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FACILITATE-AI

GUIDELINES FOR FACILITATING THE LEARNING OF ARTIFICIAL INTELLIGENCE BY SCHOOL STUDENTS OF GRADES 7-12

Project title:

FACILITATE – AI: Guidelines for facilitating the learning of Artificial Intelligence (AI) by School Students of Grades 7-12

Reference Number: 2021-1-CY01-KA220-SCH-000032567

C1 Training course: **Innovation - Creativity – Entrepreneurship**

Result 1, A1/T1
Module Number and Area/ Topic: Innovation - Creativity - Entrepreneurship
Module owners: RO-Univ, IT-School

Introduction and Broad Description of the Context and Goal of the area/ topic addressed:
This module will provide introductory knowledge on basic aspects on how AI can be used for the innovation management system underpinning the design, and the development of innovative products or services as well as the understanding of its importance in the context of the other activities of business management.

Learning outcomes and **learning objectives** are described in each of the five following parts of this module:

Part 1- Introduction to AI Innovation
Part 2- Basic roadmap Conducting applied researches in AI field, from creative minds to invention and business application (innovation)
Part 3 - Basic business-oriented education in AI solutions, show cases
Part 4 - Born global Innovation ecosystems, basic understanding regarding the power of cooperation of creative minds
Part 5 - Creation and Development of an innovative Startups ,junior achievements pathway
Case study presentation

Learning Objectives
• Understanding the need for innovation, its role at the company and society level and the strategic framework for innovation

- Understanding what is creativity, invention and innovation in order to make the difference
- Understanding the power of cooperation

• Acquisition of basic knowledge on innovation management at the level company;
• Knowledge of techniques and methods to stimulate creativity and innovation;
• Acquiring some basic notions regarding property management intellectuals;
• Understanding the basics of innovative projects and transfer technological;
• Mastering the operation of innovation management by identifying leaders, innovative teams and innovative networks;
• Knowledge of innovation management tools and techniques

Learning Outcomes

- Master its own creativity in an AI environment
- Learn how to protect ideas and how to cooperate
- Learning the steps to move from creativity to experiments and applied research Research, development, innovation
- Developing skills for conducting experiments
- Entrepreneurial development, business acceleration
- Business oriented education
- Innovation ecosystems and technology transfer
- Clusters and strategic alliances and applied
- Internationalization
- Creation and Development of Start ups
- Digitization

Activities

1. Examples of creativity, invention and innovation at a younger age
2. Making experiments and ideas using AI
3. Establishing Key Actions,
4. Evaluating Key resources,
5. Defining Value Proposition,
6. Network business environment (Innovation within SmartHubs, Business Cluster, Customer Relationship, Channels)
7. Evaluation of Cost structure and Revenue Streams

Partners

- Partnerships with the associative structures of the business environment - through which was created the appropriate cooperation between academia and entrepreneurship, involving associative structures of business. This partnership led to the creation of a Knowledge Transfer Center;

- The program Meet the Markets/ *Joint Business Support* concept – organizes events, conferences, workshops, B2B contacts, debates on thematic areas of maximum interest in order to develop entrepreneurial skills and performance.

- Partnership protocols with associations, clusters and companies – in order to create and develop an appropriate framework for long-term cooperation patterns with companies and associations, so that they benefit from increased assistance from our center.

USH Pro Business actively contributed to the creation of clusters and it is member of the following cluster type structures: Bio Danubius, Bio Concept Valea Prahovei, Danube Furniture Cluster, Danube Engineering Hub, CERMAND (Cluster for Renewable Energy in the Black Sea and Danube), Smart Alliance, Wallachia eHub, Dual Use Cluster.

The University has organized an interprofessional association INTER-BIO for organic farming producers.

Instruments/ Tools/ Supporting Material/ Resources to be used:

Intel Skills for Innovation (SFI)

OECD Conceptual Learning Framework

UNESCO Digital Library Technological Innovation in Education (2022-2025)

Childhood Education on AI

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