

REPORT ON FINAL EVENT IN GERMANY

ROLEPL-AI

Project funded by the European Commission within the ERASMUS+ programme under the agreement n° 2023-1-FR01-KA220-VET-000157570

Deliverable 5.7 – Version 1

Type of Activity		
IO	Intellectual Output	X
A	Project Management and Implementation	
M	Transnational Project Meeting	
E	Multiplier Event	

Nature of the deliverable		
	Feedback from participants	
	Direct effect on participants and project partners	
	Practical & reusable resources for the practitioners	
	Research material bringing forward the reflection in the sector	
	Community building tools	
	Partnerships and Cooperation	
	Dissemination material	X
	Organizational and working documents	

Dissemination Level		
PU	Public	X
CO	Confidential, only for members of the consortium (including the Commission Services)	

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This project aims at training soft skills remotely, by pushing the practice through the implementation of AI-based simulation.

The project runs from September 1st, 2023, to August 31st, 2025 (24 months), it involves 5 partners (Manzalab and Inceptive, France; VUC Storstrøm, Denmark; Fachhochschule Dresden, Germany) and is coordinated by Manzalab.

List of participants

Participant No.	Participant organisation name	Acronym	Country
1 (coord)	Manzalab	MZL	France
2	Inceptive	ICV	France
3	VUC Storstrøm	VUC	Denmark
4	Fachhochschule Dresden	FHD	Germany

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Abbreviations

[AI] Artificial Intelligence

1 INTRODUCTION

1.1 OVERVIEW

On June 19th and 20th, 2025, the Fachhochschule Dresden (FHD) hosted the Final Multiplier Event of the Erasmus+ funded project ROLEPL-AI. This two-day event brought together educators, trainees, professionals, and stakeholders from various sectors to explore the future of education through the lens of Artificial Intelligence (AI). The gathering served as a platform for sharing innovative ideas and fostering collaboration on the integration of AI-driven tools in vocational education and training and higher education. The program featured a rich mix of keynote presentations, hands-on workshops, and live demonstrations of the tools developed throughout the project.

A major highlight of the event was the **demonstration of the ROLEPL-AI simulation tool in Teemew**. These tools enable trainees to engage with realistic, virtual environments, helping them develop soft skills and train conflict management.

Interactive workshops provided insights into how these tools can be practically implemented and customized across various industries. The event served not only to reflect on the project's achievements but also to foster meaningful discussions about the future of AI in education and its transformative potential in education.

In addition to the testing of the platform, the event underscored the key **project outcomes**, which include personalized learning experiences from the experimentations, the presentation of the experimentation and testing results and the presentation of the transfer concept. The workshops provided insights into how these tools can be practically implemented and customized across various industries. The event served not only to reflect on the project's achievements but also to foster meaningful discussions about the future of AI in education and its transformative potential in education.

The event brought together participants from a wide range of institutions, reflecting the international scope of the project. Representatives from Albania, Turkey, Slovakia, Austria, Berlin, and Croatia joined the discussions, contributing diverse perspectives and experiences to the exchange. Their involvement underscored the strong European dimension of ROLEPL-AI and highlighted the project's relevance across different educational and cultural contexts.



Figure 1 Participants of the Multiplier Event

1.2 DELIVERABLE POSITIONING

D5.7 is a key deliverable based on the activities within Work Package 5 (Experimentation) and is closely linked to the tasks and outcomes of all other Work Packages in the project. Its primary contribution lies in the **dissemination of project results** to relevant stakeholders, ensuring that the innovative tools and findings from the project are shared with the wider community. This deliverable plays a crucial role in raising awareness, promoting the adoption of the project's outcomes, and fostering collaboration across various sectors, ultimately ensuring the sustainability and impact of the project.

1.3 PRESENTATION

This deliverable builds on the outcomes of the Final Multiplier Event and presents them in a short, structured way giving an insight of the agenda.

2 THURSDAY JUNE 19TH, 2025

2.1 AGENDA

The first day of the Final Multiplier Event was dedicated to training and knowledge exchange, combining academic input with interactive formats. The programme opened with **keynote speeches** delivered by academic researchers of the FHD and industry experts. These contributions provided diverse international perspectives on the role of simulation, pedagogy, and Artificial Intelligence in education.

Participants also attended **expert presentations** that showcased current research and practical applications of AI-based simulation tools. The sessions included opportunities for **Q&A and in-depth discussions**, allowing attendees to explore how such technologies can be meaningfully integrated into teaching and training.



Figure 2 Keynote Speech from Industry expert about AI



Figure 3 Impression Training 1



Figure 4 Participants during the Multiplier Event

This combination of academic input, practical exchange, and cultural experience created a well-rounded training day that effectively prepared participants for the project demonstrations and discussions on the following day.

3 FRIDAY JUNE 20TH, 2025

3.1 AGENDA

The second day focused on the **presentation of the ROLEPL-AI project results**. A central highlight was the introduction of the AI-supported training platform in **Teemew**, which enables role-play-based learning scenarios. Participants had the opportunity to test the applications on site and provide direct feedback, ensuring that user perspectives were integrated into the evaluation.

Equally important was the **presentation of the transfer concept**. This session demonstrated how the developed case studies, the use of AI applications, and the accompanying methods and tools can be transferred to other educational and training contexts. By outlining pathways for adaptation, the transfer concept provided a framework for ensuring the project's sustainability beyond its formal conclusion.

The day concluded with a special highlight: participation in Dresden's **Long Night of Science (#LNDWDD)**. Together with students, professors, and research staff, visitors explored a wide range of scientific contributions and hands-on activities, reinforcing the connection between the ROLEPL-AI project, academic research, and the broader public.

This final event day thus combined the dissemination of concrete project outcomes with forward-looking perspectives, ensuring that ROLEPL-AI will continue to have an impact beyond the project's lifetime.



Figure 5 Introduction by the project leader



Figure 6 Presentation about the Testings



Figure 7 Test of the AI application in Teemew

4 FEEDBACK

4.1 FEEDBACK OF THE PARTICIPANTS

The feedback from participants was highly inspiring and encouraging. Many highlighted the innovative character of the ROLEPL-AI project and praised the quality of its implementation. Participants expressed a strong interest in adopting the platform in their own institutions and underlined its **high potential for adaptation to specific educational contexts and individual use cases**.

This feedback confirms both the relevance and the transferability of the ROLEPL-AI approach, demonstrating its potential to create impact beyond the pilot institutions.

Participants' Voices:

Marsela Behari (participant from Barleti University): *Sincere gratitude is extended to the entire Fachhochschule Dresden staff for their warm hospitality and unwavering support during the visit. Their professionalism and readiness to assist fostered a truly welcoming atmosphere. Participation in the "ROLEPL-AI" Training Day and Multiplier Event provided a valuable and inspiring experience. It was a pleasure to collaborate with such a dedicated and professional team.*

5 PROMOTION OF THE EVENT

5.1 PROMOTION BEFORE THE EVENT

Announcements were published on the **official website of FHD**, providing detailed information about the programme, objectives, and registration process.

In addition, the event was actively promoted via **social media channels**, particularly through LinkedIn posts, which reached both academic and professional networks. The project partners further supported dissemination by sharing information through their own institutional channels and networks.

To directly engage the target groups, **email invitations were sent to relevant stakeholders**, including educators, researchers, policymakers, and representatives from vocational and higher education.

This multi-channel approach ensured that the event reached a wide spectrum of potential participants and fostered strong engagement across countries and sectors.



Figure 8 FHD Website Promotion

5.2 DISSEMINATION AFTER THE EVENT

Following the Final Multiplier Event, the outcomes and impressions were actively disseminated to ensure a lasting impact beyond the immediate participants. A **news article on the FHD website** provided a detailed summary of the programme and highlighted key achievements of the ROLEPL-AI project.

The event results and visual impressions were further shared via **social media platforms**, particularly LinkedIn, where project partners posted updates, photos, and reflections to reach both academic audiences and professional stakeholders.

In addition, project partners distributed the results through their **institutional communication channels**, ensuring visibility within their national and regional networks.

As a further dissemination product, a **short film was produced** that captures the highlights of the event and the key messages of the project. This audiovisual format makes the project's results more accessible and appealing to a broader audience and can be used for future presentations, conferences, and outreach activities.

Through these dissemination activities, the project ensured that the results of the Final Multiplier Event reached a wide European audience and contributed to the broader debate on the role of AI in education.



Figure 9 news article on FHD website

6 CONCLUSION

The ROLEPL-AI Final Multiplier Event at the Fachhochschule Dresden (FHD) successfully brought together a diverse group of international stakeholders, creating a platform for knowledge exchange, collaboration, and reflection on the future of education with AI. Over the course of the two days, participants had the opportunity to engage with the project's innovative outcomes, including the AI-powered training platform and immersive role-playing learning scenarios. The event also provided valuable insights into the transferability of the project's results to different educational contexts, ensuring its long-term sustainability and impact. The collaboration with international partners, along with the interactive discussions and demonstrations, enriched the experience and further highlighted the global relevance of the ROLEPL-AI project.

The participation in the Langen Nacht der Wissenschaften Dresden brought new testers to the platform, offering an additional opportunity for the public to engage with the technology. This event facilitated the opening of research to civil society, allowing a broader audience to experience and provide feedback on the AI-powered training platform.

The **Multiplier Event** served as an important contribution to **science communication**, emphasizing the value of public engagement and the dissemination of research outcomes. It highlighted how the project's innovative tools can have a meaningful impact not only within academic and professional circles but also in the wider community.