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 project aims:
(1) to promote the introduction and acquisition of high digital skills including AI and Unity Game Development in VET schools thus responding to the needs of the labour market and
(2) to empower young people with digital literacy to enhance their resistance to excessive online use such as addictive gambling habits through the demonstration of how an AI model can predict lucky games.

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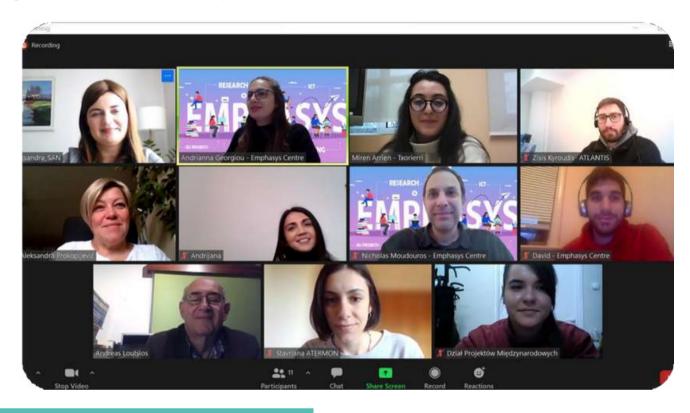
The Kick-off Meeting

The online kick-off meeting of the smartAInnovators project took place on **20 January 2022**. During the meeting, each partner presented its organisation, the project outline and its management and dissemination plan were presented. The partners focused on the implementation of the first steps related to *Project Result 1 - THE BLUEPRINT REPORT: USE AND IMPACT OF ARTIFICIAL INTELLIGENCE ON EDUCATION, CITIZENS, BUSINESS AND PUBLIC INTEREST*. One of the Cypriot partners, *Emphasys Centre*, prepared proposals for the logo of the project and a preliminary version of the website was shown.

TASKS

- **Mapping tool** using Google Map to record good practices, initiatives, programmes etc., of AI technologies in the society, labour market, education etc.
- **Focus group** to identify the needs of VET trainers and students,
- National **infographic** with all information collected
- **Peer review** among countries for transnational learning
- **Guide** for AI-driven digital transformation of European Schools: methodology, approach, policies etc.
- set up of **AI Advisory Group**

Consortium