Focused on engaging stakeholders within individual countries such as Slovenia, France, Italy, Ireland, and Luxembourg.
- **European Level:** Targeted a broader European audience, including EU policymakers and educators.
- **Global Level:** Shared project outcomes and best practices with an international audience, ensuring global visibility and impact.
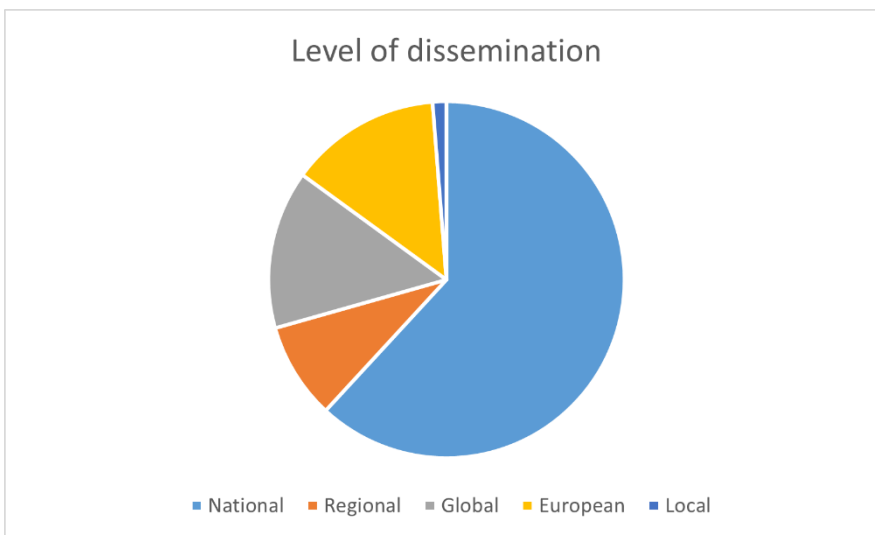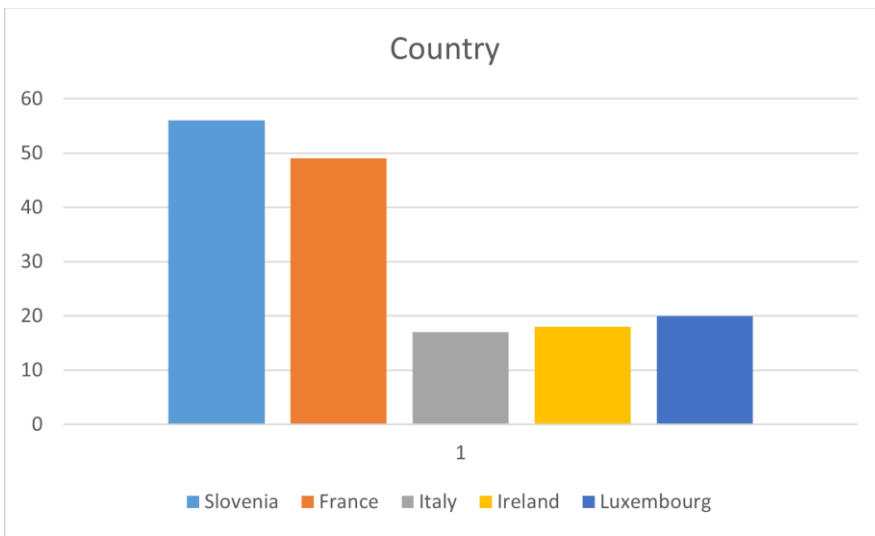
Multilingual Approach – Events and communications were conducted in multiple languages to cater to diverse audiences:

Language
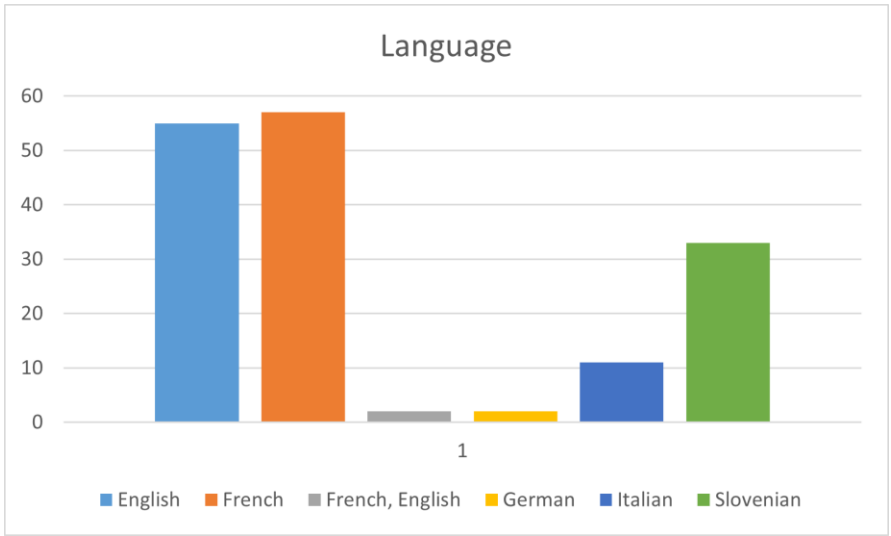
3. Partner Contributions

All partner organizations contributed to the dissemination efforts.

Partner organisation

- Univerza v Mariboru
- Université de Nantes
- Université de Lorraine
- SCRIPT
- Pedagoski Institut
- Ministrstvo za izobrazevanje, znanost in sport
- Istituto Nazionale di Documentazione, per l'Innovazione e la Ricerca educativa
- Institut national de Recherche en informatique et en automatique
- H2 Learning

4. High Engagement and Participation:

The dissemination activities saw significant engagement and participation from various stakeholders. For example:

- Conferences and webinars attracted hundreds of participants, including teachers, policymakers, researchers, and industry professionals.
- Social media posts and webpage updates reached thousands of individuals, raising awareness and promoting the project's outcomes.

The table below provides a summary of the number of participants reached, as reported by partners in the Dissemination Report. These figures were gathered throughout the project's implementation. In some countries, the high numbers are notably influenced by broad estimates of individuals engaging with media and press, following social media channels, and visiting websites.

Country	N° of Participants
France	1590256
Ireland	3087
Italy	1369579
Luxembourg	12650
Slovenia	31986
SUM	**3007558**