



Artificial Intelligence Qualifications' Improvement and Utilization (Alqiu)

Interactive Digital
Toolkit

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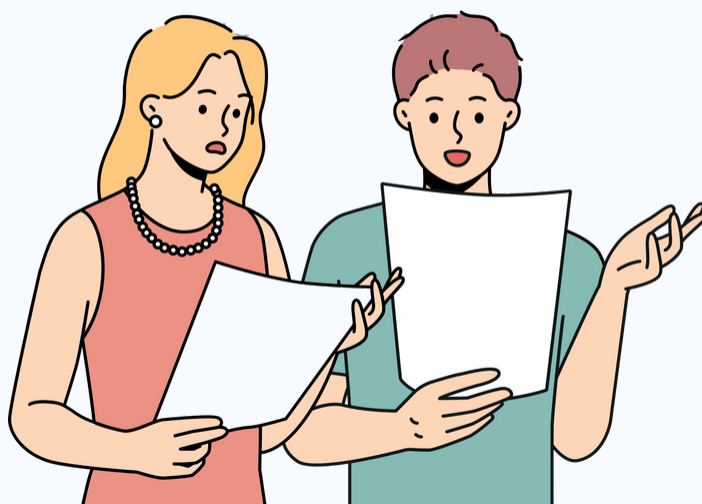
NICOLA
New International Company of Live Arts

A.T.I.C
Asociația Tinerilor
Cu Inițiativa Civică



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Introduction

The Artificial Intelligence Qualifications' Improvement and Utilization (AIQIU) project was designed to empower youth workers with the knowledge and practical skills needed to integrate **Artificial Intelligence (AI), Virtual Reality (VR), and gamification** into their educational activities

Through innovative training courses and collaborative exchange, the project produced a **digital toolkit** that gathers:

- Teaching videos 🎥
- Activity examples 📄
- Best practices ★

This toolkit aims to serve as a **long-term open resource** for youth workers, educators, and organizations, supporting creative and modern approaches to youth engagement.



Training 1 – Outputs

During the first training activity, participants created a variety of materials, tools, and reflections that showcase the use of AI, VR, and gamification in youth work. These outputs are structured into thematic folders:

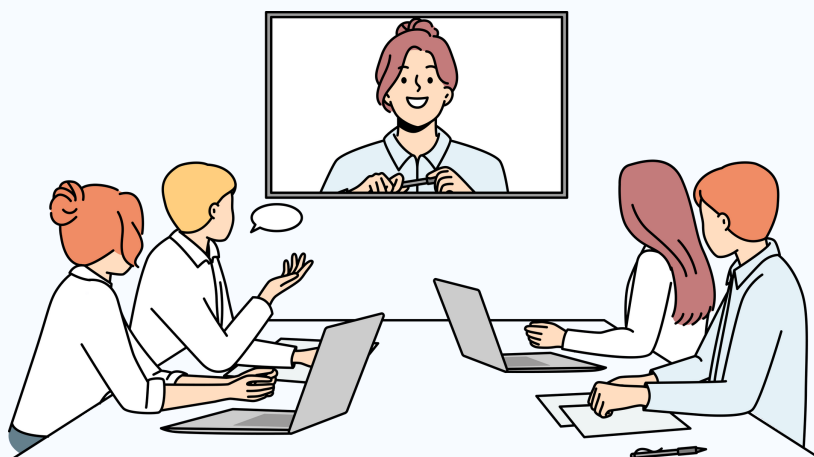
- 🎬 DAILY – daily reflections, notes, and activity records
- ★ Feedbacks about VR – participants' insights and evaluations of using Virtual Reality in youth work
- 🎮 Games – examples of gamified activities designed during the training
- 📊 Presentations – training presentations and slides created by participants



DAILY – Video Reflections

The DAILY folder contains a series of short video recordings that document the learning process, daily reflections, and participants' experiences during the training week.

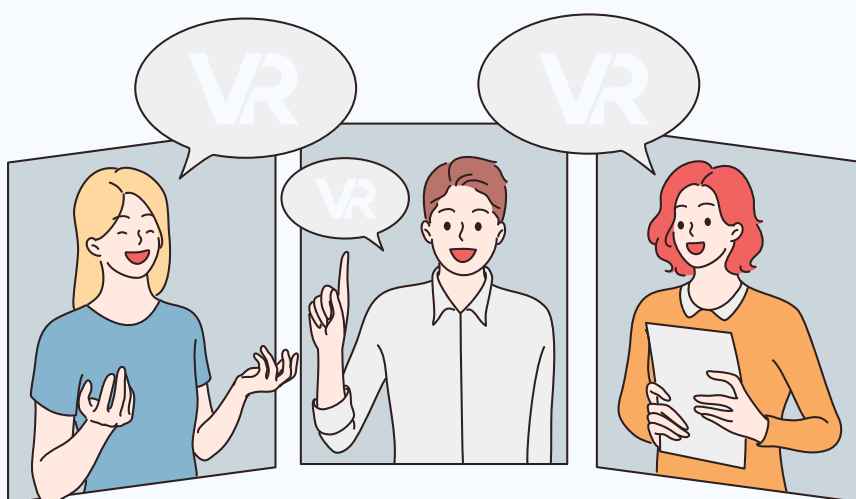
- 🎥 DAY 1 VIDEO – [WATCH HERE](#)
- 🎥 DAY 2 VIDEO – [WATCH HERE](#)
- 🎥 DAY 3 VIDEO – [WATCH HERE](#)
- 🎥 DAY 4 VIDEO – [WATCH HERE](#)
- 🎥 DAY 5 VIDEO – [WATCH HERE](#)
- 🎥 DAY 6 VIDEO – [WATCH HERE](#)



Feedbacks about VR

This folder includes short video feedbacks from participants, sharing their impressions and reflections on using Virtual Reality (VR) in youth work. These insights provide valuable perspectives on how immersive technologies can enhance learning and engagement.

-  FEEDBACK 1 – [WATCH HERE](#)
-  FEEDBACK 2 – [WATCH HERE](#)
-  FEEDBACK 3 – [WATCH HERE](#)
-  FEEDBACK 4 – [WATCH HERE](#)



Games

The Games folder contains interactive activities and gamified methods designed by participants. These examples demonstrate how gamification can be integrated into youth work to foster engagement, creativity, and active participation.

- 🎮 GAME 1 – [WATCH HERE](#)
- 🎮 GAME 2 – [WATCH HERE](#)
- 🎮 GAME 3 – [WATCH HERE](#)
- 🎮 GAME 4 – [WATCH HERE](#)
- 🎮 GAME 5 – [WATCH HERE](#)



Presentations

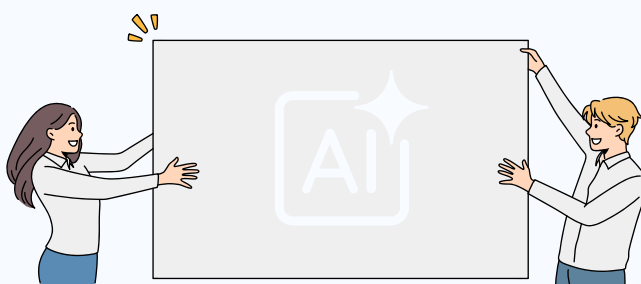
This folder includes presentations, posters, and visual materials created by participants. They showcase ideas on how to use Virtual Reality (VR), Artificial Intelligence (AI), and gamification in youth work.

Examples include:

-  PRESENTATION 1 – [VIEW HERE](#)
-  PRESENTATION 2 – [VIEW HERE](#)
-  PRESENTATION 3 – [VIEW HERE](#)
-  PRESENTATION 4 – [VIEW HERE](#)

Posters:

-  POSTER 1 – [VIEW HERE](#)
-  POSTER 2 – [VIEW HERE](#)
-  POSTER 3 – [VIEW HERE](#)



Training 2 – Outputs

The second training produced a wide range of digital materials, presentations, and activity resources. These outputs showcase how participants explored Artificial Intelligence (AI), Virtual Reality (VR), and gamification in practical and creative ways.



Results

This folder includes presentations, videos, and digital resources prepared during the training.

-  ADOBE EXPRESS (.PPTX) – [VIEW HERE](#)
-  ANIMOTO (.PPTX) – [VIEW HERE](#)
-  ERASMUS PLUS ANTHEM (.MP4) – [VIEW HERE](#)
-  GAMMA (.PPTX) – [VIEW HERE](#)
-  METAVERSE MAYHEM AESTHETIC THEME FOR BUSINESS (.PPTX) – [VIEW HERE](#)
-  QUIZIZZ PRESENTATION (.PDF) [VIEW HERE](#)
-  LINKS (.DOCX) – [VIEW HERE](#)



Materials for Activities

This folder gathers supporting materials and worksheets created during the training. They provide concrete examples of how AI-related topics and ethical issues can be introduced in youth work.

-  8 COMPETENCIES (.DOCX) – [VIEW HERE](#)
-  AI PRESENTATION (.PPTX) – [VIEW HERE](#)
-  AI RISKS AND ETHICAL DILEMMAS – DISCUSSION MATERIAL (.PDF) – [VIEW HERE](#)
-  COMPETENCES (.PDF) – [VIEW HERE](#)
-  MISSION (IM) POSSIBLE (.PDF) – [VIEW HERE](#)
-  TURING TEST ACTIVITY WORKSHEET (.PDF) – [VIEW HERE](#)
-  WORDS FOR GROUPS (.DOCX) – [VIEW HERE](#)
-  PRESENTATIONS (GOOGLE DOC) – [VIEW HERE](#)



Toolkit Summary

This digital toolkit brings together innovative methods, creative practices, and educational resources developed during the ALQIU project. It is designed as a long-term, open, and practical resource for youth workers, educators, and organizations aiming to integrate AI, VR, and gamification into their work.

