smart
AInnovators

SMARTAINNOVATORS

Promoting AI-driven digital Transformation and innovation in VET Schools for social change and better Skills match with the labour market

About the project

Rapid digitalisation over the past decade has transformed many aspects of work and daily life. Driven by innovation and technological evolution, the digital transformation is reshaping society, the labour market and the future of work, and inevitably E & T. Employers face difficulties in recruiting highly skilled workers across a number of economic sectors, including in the digital sector. Boosting digital skills at all levels helps increase growth and innovation and build a fairer, more cohesive, sustainable and inclusive society. Being digitally skilled and acquiring digital literacy can empower people of all ages to be more resilient, improve participation in democratic life and stay safe and secure online.

The partners

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ABOUT THE PROJECT

MOBILE APP

HACKATHONS

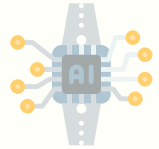### FINAL TRANSNATIONAL MEETING

GET IN TOUCH

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The Mobile App

Introducing our innovative Mobile App designed for seamless access to project resources!

Tailored for VET trainers and students from participating organizations, our app facilitates easy navigation and utilization of project outcomes.
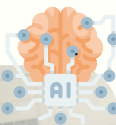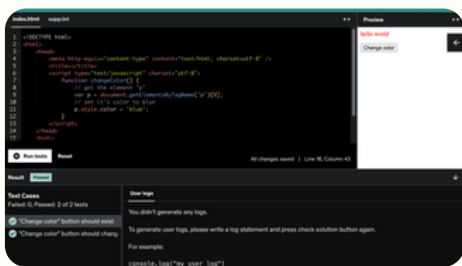
The National Hackathons!

Throughout the past months, the partners have been conducting the pilot testing sessions in their countries. The winners of the National Hackathons, participated in the C1 Mobility in Cyprus!
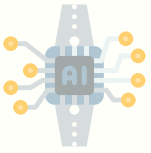
Poland - Spoleczna Akademia NAUK

Społeczna Akademia Nauk, in cooperation with the Administrative and Service Technical School in Łódź organised the SmartAInnovators program. First, 5 teachers were trained based on the materials prepared for the project. Then, practical training with students and a national hackathon took place. Students were introduced to the AI with the use of Lobe. Under the national competition, they prepared a code in Python. They, amongst others, tried to teach the algorithm to recognise the clothing size (S, M, L) from the measurements and categorised cars as trucks and passenger cars, based on their weight. All the activities were organised as extra-curricula. The winners were chosen by the experts jury, and as a prize they took part in International Hackaton in Cyprus.

Poland - PCG Polska

PCG Polska, to train the VET teachers and students about Artificial Intelligence (AI) coopareted with Zespół Szkół Ponadpodstawowych w Brzezinach (Poland). Inclass activities equiped students with practical and theoretical knowledge essential for thriving in a technology-driven world. This comprehensive curriculum covers fundamental concepts such as machine learning, neural networks, and data analysis, along with hands-on experience in programming languages like Python Students prepared their own idea to solved the social problems, through the app LOBE.
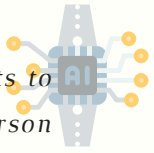

Spain- Politeknika Ikastegia Txorierri

In September 2023, Politeknika Txorierri hosted a training session based on the international project smartAInnovators for teachers in the ambit of AI, UNITY and Game Development with the aim of educating teachers to later on introduce these topics into their classes. Afterwards, these teachers implemented these ideas from October to mid-December, by means of the smartAInnovators online platform and through the development of various dynamic group activities and scenarios. With the final aim of conducting a National Hackathon or competition, Politeknika Txorierri invited representatives from two enterprises versed in the use of AI, SARENET and Nexmachina, as external judges of the Hackathon.
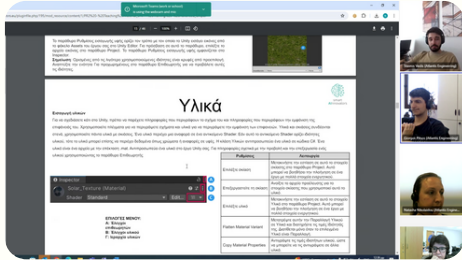
Each student group presented a project or business idea created through the app LOBE, a machine learning application on the 19th of December, the day the competition was conducted. The motivation of the students was high as they would have the opportunity to travel to Cyprus in April of 2024 in order to participate in the International Hackathon with many other international students.

Co-funded by the European Union

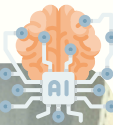# Greece - ATLANTIS Engineering SA

From October to December 2023 ATLANTIS Engineering conducted sessions with trainers and students to introduce key concepts like Artificial Intelligence and Unity Training. These sessions, held both in-person and online, aimed to familiarise participants with the project platform and learning materials. Following the sessions, students showcased their AI projects in a National Hackathon in January 2024, with the prospect of participating in the International Hackathon in Cyprus. The feedback received was very positive!
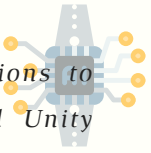

Cyprus - Emphasys Centre

In January 2024, Emphasys Centre hosted two sessions for trainers to introduce the smartAInnovators project, covering modules like Artificial Intelligence and Unity Training. Attendees were encouraged to register on the project platform for further exploration and provide feedback via evaluation forms.
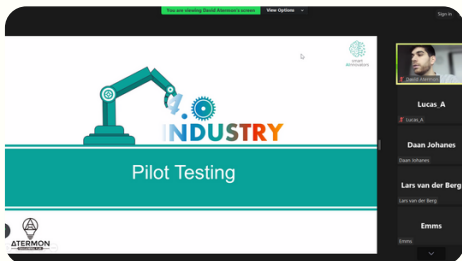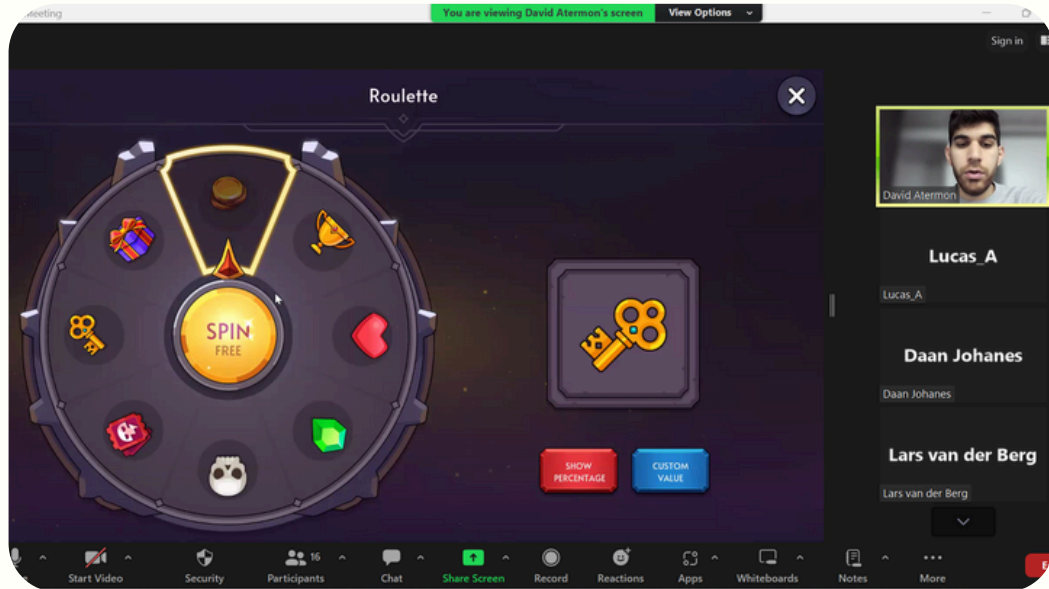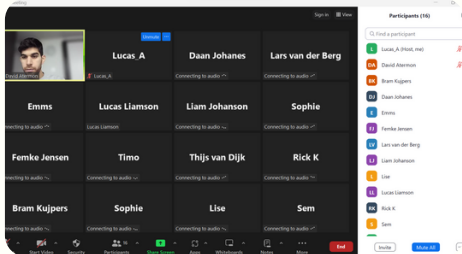
Between October and January 2024, Emphasys Centre organized multiple face-to-face sessions for students as part of the National Hackathons under the smartAInnovators project. Similar to the trainer sessions, students were introduced to the project and its modules, prompted to register on the platform, and provide feedback.

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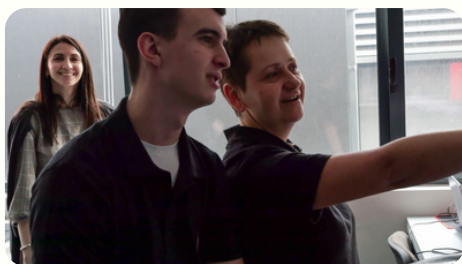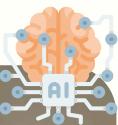
Netherlands - ATERMON

In January 2024, Atermon held online sessions for both trainers and students. The trainer sessions to introduced the smartAInnovators project, covering modules such as Artificial Intelligence and Unity Training. Attendees were encouraged to register on the project platform for further exploration and provide feedback through evaluation forms. The students sessions followed a similar format, introducing the project and its modules, prompting registration on the platform, and collecting feedback via evaluation forms.

Serbia - ITHS

During December and January 2024, ITHS organized face-to-face sessions for teachers and students to familiarize participants with the project, the smartAInnovators platform, and learning materials.

At the end of January, a national hackathon was held where students presented their AI models in a web environment. Both students and teachers filled out satisfaction surveys and expressed that they were generally very satisfied with the organized activities

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The EU Hackathons!

Between the 15th -19th of April 2024, Emphasys centre hosted the C1 Mobility – the Hackathons of the Erasmus+ KA2 VET project: smartAInnovators: promoting AI-driven digital transformation and innovation in vet schools for social change and better skills match with the labour market. During the week the students and trainers had the opportunity to train with UNITY software and design their own game stimulation in groups! They also had the opportunity to visit the University of Nicosia where they had the opportunity to listen to a short training and experiment with the equipment at the perimises.

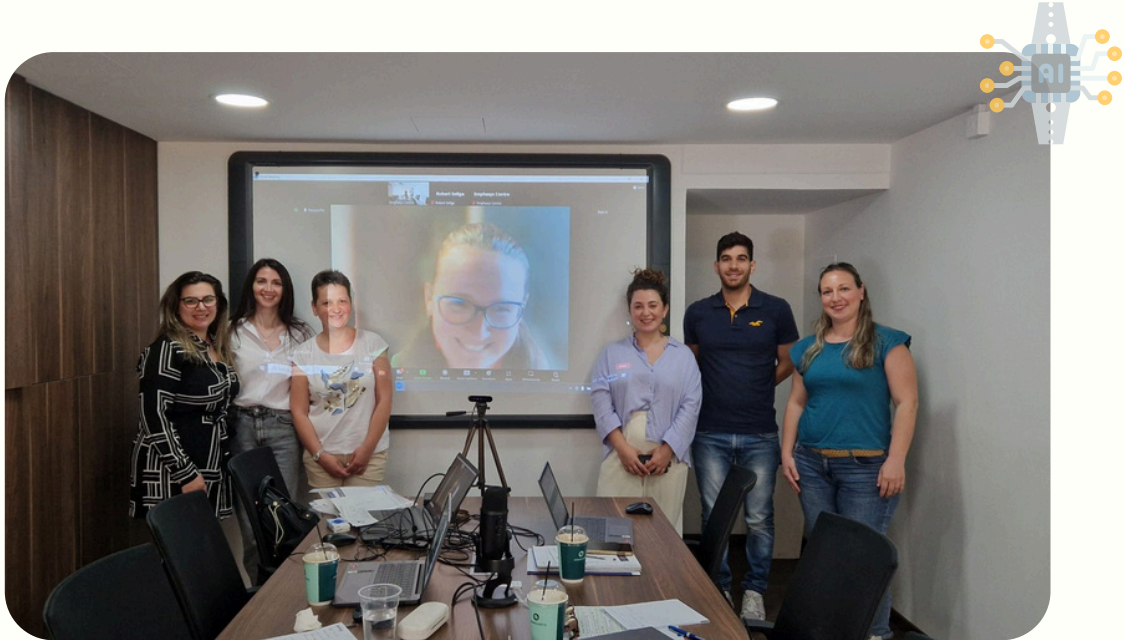*The final day of the hackathons, the winners were announced!*

GROUP 4 - BEST TECHNICAL INNOVATION AWARD
GROUP 3 - MOST CREATIVE CONCEPT AWARD
GROUP 1 - BEST USER EXPERIENCE AWARD
GROUP 2 - JUDGES' CHOICE AWARD

The Final Transnational Meeting

On the 18th of April, Emphasys Centre hosted the final transnational meeting of the Erasmus+ KA2 VET project: smartAInnovators: promoting AI-driven digital transformation and innovation in vet schools for social change and better skills match with the labour market.

🎮 *During the meeting, the progress of the hackathons was discussed, along with the finalisation of the projects tasks. Time was assigned to discuss the final events -the multipliers which will be hosted in each partner country. Finally, Dissemination, Quality Assurance and Administration tasks were also discussed and finalised.*

Stay in touch!

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