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AI TOOLS FOR VET SCHOOLS 2024-1-RS01-KA220-VET-000254863

Workshop 3: 21-24 April 2026 in Žilina, Slovakia

REPORT

Day 1: 21.04.2026

The first day of the Workshop 3 of Erasmus+ project AI TOOLS FOR VET SCHOOLS (AIVET) was held in the conference room in Faculty of Security Engineering of University of Žilina and hosted by ICEP – Institute of European Certification of Personnel established in Slovakia. Adelaida Fanfarová who is the project manager in ICEP responsible for this project and closely cooperates with the above-mentioned university opened the workshop with welcoming of project partners. Adelaida went through the agenda and provided all project participants with detailed information related to planned activities and workshop sessions for the upcoming 4 days. Then Adelaida gave the word to Dejan Aleksovski, director of Tehnička škola in Serbia, who prepared the project summary and was informed the project partners about the project activities that have already been done, and activities need to be done. The summary included important parts of the project management, such as main project objectives, next activities and tasks, expected results and related deadlines. Then the Portugal team took a word and shared a presentation about their work so done so far with the last activities of organized seminars and dissemination activities. Then Boban Blagojevic presented the actual state of 3rd workbook related to AI equipment which is the last intellectual output need to be finished before our final meeting in Pirot, Serbia. After lunch break, Boban showed the project partners some of the equipment they bring to Slovakia and used in the Technical school in Pirot. He presented the PiRacer with the software they used for a competition organized for their students and other things used also for the dissemination activities.





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Then Ladislav Mariš took a word and presented to project partners all the improvements regarding the project dissemination, he showed with Adelaida the printed book in Slovak language and also what activities were completed by Slovak partner ICEP - mainly the part for the last output for the equipment for Rapsberry Pi. Ladislav also presented to project partners some relevant and very useful links and sources with AI materials for teachers. All the materials will be uploaded on shared project platform.

Then Sandra and Carla from Portugal team presented their work and improvements using AI tools and equipment for the last project output, such as the famous game modified for playing with the face recognition, app for correct your pose in plank or VoiceMath with voice recognition of mathematical calculations.

After the hands-on sessions we went together through all the activities for the planned work packages:

- WP1: Project management,
- WP2: Project implementation,
- WP3: Project coordination and evaluation,
- WP4: Project outputs testing and dissemination.

The first day was closed by the common discussion.





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Day 2: 22.04.2026

The second day started near the Faculty of Security Engineering of University of Žilina where we had our meeting point for our common cultural program. At 08:30 AM we all met in front of the faculty and divided into 3 cars and went to our first part of cultural visit. We had the dynamic environment adaptation workshop in the National Historic Preservation District - a small village called Čičmany in the Žilina region, where we had booked a visit of local museum in traditional Slovak wooden houses with unique painted ornaments - part of Slovakia's Cultural Heritage (UNESCO). During our tour of the museum in Čičmany, we learned about the history of the village and its inhabitants, and we had the opportunity to see the only surviving 18th-century log cabin that has been preserved with its original furnishings and stuff used for the traditional ways of living of local people in Slovakia. After coffee break in local chateau, we continued with the innovative and unusual presentation of the history of the Slovak nation - a unique wooden craft nativity scene in Rajecká Lesná is one of the largest woodcarvings in Slovakia. The master craftsman began working on it in 1980, and it took him 15 years to complete. In addition to depicting the birth of Christ in Bethlehem and his life, the exhibition also portrays the history of the Slovak nation. It also features various landmarks such as castles, cathedrals, hills, and modern buildings. The nativity scene is 8.5 meters long, 2.5 meters wide, and 3 meters high. These dimensions rank the nativity scene among the largest carved nativity scenes in Europe and also make it the largest woodcarving of its kind in the world. Then we had an extraordinary lunch at a typical Slovak farm with traditional picnic with a cookout and with an adventurous surprise - the opportunity to go for a horseback ride. After lunch break, we had a workshop activity for wellbeing - visit of SPA Aphrodite - unique historical place with hot healing mineral water and beautiful surrounding for relaxation. The second day was closed by common transfer around 17:30 PM back to Žilina.





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Day 3: 23.04.2026

The third day continued with the meeting in front of the Faculty of Security Engineering because of common transfer to the University of Žilina. Thanks to Ladislav Mariš, one of the teachers at the University of Žilina, we had the opportunity to visit the new university laboratories used for the teaching subject with relation to the AI tools and AI equipment. We started in GameLab - the practical laboratory where one of the teacher staff presented the final thesis of students, the big local exhibition they organized with tech companies, and the software, hardware and equipment in the laboratory. Second one was AudioLab, where we also had a presentation of work, they did so far and were informed about the software, hardware and equipment in the laboratory. After this excursion we had a coffee break in university café. Then we visited the Motio - a new experiential center for the popularization of science and AI technology of the University of Žilina, when we spent nice time with practical experiments. This center was officially opened in 2024, with the aim of bringing scientific and technical knowledge to life through hands-on experiences - using interactive exhibits, virtual reality, and digital applications focused on the themes of motion, propulsion, and robotics. Today, Motio offers 38 interactive exhibits that spark curiosity, encourage experimentation, and connect theory with practical experience.

After lunch break, we went back to the Faculty of Security Engineering and continued with work on common workshop dedicated to IO3: Practical work using available AI equipment - usage manual. The third day was closed by the common discussion and agreement of the setting the dates for 24.06.-26.06.2026 for our final conference and final project meeting, which will be organized by Tehnička škola in Pirot, Serbia.





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Day 4: 24.04.2026

The fourth and last day we met in the main train station in Žilina and travel together by train to Bratislava - the capital of Slovakia, where the ICEP had a company headquarters with office. We visited ICEP premises, did the summary of the workshop, provided certificates and officially closed our workshop 3. Then we went together to the city historical center and had a practical interactive exploring walk of Bratislava city with using AI tools. The fourth day was closed by common summary lunch in Bratislava city center.

