



Funded by
the European Union

Dirbtinio intelekto įrankių pritaikomumas suaugusiųjų švietime

Dr. Živilė Navikienė

S.A.F.E. Projects

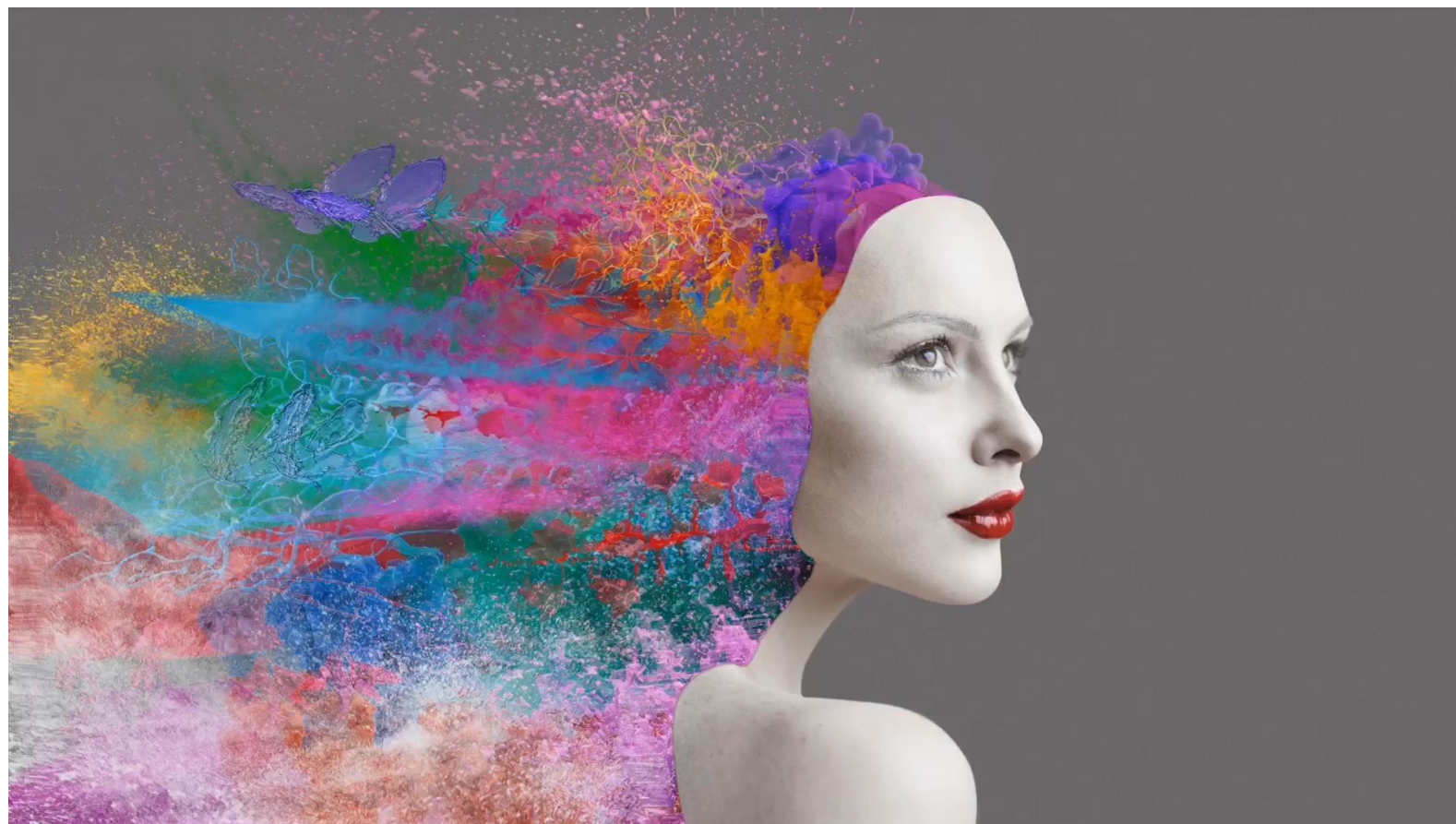
Nyderlandų Karalystė

Virtual and augmented reality
applicability in adult education

Project Nr. 2023-I-LT01-KA210-ADU-000157054

<https://andragogy.eu/>

2024





Živilė Navikienė
S.A.F.E. Projects <https://safeprojects.eu/>
The Netherlands



SEED4OS



DISCoVeR Theatre – Digital
Inclusion of Seniors for
Creative aging through
Virtual Reality theatre



Pristatymo turinys

- Informacijos prieinamumo įrankiai
- Futuristiniai pokyčiai (holograminis mokymas)
- Avatar'as – forma, tikslas, būdai
- Virtualūs klonai
- Kokios galimybės ir pavojai?



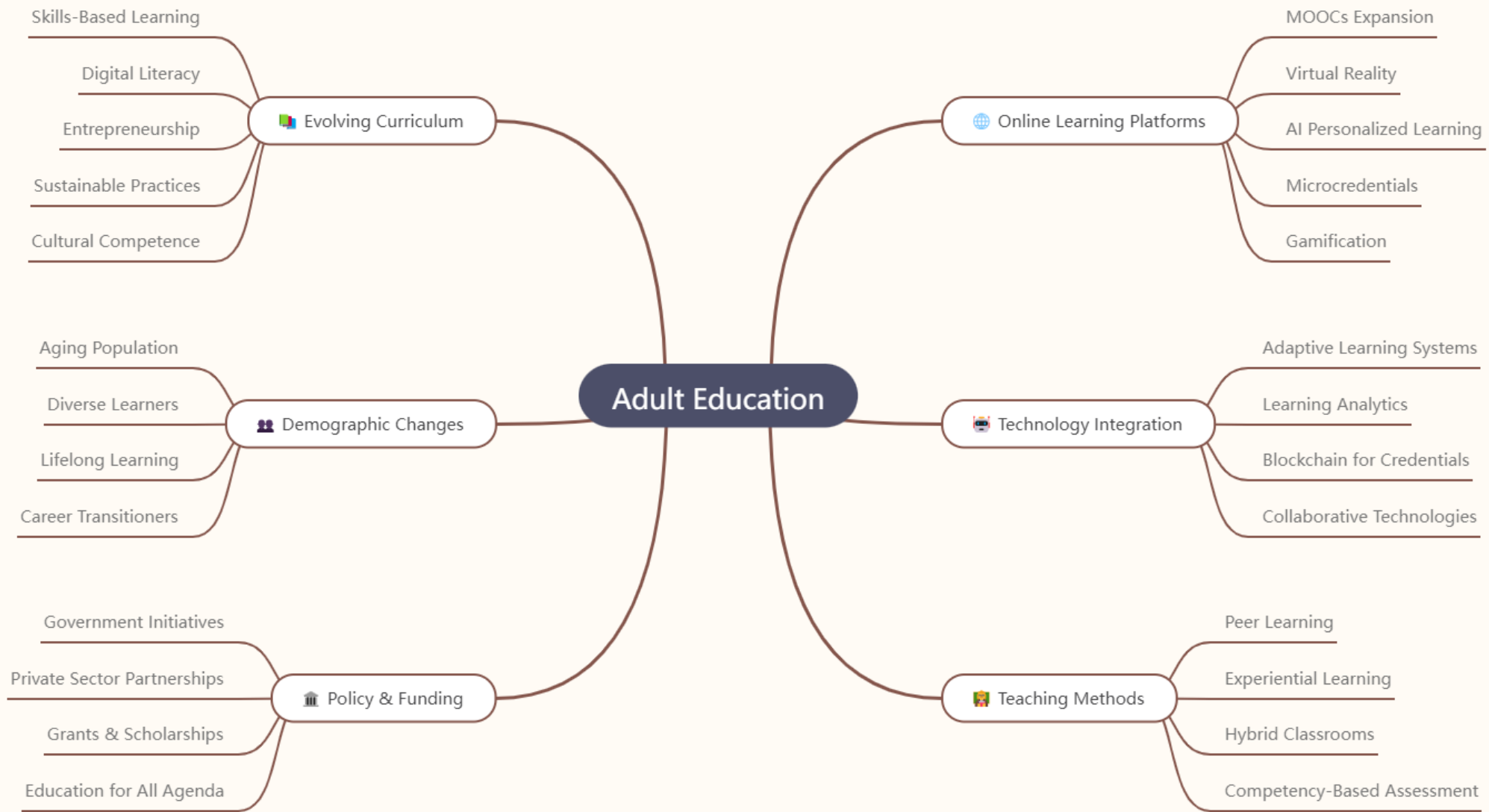
<https://www.youtube.com/watch?v=hlWa9tAjLso>

Europos dirbtinio intelekto biuras

- 2024 m. vasario mėn. Komisijoje įsteigtas Europos dirbtinio intelekto biuras prižiūri dirbtinio intelekto įgyvendinimą ir įgyvendinimą kartu su valstybėmis narėmis
- siekia sukurti aplinką, kurioje dirbtinio intelekto technologijos gerbtų žmogaus orumą, teises ir pasitikėjimą.
- skatina įvairių suinteresuotųjų subjektų bendradarbiavimą, inovacijas ir mokslinius tyrimus dirbtinio intelekto srityje.
- dalyvauja tarptautiniame dialoge ir bendradarbiavi AI klausimais, pripažindama, kad reikia pasauliniu mastu suderinti AI valdymą.
- Šiomis pastangomis Europos dirbtinio intelekto biuras siekia, kad Europa taptų etiško ir tvaraus dirbtinio intelekto technologijų vystymo lydere.



<https://digital-strategy.ec.europa.eu/en/policies/ai-pact>

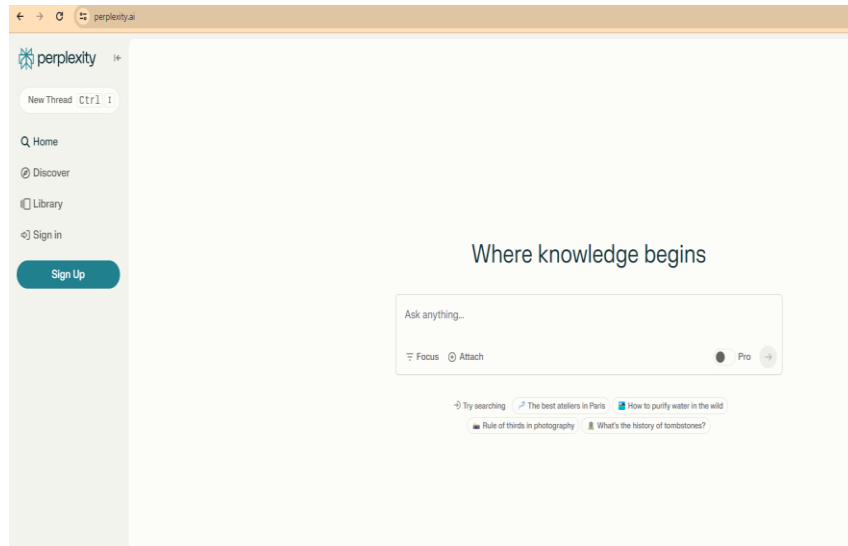


<https://mylens.ai/>

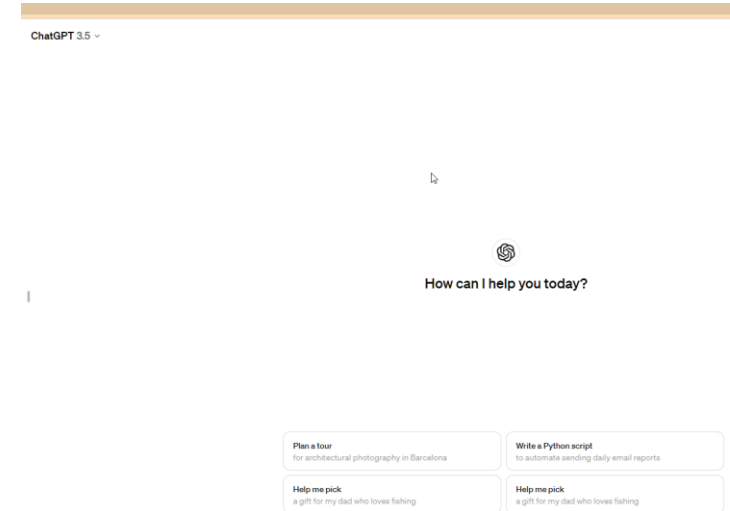


Informacijos prieinamumas

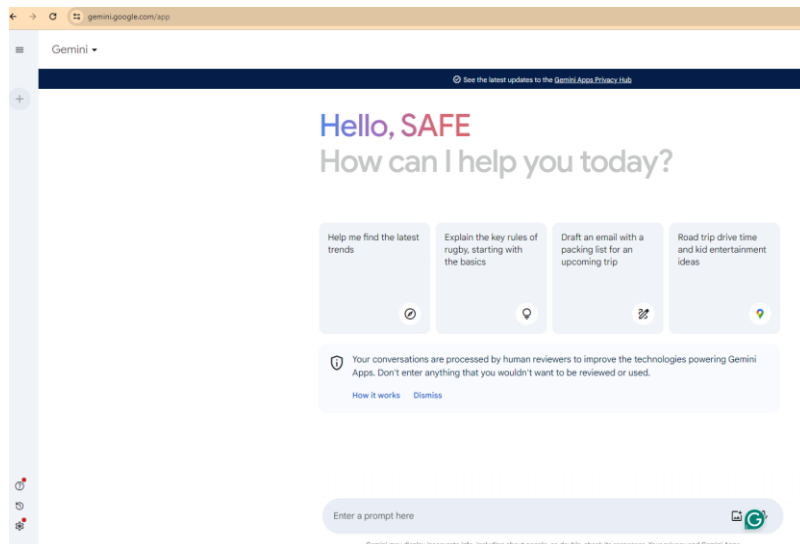
<https://www.perplexity.ai/>



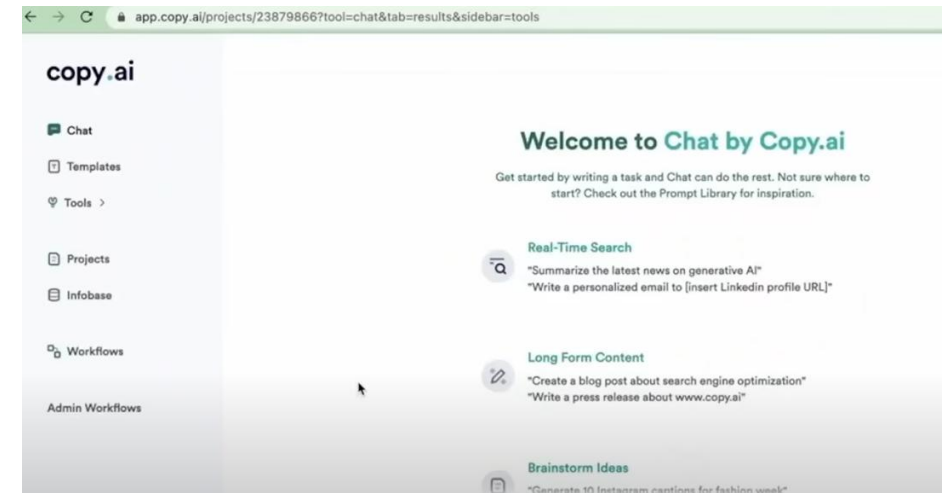
<https://chat.openai.com/>

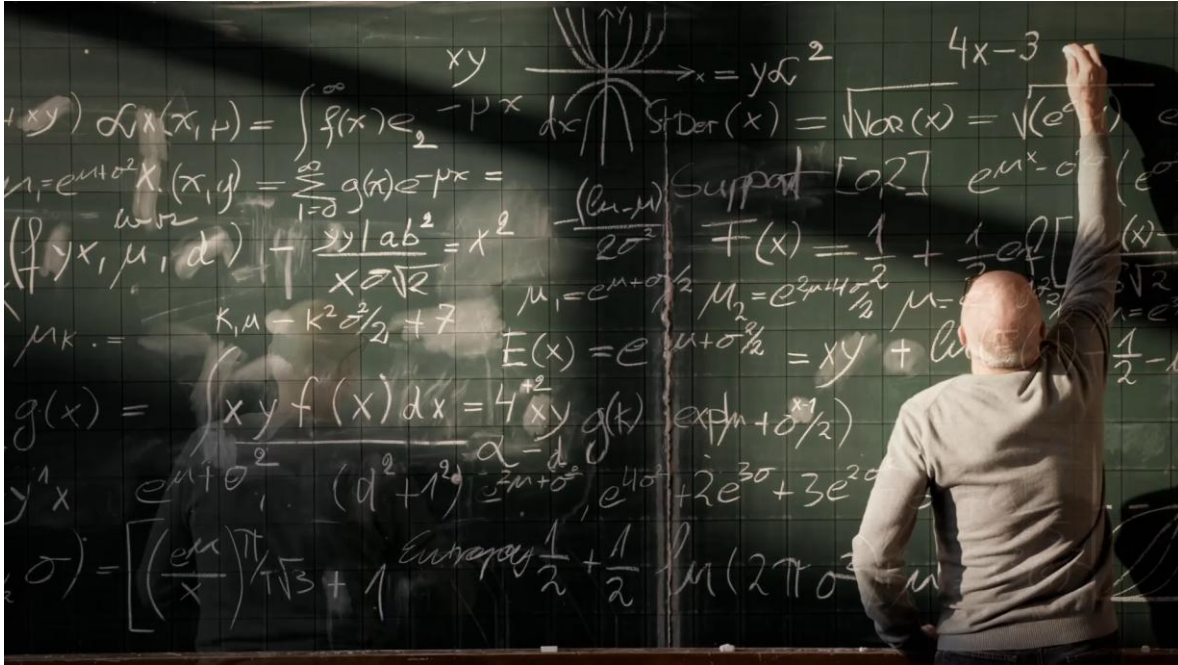


<https://gemini.google.com/app>



<https://www.copy.ai/>





Futuristiniai pokyčiai

Švietimo sistemoje

3D holografinis ekranas – kas tai?

- Kaip tai galėtų praturtinti suaugusiųjų švietimo paslaugas?
- Kaip ateityje keisis suaugusiųjų švietėjų kompetencijos?



<https://www.youtube.com/watch?v=gdgsoCqbCzY>



<https://www.youtube.com/watch?v=7MG7rwKbhCs>

<https://www.holoconnects.com>

<https://www.youtube.com/watch?v=gdgsoCqbCzY>

@Presentation prepared during implementation of strategic partnership project "Virtual and augmented reality applicability in adult education, <https://andragogy.eu/> Project Nr. 2023-1-LT01-KA210-ADU-000157054

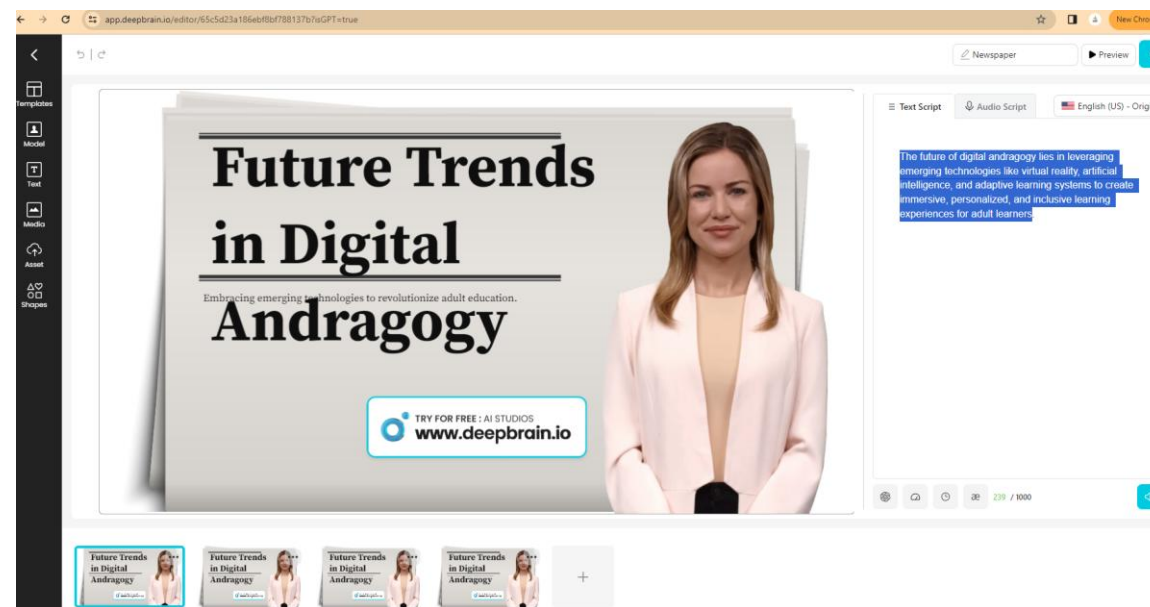
Video sukurtas naudojant dirbtinį intelektą



<https://www.youtube.com/watch?v=Tl4M02pDdX8>

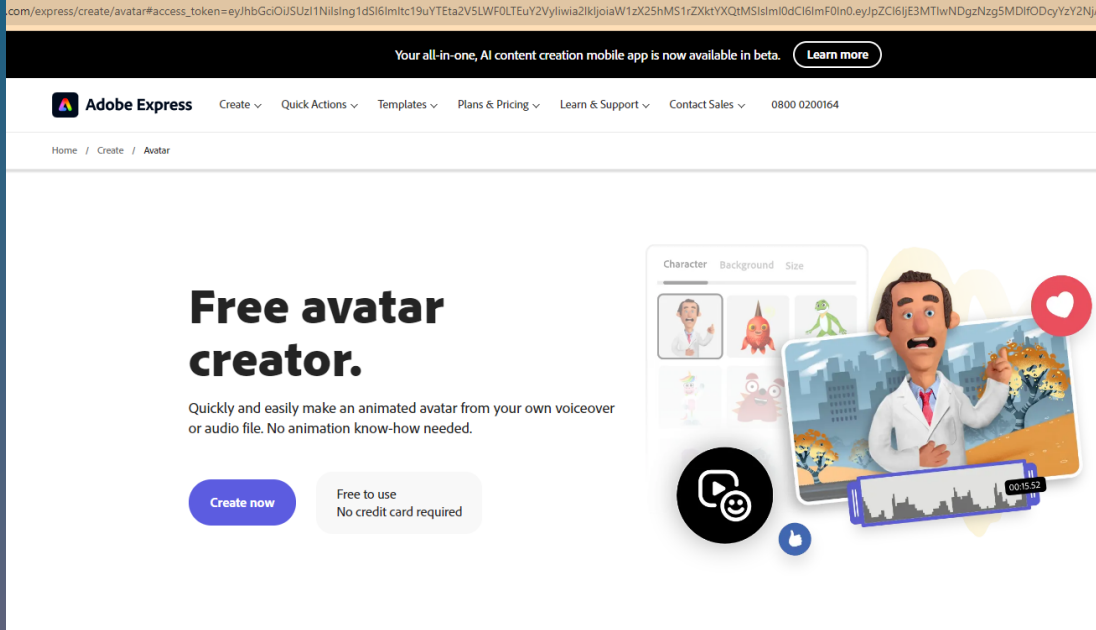


AVATAR'as

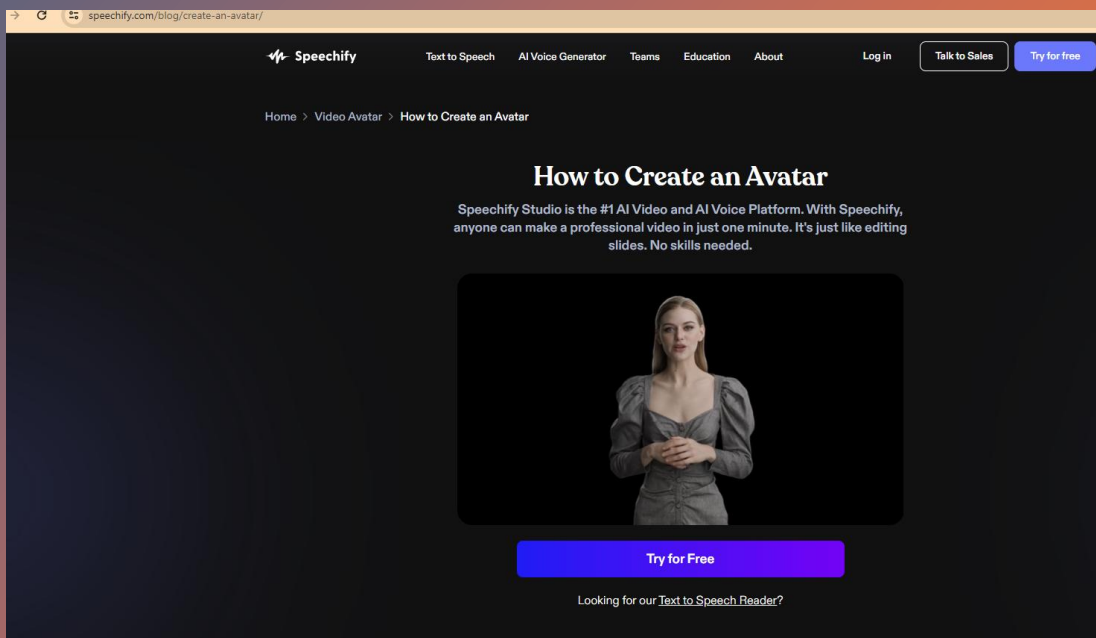


Avatar'ai švietime

- Formos, tipai.

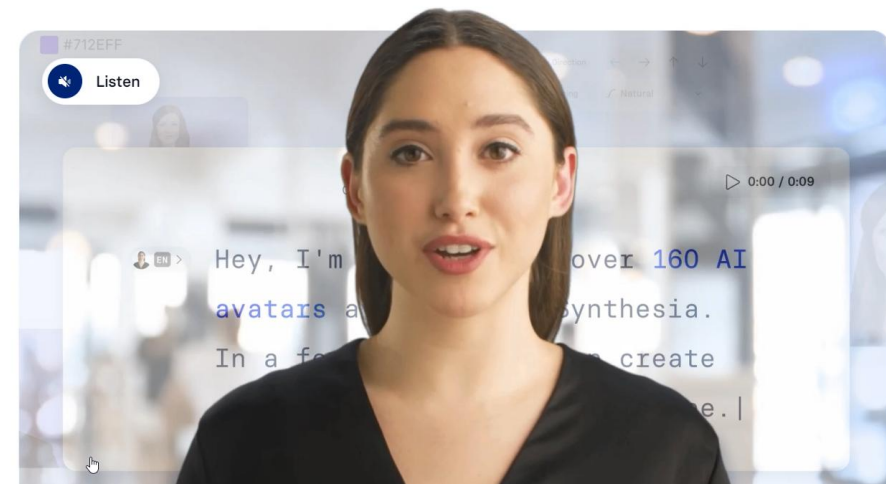
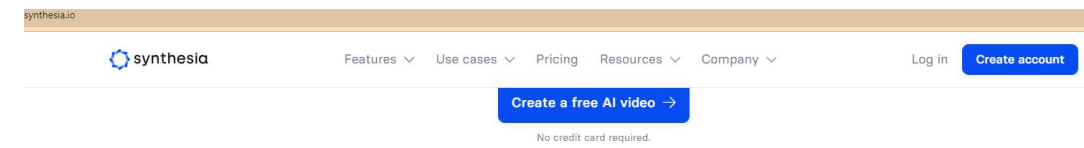
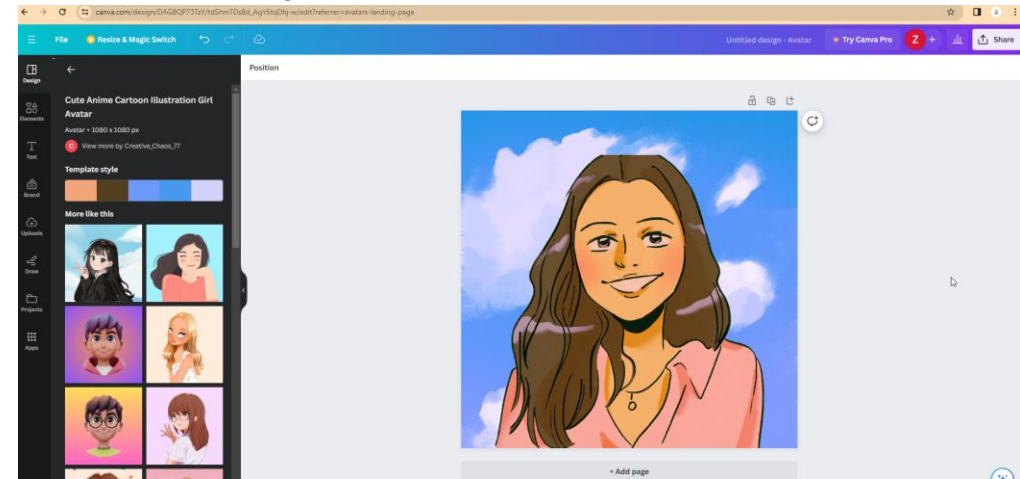


- <https://www.adobe.com/express/create/avatar>



- <https://speechify.com/blog/create-an-avatar/>

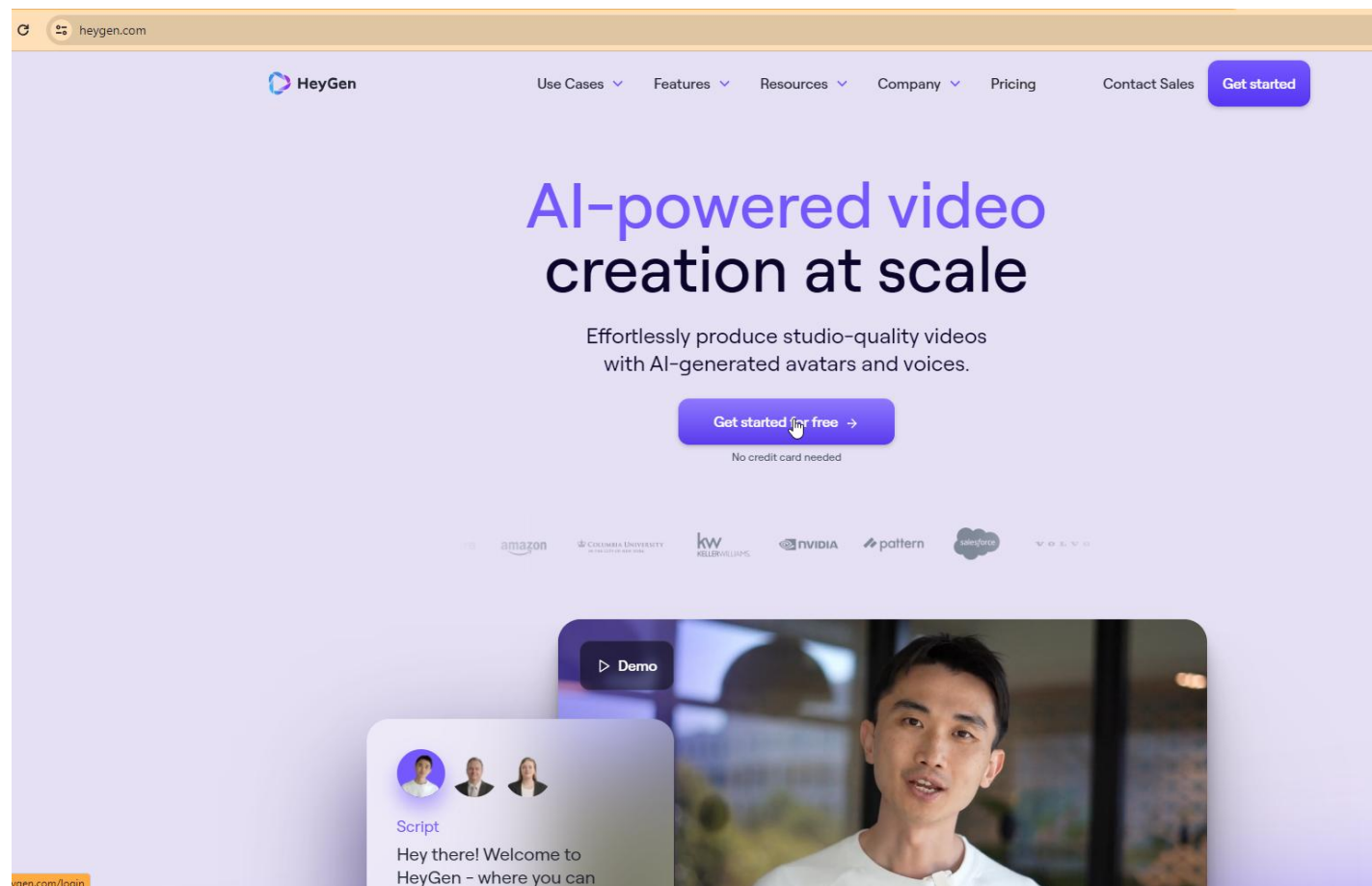
- Kur, kaip, koku stiliumi susikurti avatar'ą?



Virtualūs klonai

- Kokios galimybės ir pavojai?
- Hyper-realistiški video ir nuotraukos, balsai

Virtualūs klonai



heygen.com

Kaip susikurti virtualų kloną/avatar'ą

The screenshot displays the HeyGen website's 'Video Avatar' section. On the left is a sidebar with navigation links: HeyGen, Team, Home, Avatar Creation (Video Avatar, Streaming Avatar, AI Voice), Video Creation (AI Studio, Personalized Video), Video Repurposing (Video Translation), and Pricing. The main content area is titled 'Video Avatar' and features three options: Instant Avatar (Your digital twin in minutes, Best for marketing & sales), Photo Avatar (Animate your photo with text, Best for creative content), and Studio Avatar (Studio level 4k avatar, Best for learning & development). Below these are tabs for 'Instant Avatar', 'Photo Avatar', and 'Studio Avatar'. The 'Instant Avatar' tab is active, showing 'My Avatar (2)' with two video thumbnails of Joshua HeyGen CEO, each with 'Demo' and 'Finetune' buttons. Below this is the 'Avatar Library (5)' section, displaying five avatars: Blake (two instances), Edward, Leah, and Matthew. Each avatar in the library has 'Finetune' and '4K' buttons. At the top right, there is a '0 Credits' indicator and a 'New Video Avatar' button. At the bottom right of the main content area, there is a 'Get More Instant Avatar' button.

HeyGen

Team

Home

Avatar Creation

Video Avatar

Streaming Avatar

AI Voice

Video Creation

AI Studio

Personalized Video

Video Repurposing

Video Translation

Pricing

Video Avatar

Instant Avatar
Your digital twin in minutes
Best for marketing & sales

Photo Avatar
Animate your photo with text
Best for creative content

Studio Avatar
Studio level 4k avatar
Best for learning & development

0 Credits

New Video Avatar

Instant Avatar

Photo Avatar

Studio Avatar

My Avatar (2)

Get More Instant Avatar

Joshua HeyGen CEO

Joshua HeyGen CEO

Avatar Library (5)

Blake

Blake

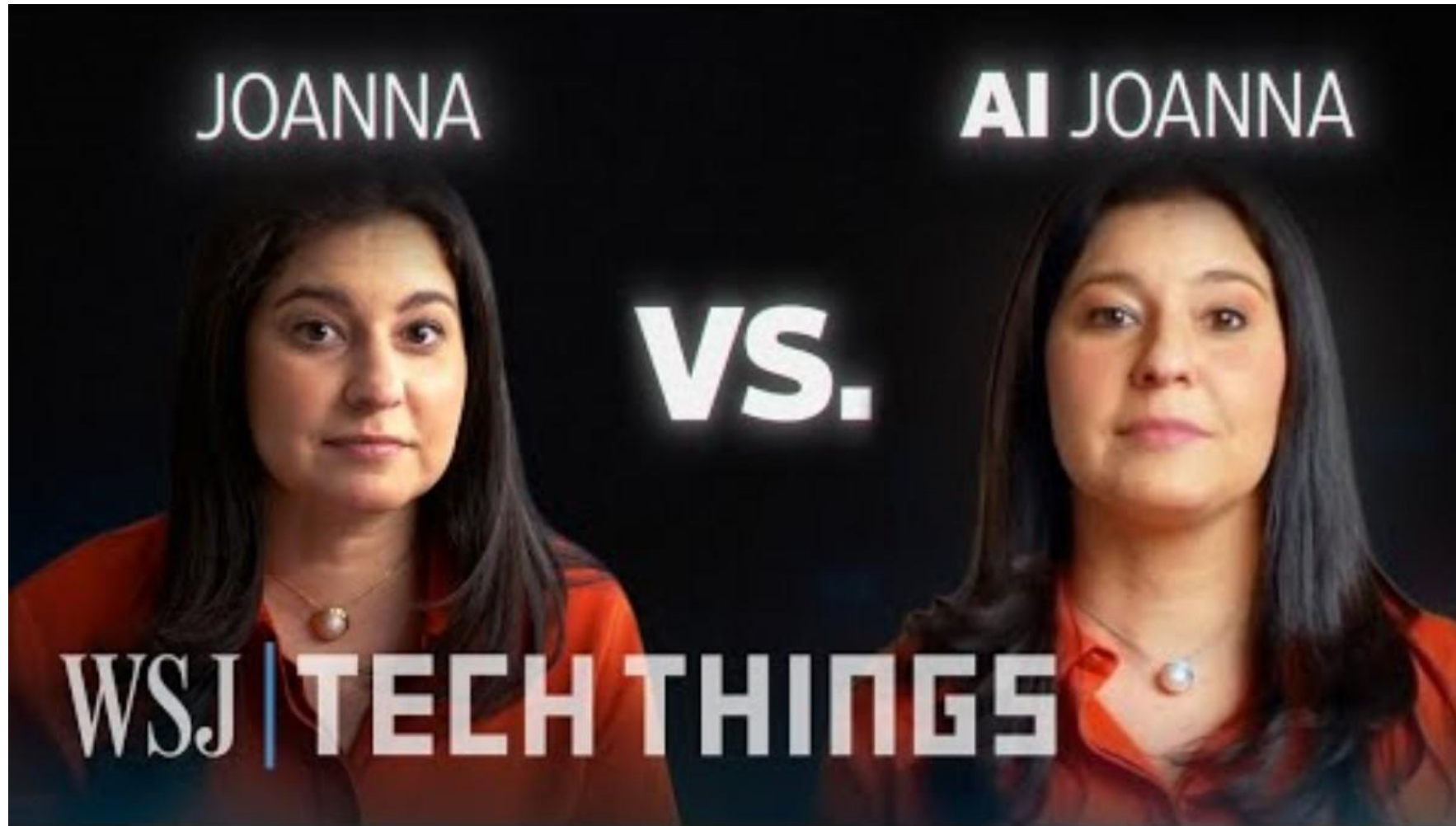
Edward

Leah

Matthew

<https://app.heygen.com/avatars>

Eksperimentas su virtualiu klonu



<https://www.youtube.com/watch?v=t52Bi-ZUZjA>



<https://www.youtube.com/watch?v=XJ6JGrIPVH8>

Virtualaus klono kalbos vertimas į užsienio kalbą



<https://www.youtube.com/watch?v=YN9x04rhm7c> - 3:47 min.

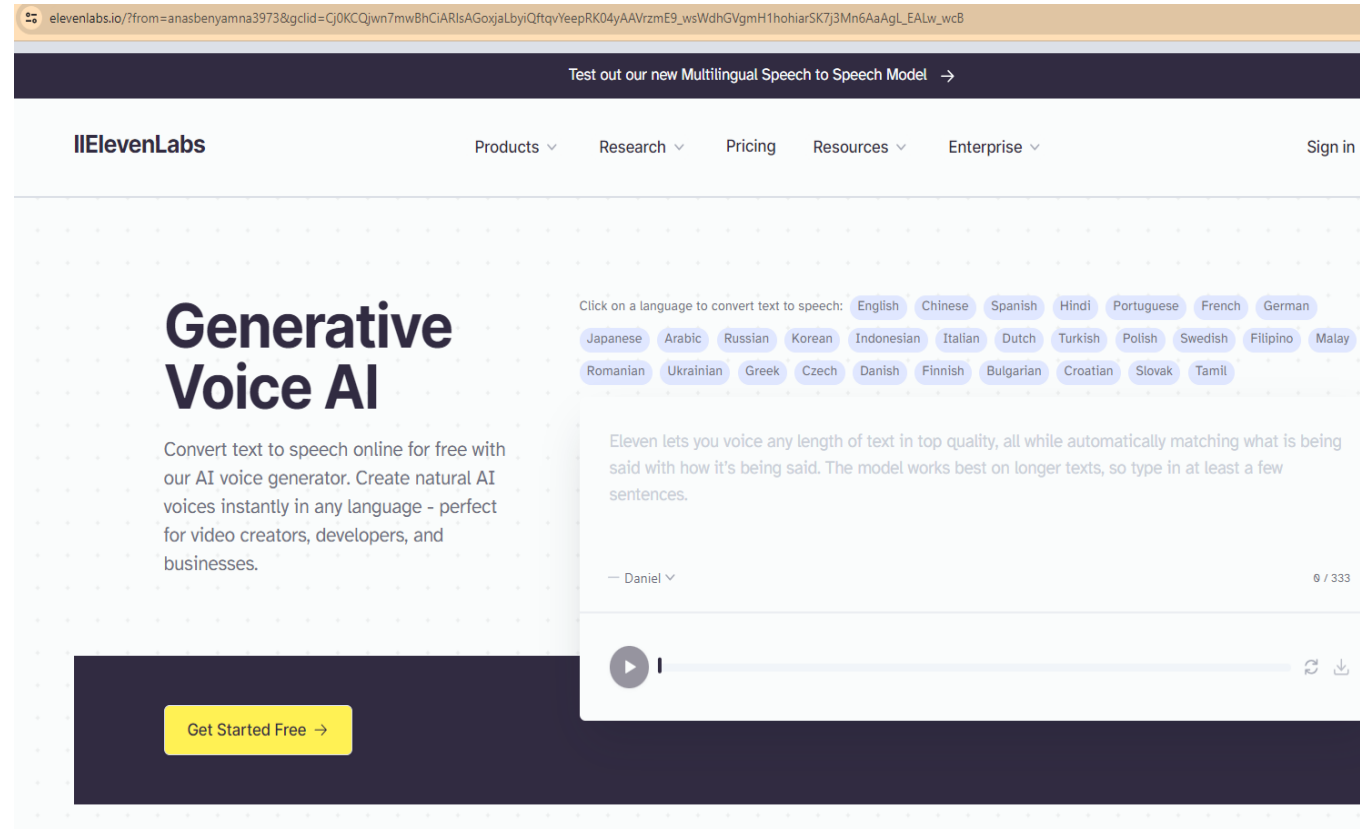
<https://app.heygen.com/avatars>

Virtualaus klono mokymas



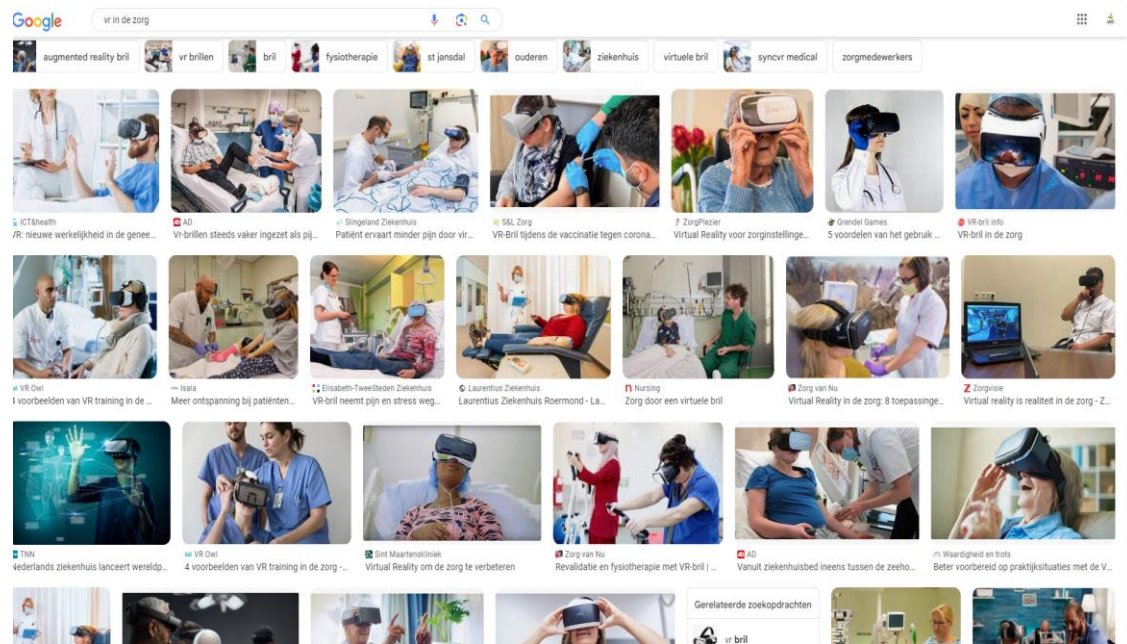
<https://www.youtube.com/watch?v=YN9x04rhm7c> 8:42 min.

Balsas



- <https://elevenlabs.io/>

Pritaikomumas... Kur ?



Wikipedia
Esports - Wikipedia



Office de Tourisme de Paris
Esport in Paris - League of Legend...



Sport.nl
eSports: wat is het? - voor alle sporters en ...



Lazyb...
E-sportc



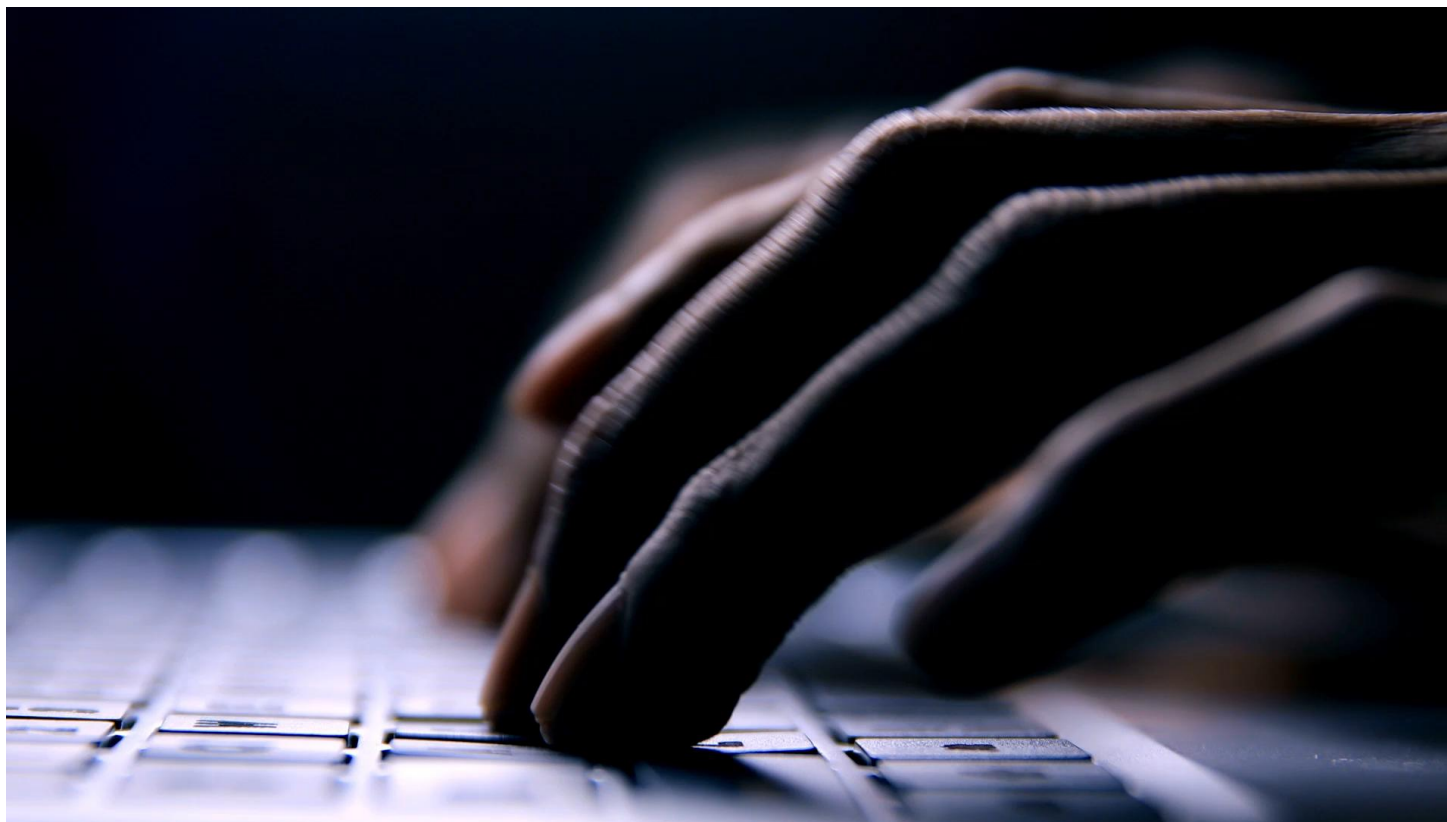
New South Wales JOTA-JOTI
e-sports



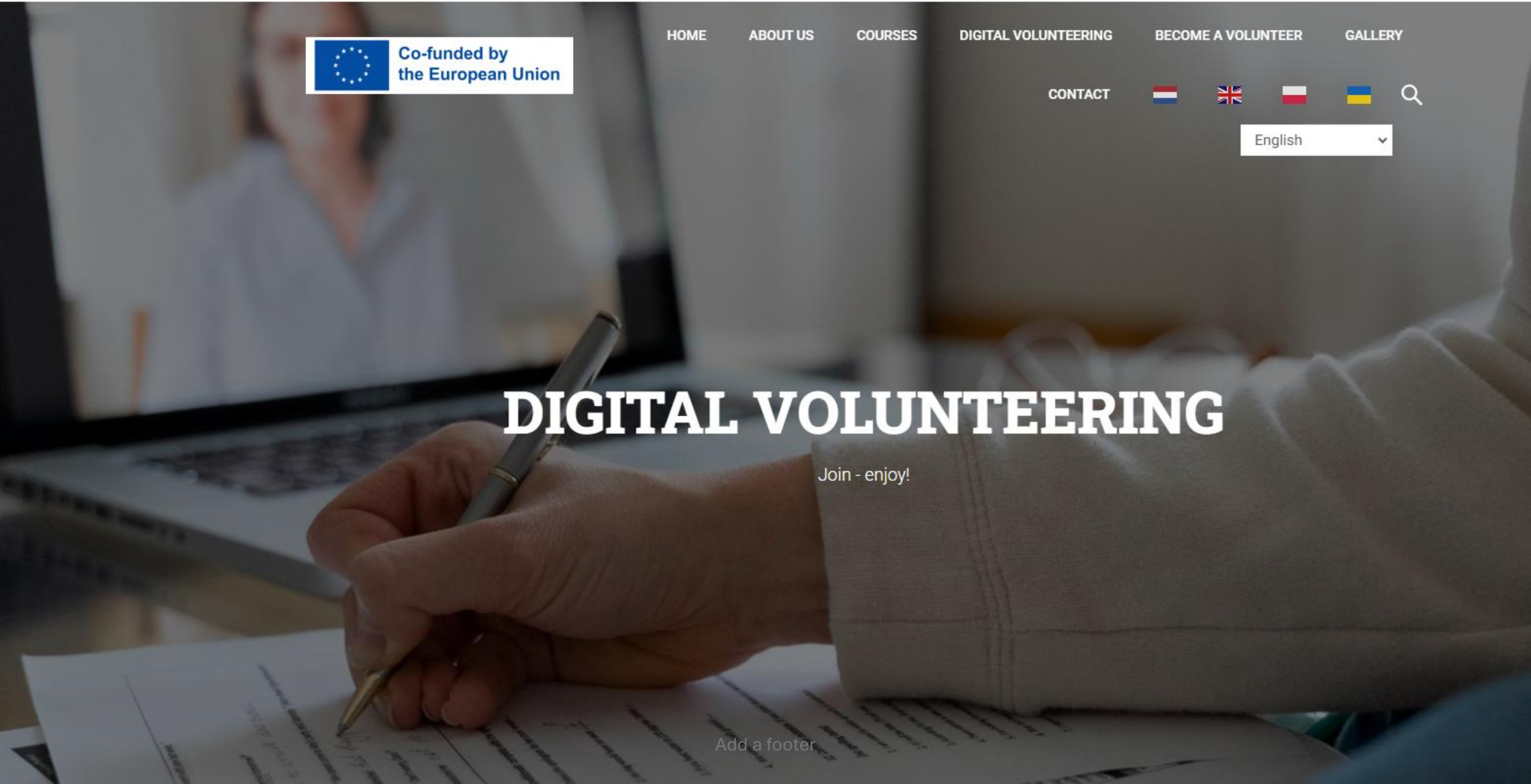
eSports
Populaire genres binnen de e-sports – eSpor...



DW
Science shows that eSports professionals ...



Kokius šiuo metu įgyvendina S.A.F.E.Projects projektus ?



HOME

ABOUT US

COURSES

DIGITAL VOLUNTEERING

BECOME A VOLUNTEER

GALLERY

CONTACT



English



DIGITAL VOLUNTEERING

Join - enjoy!

Add a footer



IMPROVE THE DIGITAL FACILITATOR

competencies of educators

Digital competencies in cultural heritage for older students: SEED4OS

This SEED4OS (2022-1-ES01-KA220-ADU-000088647) project is an ERASMUS+project within the framework of cooperation partnerships in adult education. It is led by the Catholic University of Avila together with four other partners from 4 countries: BB&R (Spain); S.A.F.E Project from the Netherlands, More Mosaic from Sweden, and Warsaw University of Technology (WUT).

The objectives of SEED4OS are:

- to improve and expand the provision of high-quality learning opportunities for older adult learners,
- promote the development of volunteering skills among older people,
- to bring knowledge and networks of European Cultural Heritage closer to older learners,
- to support older people in non-formal education activities,
- introduce older people to digital encounters and initiate digital learning pathways that Digital learning pathways that interconnect European Cultural Heritage networks,
- promote Erasmus+ offering educational experiences and exchange activities for older people, with a view to exchange experiences and activities for older people, with a view to (re)building and strengthening the European identity.





Kur yra saugumo riba?



Kaip toli žmonija žengs?

- Kokie iššūkiai ir pavojai?



Virtual and augmented reality applicability in adult education

Project Nr. 2023-1-LT01-KA210-ADU-000157054



- <https://andragogy.eu/>



Dirbtinis intelektas jaunajai kartai

<https://musee.oceano.org/en/>



Stebėkite mus:

<https://safeprojects.eu>



SAFE Projects

