

Mobile Learning Week 2019

4-8 March 2019

Paris, France



Strategy Labs

Title of the Strategy Lab:	Artificial Intelligence for Youth
Date:	8 March 2019 09.00-11.30 Room 9
Name of organizer/presenter:	Organizers: UNESCO, Ericsson Presenters: Helen Guiol, UNESCO Paul Landers, Ericsson Zuoru Xie, Center for Maker Education (China) Beatrice Ionascu, Imagilabs (Sweden)
Time allotted:	2.5 hours
About the Strategy Lab:	This strategic lab focuses on the outcomes of the partnership between UNESCO and Ericsson where the aim is to support Member States and institutions to scale up coding and AI skill development programs for young people. Participants will not only have the opportunity to learn more details about how the AI for Youth partnership can support them in launching AI skill development programs, but some time will also be dedicated to try first-hand some of the fun and innovative learning solutions that have been developed.
Objectives of the Strategy Lab:	<ul style="list-style-type: none">To present the UNESCO-Ericsson partnership where the main outcome is to enable master trainers from selected

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	<p>countries to empower youth in developing innovative AI applications</p> <ul style="list-style-type: none">• To offer an industry perspective from a major multinational (Ericsson) on how 5G and artificial intelligence will impact the future labor market• To present (and garner feedback on) the latest developments on building a comprehensive AI curriculum for youth• To present the deliverables from the Ericsson-UNESCO project with a focus on the new online digital repository of AI related learning content as well as the hands-on Digital Lab program• To present other examples of coding and AI skill development with a specific focus on initiatives and solutions aimed at girls• To identify potential partnerships with Member States and institutions to conduct coding and AI skill development programs for youth• To identify support that can be provided to Member States and institutions to enable them to build capacity to launch AI skill development programs for youth
<p>Activity layout:</p>	<p>The activity will have two main formats:</p> <ol style="list-style-type: none">1. Presentations to the whole audience2. Interactive Workshop where the audience will be broken into smaller groups within the same room.