ABOUT THE PROJECT
The ASEF Classroom Network Project (ASEFClassNet) connects teachers, teacher trainers, and academics working at the secondary & vocational education sector from Asian & European countries through two programme tracks:

➢ **School Collaboration:** For teachers and school leaders
➢ **Faculty Collaboration:** For teacher trainers, academic experts, and researchers.

The 16th edition of the ASEFClassNet project, ASEFClassNet16, focused on "Leading Change: Digital Transformation of Education in the Era of Artificial Intelligence" and took place in a hybrid format from June to December 2023. The programme consisted of 3 phases that included self-learning, peer-to-peer learning and action learning opportunities with collaborative elements and an on-site conference in Ljubljana, Slovenia.

KEY OBJECTIVES
The key objectives of the ASEFClassNet16 project were to:

- **ENHANCE KNOWLEDGE**
  Enhance understanding of digital transformation of education and the disruptive Artificial Intelligence trend

- **ENCOURAGE INNOVATION**
  Participants to work with peers in diverse groups, play their role in leading education innovation on AI&ED

- **EMPOWER TEACHERS & TEACHER TRAINERS**
  Create an Asia-Europe community for exchanges on secondary school education and cultivate the innovation spirit to future-proof pedagogy

TOPIC
The topic of the ASEFClassNet16 project was “Leading Change: Digital Transformation of Education in the Era of AI”. The primary aim of the project was to conduct various capacity, dialogue, and partnership-building activities that result in equipping K-12 stakeholders with basic awareness, competencies, and strategies around AI&ED. The programme covered two key sets of topics on AI:

- **Applications of AI in education (AIED):** building knowledge and understanding to critically evaluate the relevant use of AI and issues that concern the use of AI such as purpose, pedagogy, privacy, security, and ethics.

- **The Teaching of AI in education (AI Literacy):** building awareness, knowledge, and competencies of both the human and technological dimensions of AI, to understand what AI is and what it is not, how it works and how to create it, and its social, ethical and human implications.

"I am genuinely grateful for the opportunity to participate in a project on such a timely topic. I look forward to integrating these insights and the learning experience into my future endeavors in the education sector of my country, especially in teacher training programme.
- Md Nahid Ferdous Bhuviyan, National Academy for Educational Management, Ministry of Education, Bangladesh"

"The ultimate image of this experience is a group of engaged and empowered teachers who have not only gained a deep understanding of the critical issue of AI in Education but have also developed a strong sense of agency and responsibility to address it.”
- Suzette Oliveira, Agrupamento de Escolas D Filipa de Lencastre, Portugal"
ASEFClassNet16 was organised in a hybrid format – virtually and in Ljubljana, Slovenia between June - December 2023, with 4 phases for both School and Faculty Collaboration tracks:

The programme stages are:

**Stage 1 – Virtual Knowledge & Capacity Building:** This activity was conducted virtually and consists of 3 phases:

- **Self-Learning:** Participants learned from and interacted with experts on the thematic/technical areas to build relevant knowledge on AI&ED to improve their knowledge.

- **Peer-to-Peer Learning:** Based on the knowledge School Collaboration participants acquired in the self-learning stage, they exchanged ideas and critically reflect on the topic in teams. To take participants’ pedagogical skills to the next level they also participated in team building activities to collaboratively work and learn from each other. The Faculty Collaboration participants emerged in a cross-faculty dialogues by sharing the AI&ED status of their institution to learn from each other as well as understand the current gap AI&ED in the context of their institution and country.

- **Action Learning:** Participants further strengthened their knowledge and pedagogical skills by putting their knowledge into action. While School Collaboration participants designed Innovative Teaching Practices (ITP), the Faculty Collaboration participants designed research proposals on AI&ED.

**Stage 2 – ASEFClassNet16 Conference:** The on-site conference (12-16 November 2023) brought the outstanding participants of both tracks together in Ljubljana, Slovenia. The conference was organised in partnership with UNESCO associated International Research Center for AI (IRCAI).

**Stage 3 – School Collaboration ITP & Faculty Collaboration in Action Project Implementation**

After the conference, School Collaboration participants will start implementing their Innovative Teaching Practices (ITPs) and showcase their progress at the end of the year.

To learn more about the ASEFClassNet16 programme check: Faculty Collaboration (link), School Collaboration (link) & Onsite Conference (link).

**HIGHLIGHTS & KEY STATISTICS**

- **190 Participants & Resource Persons**
- **1 Report**
  - Featuring teachers’ views from 43 Asian & European Countries
- **7 months long programme of participant engagement**
- **56 Collaboration Activities**
  - 48 Innovative Teaching Practices (ITP) & 8 Research Collaborations
- **2,595,361 viewers**
  - Social media reach
- **5,229 users**
  - Unique website visitors
- **100% would recommend ASEFClassNet to their peers to participate in**
OUTCOMES AND IMPACT

100% of the participants filled up the conference feedback survey. In their feedback they indicated that the ASEFClassNet16 project was successful in achieving the following objectives:

100% BENEFITED & ENHANCED THEIR KNOWLEDGE ON AI&ED
of participants indicated that the conference was beneficial for them, and they have built knowledge and understanding on the project topic.

100% WANTS TO STAY IN CONTACT WITH THEIR PEERS & EXPERTS
Of participants build connections with peers from across Asia and Europe and they highly value the connections made during the project. They want to stay connected for designing future collaborative activities for their students.

98% WANTS TO JOIN A POST PROJECT FOLLOW UP MEETING WITH ASEF
Of participants stated that they would want to join a follow up meeting to update ASEF about their activities that stemmed from the project and wants to stay connected to ASEF.

95% WILL CARRY-OUT SPIN-OFF ACTIVITIES
of participants shared that they are excited about carrying-out international spin-off activities (e.g., virtual exchange, research projects, workshops) with their peers.

Particpants' Professional Development in Different Areas

<table>
<thead>
<tr>
<th>Professional Development</th>
<th>Strongly agree</th>
<th>Agree</th>
<th>Neutral</th>
<th>Disagree</th>
<th>Strongly disagree</th>
</tr>
</thead>
<tbody>
<tr>
<td>I feel empowered to take initiative on AI&amp;ED to support my institution's effort on AI&amp;ED</td>
<td>72.0%</td>
<td>25.0%</td>
<td>1.5%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>I developed better understanding to work effectively and meaningfully in an intercultural team</td>
<td>75.0%</td>
<td>20.0%</td>
<td>5.0%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>I improved my communication and presentation skills to communicate effectively with international audience</td>
<td>63.0%</td>
<td>32.0%</td>
<td>5.0%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>I built awareness to understand ethical implications of AIED tools</td>
<td>66.0%</td>
<td>25.0%</td>
<td>7.5%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>I developed critical thinking to evaluate the role of AI in Education and in my teaching</td>
<td>71.0%</td>
<td>26.0%</td>
<td>1.5%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>My knowledge on AI and Education (AI&amp;ED) has increased</td>
<td>69.0%</td>
<td>26.0%</td>
<td>3.0%</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The survey report “Asian and European Teachers’ Perspectives on AI and Education” is based on the outcomes of the ASEFClassNet16 Open Call survey on AI and Education (AI&ED) between April – May 2023 where teachers shared their perspectives on various aspects of AI&ED.

330 responses from 43 Asian and European countries have been analysed for the survey findings presented in this report. This report aims to serve as a tool to inform relevant secondary education stakeholders about how teachers view the role of AI in education and what they think about AI literacy, and their fears and hopes. The Handbook consists of five chapters:

- Chapter 1 – Introduction
- Chapter 2 – Artificial Intelligence (AI) and AI and Education (AI&ED)
- Chapter 3 – The ASEFClassNet16 Survey and Survey Respondents
- Chapter 4 – The ASEFClassNET16 Survey Results
- Chapter 5 – Conclusion

You can read the full report here.

FEEDBACK FROM PARTICIPANTS

ASEFClassNet16 provided a transformative experience for teachers to learn more about AIED, its significance, potentials and threats. Being critical with AIED means being more reflective on how AIED can best serve its educative purpose while being careful of its potentials risks.” - John Carlo Ramos, Assistant Professor at the Philippine Normal University, Executive Director Association of Southeast Asian Teacher Education Network (ASTEN), The Philippines

ASEFClassNet16 provided an incredible opportunity for educators to engage meaningfully with the thought leadership of other educators, Ministers of Education, experts, and academics. It facilitates authentic global collaborations and builds a learning community that support one another beyond the ClassNet initiative. The publications provide an honest global view, and sincere friendships, respect and learning opportunities are its legacy.” - Juliette Bentley, Datacom, Australia

It was a conference that made me feel the power of collective intelligence. Dreams that seemed too ideal to pursue alone became a reality through collaboration, and I had an amazing experience of discovering new possibilities through collaboration. In the future, when facing challenges, I will take courage through this experience.” – Dr Hye Seon An, Jeonbuk Office of Education, Korea

The cross-cultural aspects represented for me one of the most attractive parts and you, the organizers managed it brilliantly. You have managed to build an international platform for discussions which gave all participants more meaning and understanding of the global world and its complex problems and a clearer focus on solutions. – Luisa Philip, National College "Gheorghe Sincal", Romania
FOR MORE INFORMATION

Please visit the ASEFClassNet16 Project websites:

- Overall ASEFClassNet16 webpage
- ASEFClassNet16 School Collaboration webpage
- ASEFClassNet16 Faculty Collaboration webpage

Organised by

Asia-Europe Foundation (ASEF)

ASEF is an intergovernmental not-for-profit organisation founded in 1997 and located in Singapore. ASEF promotes understanding, strengthens relationships and facilitates cooperation among the people, institutions and organisations of Asia and Europe. ASEF enhances dialogue, enables exchanges and encourages collaboration across the thematic areas of culture, education, governance, sustainable development, economy, public health and media. For more information, please visit the www.ASEF.org.

International Research Centre on Artificial Intelligence (IRCAI) under the auspices of UNESCO

The International Research Centre on Artificial Intelligence (IRCAI) under the auspices of UNESCO is a dedicated scientific network, committed to “bridge both artificial intelligence and sustainable development” ensuring via any available means be it research, policy, or technology, that the public is the main beneficiary of our actions. We’ve built an international and inclusive environment where collaboration is encouraged, and learning is shared freely. With a particular focus on equity, inclusion and diversity, we develop insights, frameworks and tools to help both us and the broader AI community create AI that represents the diversity and development concerns of people across the world. For more information, please visit the https://ircai.org/.

Visual Concept

The “Fortune Teller” has gone by a variety of names across cultures, for example cootie catcher, salt cellars or paku-paku. It used to be a popular paper game and was even played to get answers about the future. The player had 2 moves and 4 choices to come to one of 8 possible pictures or messages about the future. Times have changed. From human imagination and “Fortunes Tellers”, we have shifted to creative human minds and “Artificial Intelligence (AI)” to foresee the future. 2 moves, 4 choices and 8 scenarios have now become 1s, 0s and millions of possibilities. Which moves and choices do we make out of these millions to design our sustainable future - in the midst of an ongoing public health & education crisis as well as the transformation of education through technology?