

INCREASING THE QUALITY OF VOCATIONAL EDUCATION WITH THE SAMPLES OF ARTIFICIAL INTELLIGENCE TECHNOLOGY IN DIFFERENT FIELDS

www.eu2ai.eu

August 2022



KICK OFF MEETING

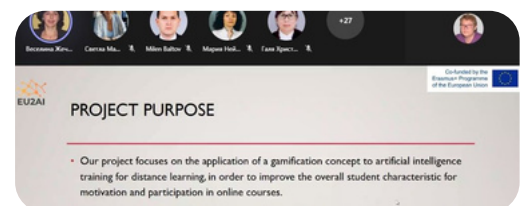
The first transnational project meeting of our project was held in Burgas, Bulgaria, under the coordination of BFU University. Ideas were exchanged on the intellectual outputs to be developed within the scope of the project and the activities to be carried out to achieve these intellectual outputs, and the distribution of tasks was completed.

The intellectual outputs to be developed within the scope of our project are as follows:

- AI training material
- AI supported assessment platform
- E-learning platform



AI systems can become experts far faster than humans, making them incredibly effective options for any process requiring intelligent decision making.



ANNUAL SCIENTIFIC SESSION

Annual Scientific Session was held on 11.2021. The general framework of our project was explained and introduced by Assoc Prof Veselina Jecheva, the project coordinator.



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AI & EDUCATION



The use of digital technologies in education can be used in a wide range of learning-teaching evaluation stages. The amount of data generated by digital technologies is also increasing. However, it is becoming more and more important to use artificial intelligence technology, which is the most effective method of today, to analyze, interpret and help in decision making processes on these data. With the project we have developed, a very new application will be initiated for teachers and students in vocational education. In vocational education, how much students understand the subjects and acquire skills in vocational courses are not objectively evaluated. It is very important for the quality of education to evaluate, report and provide feedback on the education and evaluation given in a classroom or school and the education and evaluation in another class or school according to the same criteria.



The teaching profession is faced with rapidly changing demands, especially due to today's technological developments. This situation causes educators to need a broader and more sophisticated competence than before. Especially since digital devices are found in all areas of our lives, it has made it necessary for educators to develop their own digital competencies. The Skills Agenda for Europe works to increase the quality of education in European countries.

In this context, a set of frameworks, self-assessment tools and training programs have been developed at the national and international level to identify aspects of digital competence for educators and to help them assess their competences, identify their training needs, and provide higher quality education. One of these reports is a Common EU Framework for the Digital Competence of Educators (DigCompEdu). According to this report, it was stated that the pedagogical competence of teachers-trainers should be improved.

PROJECT PARTNERS



BURGAS FREE UNIVERSITY

the new idea in education



UNIVERSITÀ TELEMATICA
INTERNAZIONALE UNINETTUNO



**Colegiul Tehnic de Transporturi
„Transilvania“ Cluj-Napoca**



EVM
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**Eğitim Kültür
ve Sanat Derneği**



Therefore, our project focuses on the application of a gamification concept to artificial intelligence training for distance learning, in order to improve the overall student characteristic for motivation and participation in online courses. An assessment system will be designed to follow the student's progress and students will be guided with the necessary feedback.



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