

ABOUT THE „DISCOVERING, CREATING, LEARNING” TALENT DEVELOPMENT PROGRAM

by Ferenc Mező and Katalin Mező

Title of the Program: „Discovering, Creating, Learning” Talent Development Program

Implementer: Kocka Kör Talent Development Association (HU)



Period: 2021-2022

Participants: 12-18 year olds

Program type: A performance-enhancing enrichment program

The program consists of two sub-programs:

- 1) The arts sub-program
- 2) The science sub-program

Objective: Motivating and mentoring of participants in their creative activity

Project ID: NTP-INNOV-21-0241

Supported by:



Connection to the AI topic: participants also get knowledge about AI

Expected short-term results of the program, their expected effects:

- 1) In the art program part: Experiencing min. 10 art history situations/person. In the science part of the program: min. implementation of 10 researching situations/person. Expected impact: development and strengthening of a positive attitude towards works/discoveries, creators/scientists.
- 2) Min. 1 learning methodological training/person. Expected impact: the methodological repertoire supporting creative (productive) learning will increase, which will prepare the research methodological development.
- 3) Min. 1 research methodological training/person. Expected impact: getting to know the basic concepts and methods of research methodology.
- 4) Writing 1 research plan/person. Expected impact: Gaining experience in creating a research plan.
- 5) Min. 1 research plan implementation/person. Expected impact: Gaining experience in implementing the research plan.

- 6) Writing and publishing 1 abstract/person. Expected impact: experience in the field of abstract writing and its librarianship min. It grows with 1 (perhaps the first!) Abstract-like item.
- 7) Min. 1 conference presentation/person at an international interdisciplinary conference. Expected impact: experience in the field of scientific conference presentations.
- 8) Min. 1 publication/person. Expected impact: gaining experience in the field of writing a study, and their list of publications will be more with min. 1 (maybe the first!) item.
- 9) Min. 1 virtual exhibition/person. Expected impact: experience in organizing exhibitions, promotion of science/art.
- 10) Min. 1 website/person. Expected impact: website creating experience and skills will increase.
- 11) Creating a “trendy” visual dictionary/group. Expected impact: gaining experience in participating in an art project.
- 12) Creating a slideshow etude/group. Expected impact: gaining experience in participating in an art project.
- 13) Creating a board game. The working title of the game is: „TERRAFORMING MISSION” Expected impact: shaping a positive attitude towards the natural sciences and playful practice of acquiring and thinking about scientific knowledge. Participants gain experience in game development (in a broader sense: product development) through teamwork.



*The author of the background image is Tumisu. Web: <https://pixabay.com/cs/photos/h0%e5%09%e3%ade%e3%ad-zem%e4%9b-teplo-glob%e3%a1ln%e3%ad-5268446/>

The progress of the project is presented in the next volumes of the Journal of 'Mesterséges intelligencia' /Artificial Intelligence/. The website of this Open Access journal is:

https://www.kpluszf.com/mi_archivum/