

## HARNESSING AI IN THE CLASSROOM: HANDS-ON PLAYLABS

### Course Objective:

This course aims to provide educators with an understanding of the current landscape of Artificial Intelligence (AI) and its impact on education. Participants will explore key AI tools and their multimodal applications, with a focus on the integration of popular platforms such as Google and Microsoft. Through hands-on Playlab sessions, participants will create AI tools tailored for classroom use, develop prompting techniques, and learn the process of implementation in educational settings.

### Learning opportunities

- Explore the influence of AI in education and the current tools available.
- Understand integration options with Google and Microsoft.
- Experiment with online software tools to dynamize classroom activities.
- Participate in Playlab sessions focused on creating and optimizing AI tools for classroom use.
- Receive feedback on created tools and discuss the ethical and regulatory considerations of AI in education.

### NOTE! Requirements for participants:

- **Laptop and Charger:** Participants should bring a fully charged laptop along with its charger to ensure they can actively participate throughout the training sessions.
- **Course Materials and Content:** Download and organize all relevant materials, content, or notes from your respective subjects into a local folder on your device to easily access them during the workshop.

### Course assessment:

To successfully complete the course, participants will be required to:

- Attend at least 75% of the total course hours.
- Apply any of the tools created during the course.
- Give feedback on the classroom implementation experience to the group.

### Course duration:

The course will be delivered in 2 three-hour sessions.

Bizkaia Campus, Leioa: OS04G classroom. Bilboko Hezkuntza Fakultatea.

- ✓ May 19<sup>th</sup> and June 2<sup>nd</sup> (15:00-18:00)

### Online

- ✓ May 21<sup>st</sup> and June 4<sup>th</sup> (15:00-18:00)