

ERASMUS DAYS EVENTS

ROLEPL-AI

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

Deliverable 5.6 - 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, Manzavision 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	Manzavision	MZV	France
3	Inceptive	ICV	France
4	VUC Storstrøm	VUC	Denmark
5	Fachhochschule Dresden	FHD	Germany

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Abbreviations

[AI] Artificial Intelligence

1 INTRODUCTION

1.1 OVERVIEW

This report provides a detailed account of the Erasmus Days 2024 events organized by the ROLEPL-AI project partners in Denmark, France, and Germany. These mid-term events, aligned with the project's application objectives, aimed to showcase the first version of the simulation tool and its integration into a virtual environment. The primary goals were to engage key stakeholders—including trainees, professionals, academics, and the general public—and to gather valuable feedback for further refinement and improvement of the project's tools and training content.

1.2 DELIVERABLE POSITIONING

D5.6 is an integral part of Work Package 5, which emphasizes dissemination, experimentation, and stakeholder engagement within the ROLEPL-AI project. It focuses specifically on documenting the outcomes of the Erasmus Days activities.

By capturing the engagement and insights from Erasmus Days, this deliverable contributes to shaping future experimentation (D5.2 Experimentation Pilots) and refining tools and methodologies (D3.2 Pedagogical Content). Furthermore, its findings enhance the broader dissemination strategy outlined in D1.6 (Dissemination and Communication Plan), reinforcing the project's visibility and relevance.

The report also serves as a public-facing document that highlights the ROLEPL-AI project's ability to engage stakeholders meaningfully, increasing awareness and fostering collaboration.

1.3 PRESENTATION

The Erasmus Days 2024 celebrations provided an excellent platform to highlight the achievements and ongoing work of the ROLEPL-AI project, an initiative dedicated to advancing education through artificial intelligence (AI). Spanning October 14th to 19th, 2024, the events organized by project partners across Europe showcased the project's progress, engaged diverse audiences, and underscored its potential to transform educational practices.

Partners from Denmark, France, and Germany hosted a variety of events designed to inform, inspire, and involve participants in the ROLEPL-AI initiative. These activities included live demonstrations of prototypes, interactive sessions, and opportunities to collect feedback from users. Together, these events demonstrated the project's commitment to fostering innovation and collaboration in education.

The events were widely publicized on the [project's official website](#), [LinkedIn page](#), and the [Erasmus Days website](#), ensuring broad visibility and engagement. These platforms provided detailed information about the scheduled activities, allowing interested participants to learn more and join the events.

This report provides an overview of the ROLEPL-AI events held during Erasmus Days 2024, detailing the contributions of each partner organization. From early kick-offs to focused showcases and immersive demonstrations, the events collectively illustrated the innovative strides being made in integrating AI into education.

The following sections provide a summary of the events, highlighting key activities and outcomes that reflect the ROLEPL-AI project's progress in integrating AI into educational practices.

2 VUC'S KULTURNAT 2024

As part of Kulturnat 2024 in Næstved, an open house event was held on October 4, 2024, as part of VUC Storstrøm's participation in Erasmus Days. Since the original dates for Erasmus Days fall during the National Danish autumn break, the event was planned to take place before the official week. The ROLEPL-AI project was represented with a booth, where all visitors had the opportunity to receive information about ROLEPL-AI and test Teemew as an activity. The booth was well-attended and attracted guests of all ages, who showed great interest in the project and the innovative solutions it offers. Visitors had a unique chance to interact with the project's representative, ask questions, and experience Teemew in practice, creating an exciting and educational experience for all participants. The event was a great success and helped raise awareness of ROLEPL-AI and its potential in learning and technology.

The visitors to the booth were primarily residents of Næstved who were participating in the cultural night and took the opportunity to visit VUC. This local engagement was evident as community members showed a keen interest in the ROLEPL-AI project. The event provided a platform for VUC to connect with the local population, allowing residents to learn more about the innovative educational initiatives being developed in their community and at VUC Storstrøm.

The total numbers of visitors at the booth were: 24 with signature on the participant list and 15 visitors, who did not wish to sign with first name, last name and email address.

The main focus of the event was:

- Presentation of the aim of the project and objectives
- Presentation of Teemew and the possibilities

- Pretests of Teemew.

The presentation format was individual talks with the guests of the open house event.

Figure 1 Pictures of VUC's event



2.1 CONCLUSION

The open house event held as part of KulturNat 2024 in Næstved and VUC Storstrøm's participation in Erasmus Days was a significant success. Compared to number of participants in other Multiplier Events. The early scheduling of the event allowed for broader participation, which might have otherwise been reduced by the Danish autumn break. The event helped raise awareness of the project's potential and future expansion opportunities in other educational sectors, as well as strengthened the network among teachers, educational enthusiasts and the local citizens.

3 MANZALAB'S TEST EVENT

The Erasmus Days event organized by Manzalab took place on 14th October 2024, from 10:00 AM to 4:00 PM, and was held at ECOSUP Tourisme, located in Tourcoing, France. This event brought together students and educators to explore and test the innovative ROLEPL-AI tool within the dynamic learning environment of ECOSUP Tourisme, a leading institution in tourism education.

3.1 EVENT OVERVIEW

The event showcased the first version of ROLEPL-AI. The primary objective was to demonstrate the tool's features, gather feedback on the training content, and identify areas for improvement.

The event also marked a significant milestone as it was the first occasion to implement and test the structured evaluation protocol developed for the ROLEPL-AI project. This provided an invaluable opportunity to assess both the effectiveness of the tool and the robustness of the protocol itself. The feedback collected during this event will be compiled and analyzed as part of **Deliverable 5.2 Experimentation Pilots**, ensuring that the insights contribute directly to the project's development.

The event engaged two separate groups of students from ECOSUP Tourisme, offering a dynamic and interactive opportunity to explore the potential of AI and metaverse technologies in tourism education.

3.1 PRESENTATION OF ECOSUP TOURISME

ECOSUP Tourisme, based in Lille, is a leading tourism school dedicated to guiding students toward a dynamic sector offering a wide range of career opportunities.

Working in the tourism industry demands adaptability, and ECOSUP Tourisme ensures its students are well-prepared through rigorous training and a strong focus on business applications. This business-oriented approach is integrated across all its programs, aligning closely with industry realities.

The school's network of professional partners and guest speakers plays a pivotal role in its educational offerings, providing students with insights and connections to excel in a competitive field.

As a key player in the global tourism market, with France holding a prominent position historically and economically, this industry demands personal investment, professionalism, creativity, and cultural exchange. It is on these principles that ECOSUP Tourisme builds its mission to train professionals ready to thrive in the field.

3.2 DETAILS OF STUDENT PARTICIPATION

The event was structured to accommodate two groups of students, each engaging in a distinct session:

1. Morning Session (10:00 - 13:00):

- Participants: 13 second-year BTS Tourism students.
- Focus: Initial presentation and interactive demonstration of the ROLEPL-AI tool.

2. Afternoon Session (14:00 - 16:00):

- Participants: 8 third-year Bachelor's Tourism and Hospitality students.
- Focus: Demonstration and feedback collection tailored to advanced learners.

Logistical Support:

- All students had access to laptops and headphones, ensuring full participation in the virtual training environment.
- The sessions were supervised by a dedicated instructor, with additional partial presence from the Head of Tourism and Real Estate Division.

3.3 PRESENTATION GUIDELINES

At the beginning of each session, the following topics were introduced to contextualize the project and set the stage for the demonstration:

1. Introduction to Manzalab:

- Overview of the company's mission and expertise in AI and virtual technologies.

2. Overview of the ROLEPL-AI Project:

- Objectives and progress of the project.
- Role of AI and virtual environments in modernizing vocational training.

3. Introduction to AI and the Metaverse:

- Key concepts and their applications in the tourism and hospitality sectors.

- Real-world examples to inspire understanding and engagement.

This structured approach ensured that participants had a clear understanding of the project's context, goals, and the innovative technologies involved.

3.4 TEST PROTOCOL

The event included a structured test protocol to evaluate the ROLEPL-AI tool and gather comprehensive data on its impact and user experience. The protocol followed these steps:

Table 1 Test Protocol Steps

Description	Duration
Pre-Test Questionnaires: - Explanation of the process - Consent form - Demographic questionnaire - Questionnaire on perceptions of soft skills	10 min
Connecting to the Virtual Environment	10 min
Completion of Roleplay 1	10 min
Completion of Roleplay 2	10 min
Post-Test Questionnaires: - Soft skills perception - MPS (Multimodal Presence Scale) - FSS (Flow State Scale) - UEQ (User Experience Questionnaire)	30 min
Conclusion	Approximately 70 min

This protocol was designed to assess multiple dimensions, including the perception of soft skills development, the level of presence and immersion, user flow states, and overall user experience.

3.5 AGENDA

The event followed this indicative agenda:

1. Morning Session with BTS Tourism Students (10:00 - 13:00):

- Welcome and introductory presentation on AI, the metaverse, and ROLEPL-AI.
- Test protocol execution with structured feedback collection.

2. Lunch Break (13:00 - 14:00):

3. Afternoon Session with Bachelor's Tourism and Hospitality Students (14:00 - 16:00):

- Introduction and recap for the second group of participants.
- Test protocol execution with structured feedback collection.

3.6 KEY OUTCOMES

1. Contextual Engagement:

- Students showed a strong interest in how AI and the metaverse could transform their field, thanks to the tailored introductory presentations.

2. Constructive Feedback:

- Participants highlighted the potential of ROLEPL-AI to enhance real-world vocational training, with suggestions for improving interactivity and scenario-based learning.

3. Comprehensive Testing Data:

- The structured test protocol allowed for detailed evaluation of user experience, perceived skill development, and system usability.
- Insights from both student groups will inform the refinement of the ROLEPL-AI tool.

3.7 CONCLUSION

The event successfully introduced ROLEPL-AI to a new generation of tourism professionals while gathering essential feedback for refining the tool. The structured sessions and contextual presentations ensured meaningful engagement, and the participation of ECOSUP Tourisme students significantly enriched the feedback process.

Manzalab extends its gratitude to ECOSUP Tourisme and its dedicated students and staff for their collaboration and looks forward to future engagements.

4 INCEPTIVE'S EVENT

Inceptive organized its first event during Erasmus days week. It was an opportunity for Inceptive to present the company, explain what generative AI and the large language models are, as well as their use in educational processes. We also present the first ROLEPL-AI training session as a concrete case study.

Participants needed to register through Eventbrite website: <https://ia-generative-et-formation.eventbrite.fr> (see Annexe 7.1 Eventbrite).

4.1 ORGANISATION

The physical event was organised by Inceptive and takes place in Grenoble, FRANCE. We have booked an auditorium for the event: Moonshot Lab, 93 cours Berriat, Grenoble, FRANCE. The event was held on Friday, 18th of October from 9:00am till 13:00 pm.

This half-day was structured into several steps:

- a) A welcome breakfast to allow participants to arrive and start discussions.
- b) An introduction to inform about the program of the day, a little presentation of Inceptive.
- c) Conferences number 1: **“generative AI and laws”**:

Two speakers: one of Inceptive engineer specialized in LLM and one of Inceptive legal partners to talk about AI regulation, on Europe (about the AI act) and the overall world. A short introduction that talked about the legal aspects of AI and education.

- d) Time to rest, ask questions, speak with others and take coffee.

- e) Conference number 2: **“ROLEPL-AI”**

Two engineers who worked on the project. They introduced the audience to the project, its purpose in the domain of training and inceptive's role in the project. In other words, they explained the process involved in choosing the right LLM and why, and the difficulties and successes encountered. Finally, they concluded with a demonstration of the first beta version of ROLEPL-AI

- f) free testing of the solution and a buffet to chat with participants.

4.2 EVENT PARTICIPANTS

Specifically, the following people actively participated at the event:

- (a) Welcome attendance: Madigan Traffey, Inceptive
- (b) Welcome speech: Corinne Rebouah and Maeva Poncet, Inceptive
- (c) Inceptive presentation and moderator: Antoine de Decker, Inceptive
- (d) Conf n°1: part A - Generative AI and LLM: David Gonçalves, Inceptive
part B - Law and Rules: Ilhem Joulali, cabinet Joulali
- (e) Conf n°2 / Presentation on digital tools and virtual presence: ROLEPL-AI: Andres Bel Alonso and Matéo Perez, Inceptive

4.3 AUDIENCES AND ATTENDANCE

The event was aimed at a variety of profiles but attracted a large number of scientists and professors from higher education.

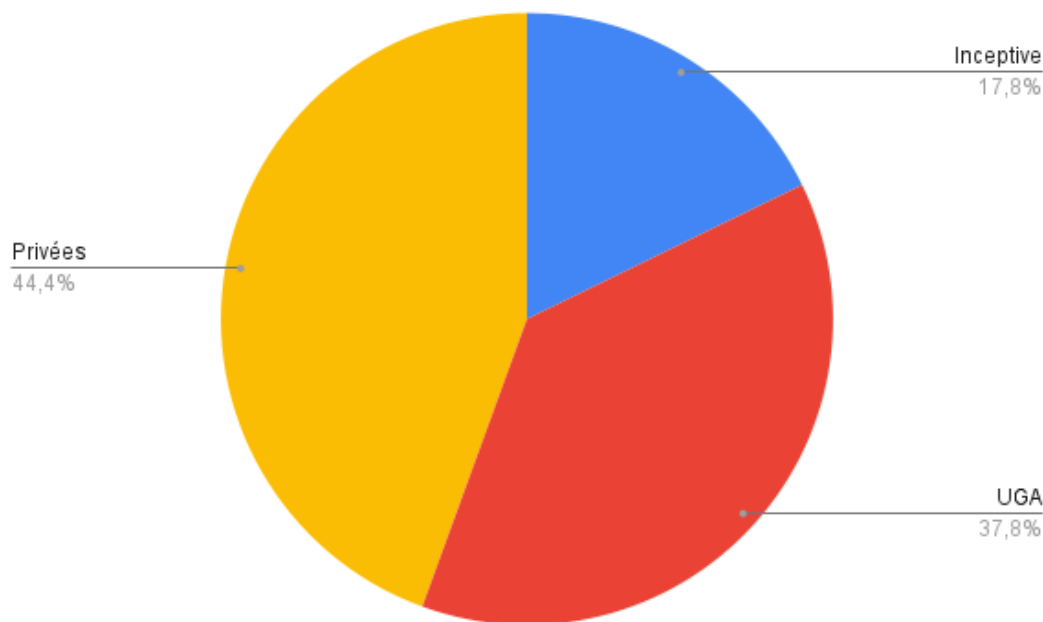
At first, our objective was to welcome between **30 to 50** people from outside Inceptive.

Overall, around **50** people participated in the event.

From them, **8** were members of INCEPTIVE while **37** participants were people from other organizations.

Regarding the company of the participants, a majority were from Université Grenoble Alpes (UGA) as there is a lot of expectations on how AI can improve the learning process (**Figure 2**).

Figure 2 Participant's organisations



4.4 PRESENTATIONS

Presentations presented during the day haven't been shared on a platform or in any other way. Some people asked us about that. It is a demand we keep in mind for the next time.

4.5 PARTICIPANTS' FEEDBACK

We chose to gather opinions and feelings about the event during the buffet session. It was more convivial.

Here are some examples of questions

- Organisation of the event: How did you find the organisation?
- Recommendation of the event: would you recommend this event or come again?
- Opinions about the project ROLEPLAI
- Satisfaction from the event: Program / Date and time / Speakers / Themes /Duration / Discussion / Quality / Level of information / Tests / other feedback?

Globally,

- 1.The themes presented were appreciated. Legislation’s part in particular.
2. The choice of venue was an asset for Inceptive, on the one hand because of its beauty and practicality, and on the other because most of the participants were new to the event.
3. Quality:
4. The part about Legislation and AI was a real advantage
5. The audience was interested in the possibilities of the LLM, details about the fields considered as risky on the AI act, some training technical details of the ROLEPL-AI train and server costs, the possibilities and limitations of the AI, and details about ROLEPL-AI set-up and educational aspects.

4.6 EVENT’S WEAKNESSES AND STRENGTHS

Table 2 Event’s Weaknesses and Strengths

Strengths	Weaknesses
<ul style="list-style-type: none"> • The venue • Subjects • The live demonstration • Q/A time and Buffet • Quality and level of information • Speakers: lawyer 	<ul style="list-style-type: none"> • Not sharing presentations • Make a small document summarizing the essential information

4.7 CONCLUSION

The event was a success for us, even though it was our first. Indeed, we're proud to have reached our target number of participants, and to have encountered no major problems on the day.

Next time, we'll improve our performance, focus on other subjects, and iron out the little details of internal organization in the run-up to the event.

5 FHD’S EVENT

5.1 PRE-EVENT

On the 14th of June 2024 the long night of science took place in Dresden from 17:00 to 00:00 (<https://www.wissenschaftsnacht-dresden.de/>). On the Dresden Science Night, Dresden's universities, non-university research institutions and

science-related companies open their buildings, laboratories, lecture halls and archives to the public. Interested parties can experience science and technology, research and innovation, art and culture in a variety of lectures, experiments, guided tours, exhibitions and films.

As part of this city-wide event, ROLEPL-AI was presented at the FHD in several recurring presentations and the interested audience was able to test the current demo version at laptop stations. A total of 32 people took part, with 22 coming to the first presentation slot and 10 to the second presentation slot later in the evening. The project was presented including program, partners, goals, workplan, background, relevance, fields of addressed competencies, use case selection and description, documents for training the AI, current results and status, and outlook.

Overall, the audience was fascinated by the results so far and exciting discussions popped up. For example, professionals from public administration and social work said that it could also be a solution for training their (future) employees.

Figure 3 ROLEPL-AI at Dresden Science Night



5.2 EVENT OVERVIEW

The Erasmus Days event organized by FHD took place on 23rd October 2024, from 09:45 AM to 12:30 PM, and was held at FHD Campus, located in Dresden,

Germany. This event brought together students and educators of vocational schools to explore and test the innovative ROLEPL-AI training.

The event showcased the first version of ROLEPL-AI. The primary objective was to present the project and its innovative approach, to demonstrate the tool's features and the capabilities of the AI, to gather first feedback on the training content, and to discuss and identify areas for further improvement and fields of application.

5.3 AGENDA

The Erasmus Days event started with a presentation of the study program at FHD and how the results of research projects are included in the curricula. Afterwards, the project ROLEPL-AI was presented in detail including the program, partners, goals, workplan, background, relevance, fields of addressed competencies, use case selection and description, documents for training the AI, current results and status, and outlook. The first half of the event ended in a short break with drinks and snacks.

In the second half of the event, the participants were separated into small groups and got a short introduction on how to login and use the AI training. Then, the participants went into the testing room with four laptops and headsets and started the test run. Each group had ca. 15 mins for one test run. After the testing all participants had to fill out a short questionnaire. The results are presented in the following chapter. In a final discussion round thoughts were shared and the event was closed.

Table 3 Agenda FHD

Time	Program
09:45 - 10:00	Welcome & Introduction
10:00 - 10:30	Presentation of studies and research at FHD
10:30 - 11:00	Presentation of the project ROLEPL-AI
11:00 - 11:15	Short Break & Catering
11:15 - 12:15	Testing & Feedback
12:15 - 12:30	Wrap-Up, Discussion & Goodbye

Figure 4 Project Presentation



Figure 5 Individual Testing



5.4 FEEDBACK

In order to collect structured feedback, a short questionnaire was created for the Erasmus Days event, which contained five questions about AI and the project. The evaluation is presented below.

1. Have you already used AI for school or work?

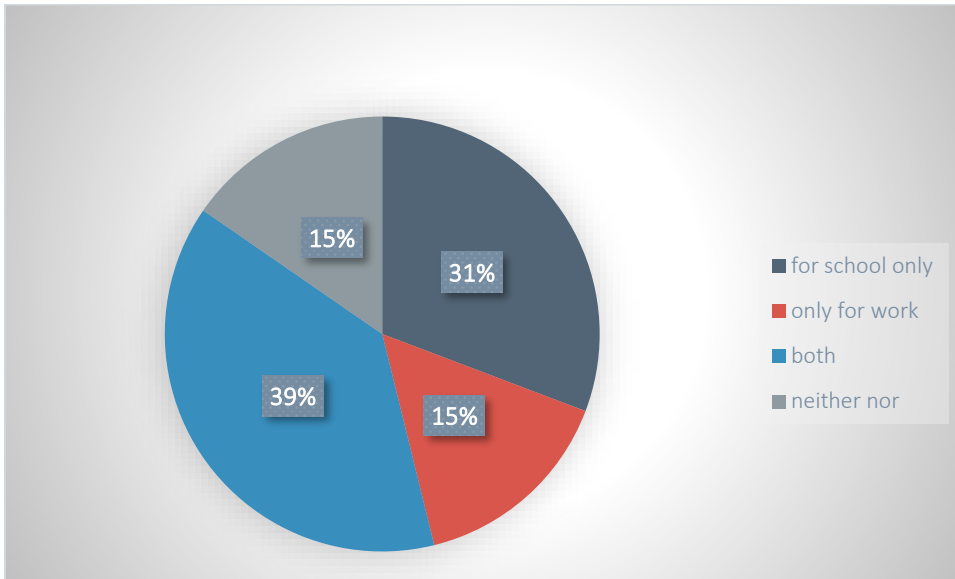


Figure 6 Feedback on use of AI

2. Can you personally imagine training how to deal with professional conflict situations with an AI as preparation (in addition to other training methods)?

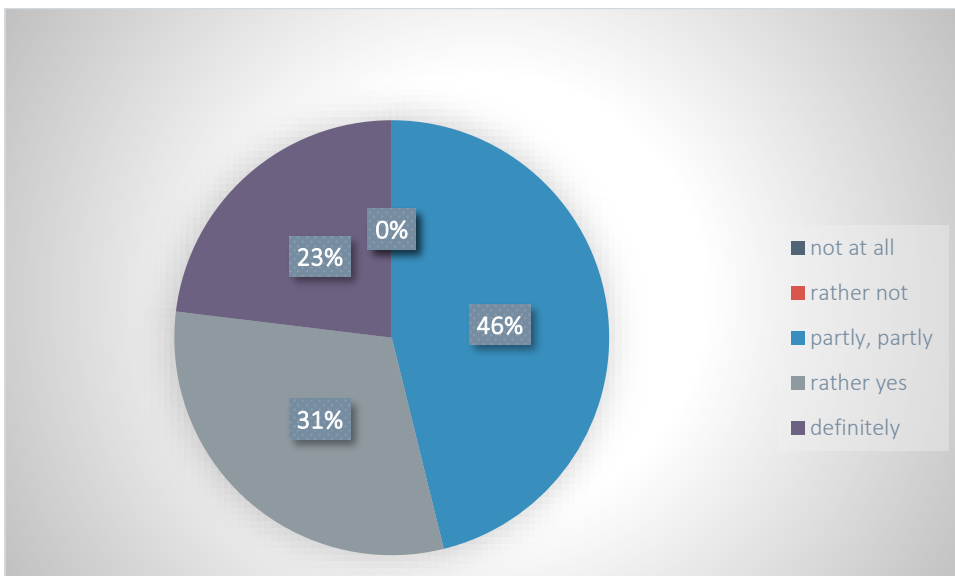


Figure 7 Feedback on dealing on professional conflict

3. In order to depict different courses of conflict more realistically, the AI could be programmed to become aggressive and unobjective during a conversation. Would you rather support or reject this?

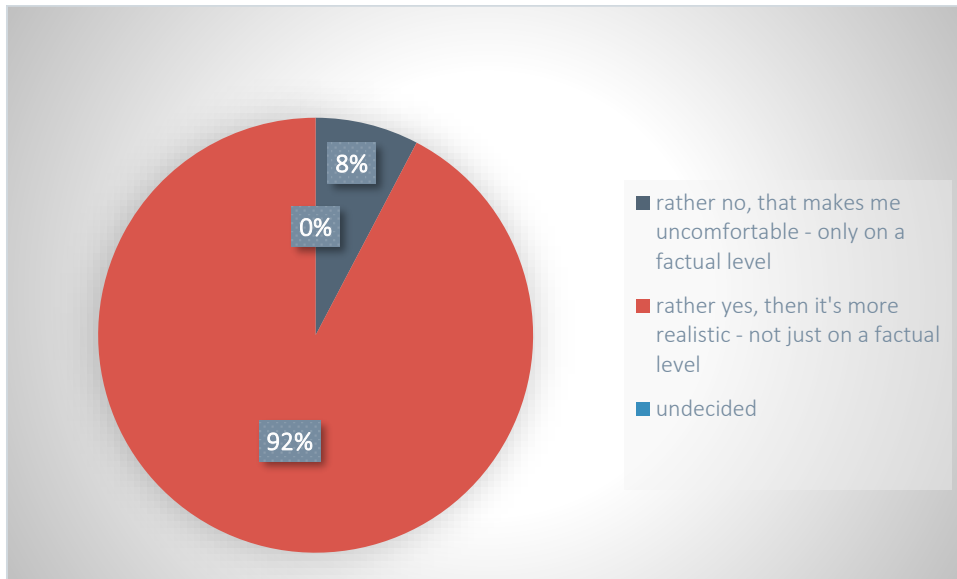


Figure 8 Feedback on the AI becoming aggressive

4. How do you rate the overall degree of innovation of the ROLEPL-AI project?

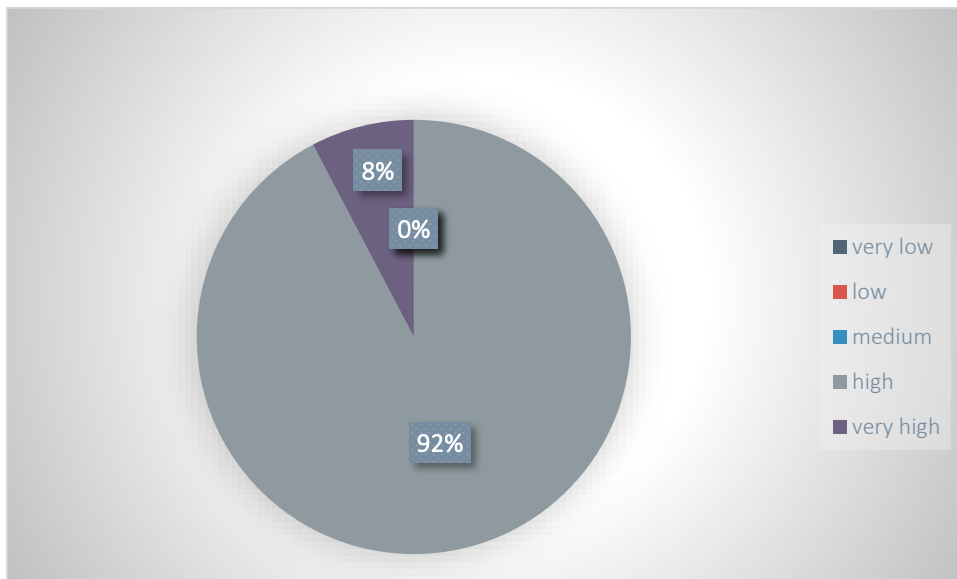


Figure 9 Feedback on ROLEPL-AI's innovation

5. In which professions or fields of application would AI training for dealing with conflict situations still be useful in your opinion?

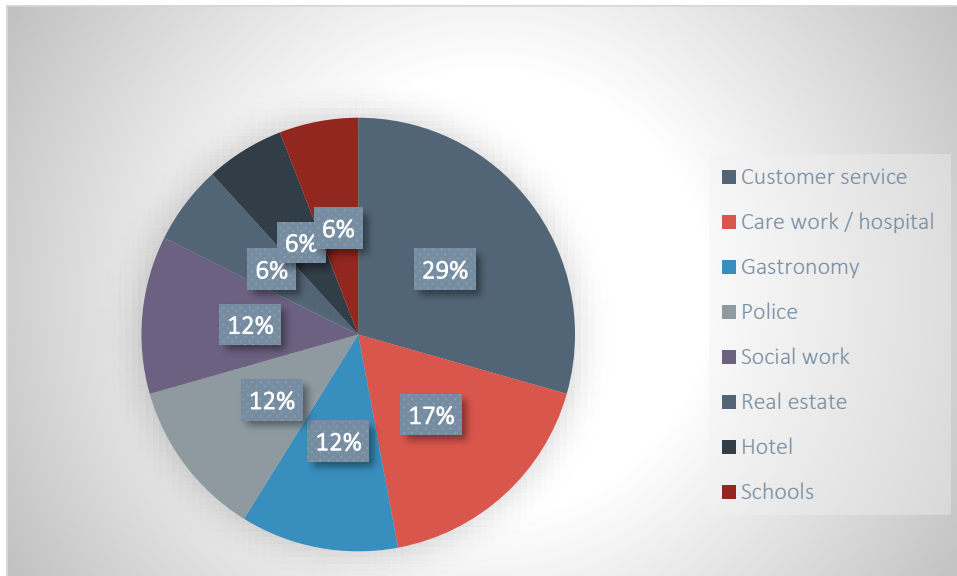


Figure 10 Feedback on possible fields of application

One of the participants was actually working at a job fair and stated that the chosen conflicts are very common and realistic. In her eyes this new type of conflict training is crucial and could prevent several problems and provide a faster problem solution. One of the teachers added that the AI training is also a good language training and could be used for English courses as well.

In the end, we asked for overall feedback by thumps up or down and all showed their thumps up.

5.5 LIMITATIONS

Given the number of visitors, the duration for an individual and detailed test was quite short. As the test subjects were not alone in the room, some were also reluctant to use the speech-to-text function, did not talk to the AI and only used the chat. Some test subjects also had inhibitions as they did not consider their English skills to be good enough.

Regarding the date, the Erasmus Days collided with the school vacations and study starts in winter term. Thus, attendance was difficult for several invited people. Regarding documentation requirements, not all participants filled out and signed the participants list and the feedback questionnaire (only 13). Some of the other people invited had to cancel due to work commitments or illness. In general, many asked for another appointment. These will be offered on January 9, 2025, as part of the Saxon University Information Day, as this day is free of teaching for schools.

5.6 CONCLUSION

Overall, the feedback was very positive and gave also some new insights into the further development of the AI and how to set up the training. Especially, a longer time of testing and the separation of the test subjects was deduced afterwards for the pilots.

6 CONCLUSION

The Erasmus Days 2024 events organized by the ROLEPL-AI project partners in Denmark, France, and Germany represent a pivotal milestone in advancing the project's objectives of integrating AI into education. These events successfully demonstrated the progress made in developing the simulation tool and virtual environment, while engaging a broad spectrum of stakeholders including trainees, professionals, academics, and the general public.

Each event, from VUC Storstrøm's Kulturnat to Manzalab's interactive test session, FHD's in-depth AI training demonstrations, and Inceptive's inaugural event, showcased the project's innovative potential. The activities provided valuable feedback that will inform the refinement of ROLEPL-AI's tools, methodologies, and training content, thereby strengthening the project's ongoing experimentation and dissemination strategies.

The events underscored the project's commitment to fostering collaboration, raising awareness, and promoting educational innovation. The constructive feedback and enthusiastic participation of stakeholders affirm the ROLEPL-AI initiative's relevance and impact. As the project moves forward, the insights gathered during Erasmus Days 2024 will serve as a foundation for enhancing its tools, expanding its reach, and solidifying its contribution to the transformation of education through AI.

7 ANNEXE

7.1 EVENTBRITE



Ventes achevées

Vendredi 18 octobre

IA générative & Formation

Rencontre thématique sur l'intégration de l'IA générative dans les processus pédagogiques.

Par Inceptiv [Suivant](#)

Date et heure

ven. 18 oct. 2024 09:00 - 13:00 CEST

Lieu

Moonshot Labs
93 Cours Berriat 38000 Grenoble
[Afficher la carte](#)

Calendrier

Ventes achevées
[Explore similar events](#)

Calendrier


09:00 - 09:30

Accueil autour d'un petit-déjeuner

Profitez d'un moment lors de l'accueil, autour d'un petit-déjeuner, pour échanger avec d'autres participants avant le début des sessions.

09:30 - 10:45

Conférence n°1 : L'intelligence artificielle générative

 Antoine de Decker et David Gonçalves

La première session de la matinée sera animée par David Gonçalves, qui présentera une introduction aux bases de l'intelligence artificielle générative et des grands modèles de langage. Cette conféren...

[Afficher davantage](#)

11:00 - 12:00

Conférence 2 : L'IA dans le Projet ROLEPL-AI

 Andre Bel Alonso et Matéo Perez

La seconde conférence portera sur le projet ROLEPL-AI, financé par Erasmus+, et mettra l'accent sur le retour d'expérience d'Inceptiv concernant le fine-tuning des grands modèles de langage (LLM). L...

[Afficher davantage](#)

12:00 - 13:00

Buffet et démonstration

Un buffet sera proposé, accompagné d'un espace de démonstration du projet ROLEPL-AI, permettant aux participants de découvrir en pratique les technologies présentées.

[Réduire le calendrier](#)

À propos de cet évènement

[Inceptiv](#) vous invite dans le cadres des **Erasmus Days** à une matinée d'information sur les technologies d'intelligence artificielle générative et de leurs usages dans le domaine de la formation.

À cette occasion, enrichissez votre compréhension technique de l'IA générative et découvrez les défis relevés par Inceptiv dans le cadre du projet ROLEPL-AI.

Depuis septembre 2023 Inceptiv est impliqué dans le projet ROLEPL-AI financé par Erasmus+

Ce projet combine intelligence artificielle générative et environnements immersifs pour améliorer la formation à distance, en particulier dans la formation professionnelle et le développement des compétences comportementales. Inceptiv joue un rôle clé dans ce projet en présélectionnant et en entraînant le modèle de langage qui sera utilisé dans les simulations interactives.

ROLEPL-AI met en avant des pratiques pédagogiques innovantes pour offrir des formations plus engageantes et adaptées aux besoins des apprenants.

Foire aux questions

La salle de l'événement est-elle accessible aux personnes à mobilité réduite ? ^

Malheureusement, la salle où se déroule notre événement n'est pas accessible aux personnes à mobilité réduite. Nous regrettons cette limitation et vous encourageons à nous contacter pour explorer des solutions alternatives, comme la participation à distance ou l'accès à des ressources post-événement

L'événement sera-t-il retransmis en ligne ? ^

Non, l'événement ne sera pas retransmis en ligne. Nous vous encourageons à participer sur place pour profiter pleinement des échanges et des présentations.

Organisé par



Inceptive

Contact

Suivant



7.2 COMMUNICATION ELEMENTS



IA
générative
et formation

Rencontre thématique sur
l'intégration de l'IA générative
dans les processus pédagogiques

inceptive

vendredi
18/10
de 9h à 13h



moonshot labs
93 cours Berriat,
38000 Grenoble

PAS D'ACCÈS PMR

Tram A ou B - arrêt St Bruno

SUR INSCRIPTION

<https://ia-generative-et-formation.eventbrite.fr>



9h > 9h30
Accueil autour
d'un petit déjeuner

9h30 > 10h45
CONFÉRENCE #1
**L'Intelligence
Artificielle
générative**

11h > 12h
CONFÉRENCE #2
**L'IA dans le projet
ROLEPL-AI**

12h > 13h
Buffet et
démonstration



Inceptive vous invite dans le cadres des Erasmus Days à une matinée d'information sur les technologies d'IA générative et leurs usages dans le domaine de la formation.

À cette occasion, enrichissez votre compréhension technique de l'IA générative et découvrez les défis relevés par Inceptive dans le cadre du projet ROLEPL-AI.

Le projet :

Depuis septembre 2023 Inceptive est impliqué dans le projet **ROLEPL-AI financé par Erasmus+**.

Ce projet combine IA générative et environnements immersifs pour améliorer l'enseignement à distance, en particulier la formation professionnelle et le développement des compétences comportementales. Inceptive joue un rôle clé dans ce projet en présélectionnant et en entraînant le modèle de langage qui sera utilisé dans les simulations interactives.

ROLEPL-AI met en avant des pratiques pédagogiques innovantes pour offrir des formations plus engageantes et adaptées aux besoins des apprenants.
<http://rolepl-ai.com>

Inceptive est une société de conseil et ingénierie en intelligence artificielle qui accompagne les entreprises de la stratégie à l'industrialisation, dans leurs projets IA. Inceptive développe et utilise des technologies propriétaires pour l'ensemble de ses solutions, garantissant ainsi un très haut niveau de transparence, d'indépendance technologique et de souveraineté des données.
inceptive.tech

