

Project name

**Increasing the Quality of Vocational Education with the Samples of Artificial Intelligence Technology in Different Fields (EU2AI)**

Description

**2021-1-BG01-KA220-VET-000034626**

Our project focuses on the application of a gamification concept to artificial intelligence training for distance learning in order to improve the overall student characteristic for motivation and participation in online courses. An assessment system will be designed to follow the student's progress and students will be guided with the necessary feedback.



For these reasons, our project goal is:

- To train students with the qualifications that the workforce is looking for;
- Developing the proficiency of teachers and students in the field of AI;
- Cooperating between Higher Education, VET and SMEs;
- Development of digital skills and distance education at the education and training level;
- To promote continuing vocational education and training with easy access to content through our distance learning platform;
- To ensure that the skills and abilities of current students are compatible with the basic skills and abilities in the labor market;
- Ensuring and encouraging cooperation in the field of Vocational Education and Higher Education;
- To train qualified manpower that can lead research in the field of AI at vocational school, associate degree and undergraduate level and to encourage the European digital industry level;
- Supporting strong partnerships between business and educational institutions.

Co-funded by the  
Erasmus+ Programme  
of the European Union



Project type

International

Project duration

2021-2023

Project coordinator

Burgas Free University, Bulgaria

Project coordinator

Assoc.Prof. Veselina Jecheva, PhD

Facebook page

<https://www.facebook.com/Project-EU2AI-102517532306286>

Funding programme

Erasmus+, KA220-VET - Cooperation partnerships in vocational education and training