Presentation of resources used for Pilot Phase by Luxembourg

Tools or websites that aim at learning and/or using AI are listed here.

At the end of the page, "*Our Algorithms*" is more dedicated to raising awareness and questioning "*the ethics and opportunities of public algorithms in order to guarantee their mission of general interest, today and tomorrow*".

Learning about AI / Using AI

MIT Media Lab[1]

- What: "*The MIT Media Lab is a research laboratory at the Massachusetts Institute of Technology.. Its research does not restrict to fixed academic disciplines, but draws from technology, media, science, art, and design*". It lead, among other things, several innovative programme about Kids and computing, the most famous being Scratch.
- Language: EN

Cognimates[2]

- What: An AI education platform for building games, programming robots & training AI models
- Language: EN

Experiment with Google[3]

- What: AI Experiments is a showcase for simple experiments that make it easier for anyone to start exploring machine learning, through pictures, drawings, language, music, and more
- Language: EN
- By: AI Experiments host many AI related activities, some well known as the following ones.

Teachable Machine[4]

- What: "*Teachable Machine is a web-based tool available to anyone, which allows you to create machine learning models quickly and easily*."

- By: Google Creative lab

QuickDraw[5]

- What: "*A game where a neural net tries to guess what you're drawing*."
- By: Google Creative lab

AutoDraw[6]

- What: "*Fast drawing for everyone*."
- By: Google Creative lab

Tensorflow[7]

- What: "*TensorFlow provides tutorials,example, and other resources to passed up model building and create scalable ML Solutions*."
- Language: EN, FR, IT

Machine Learning For kids[8]

- What: "*A simple tool for training a variety of types of machine learning model, and an environment for creating games and other interactive projects that use them.This is done by extending Scratch*[9]*: a visual programming environment created to teach coding to kids, that is widely used in schools. It gives students a blank canvas without prescribing what they make. They're free to use their imagination and creativity to find fun uses for the machine learning models that they train*".
- Language: EN, FR, IT,

Try AI[10]

- What: Machine Learning for High School Students
- Language: EN

Beat the Crocodile[11]

- What: "*reinforcement learning*". You are playing the monkeys. Each piece moves like a pawn, i.e. it can move forward and capture diagonally. You win, if
- One of your pieces reaches the opposite end of the board.
- You opponent can not move

- Or you capture all your opponent pieces
- By: Stefan Seegerer, Julian Dorn

Raising awareness

Our Algorithms[12] (Nos algorithmes)

- What: "*Our Algorithms is a collaborative project exploring the questions of ethics and opportunities for public algorithms, in the light of the present and futures.*""
- Language: EN, FR

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1. https://www.media.mit.edu/ ↩
2. http://cognimates.me/home/ ↩
3. https://experiments.withgoogle.com/collection/ai ↩
4. https://teachablemachine.withgoogle.com/ ↩
5. https://quickdraw.withgoogle.com/ ↩
6. https://www.autodraw.com ↩
7. https://www.tensorflow.org/ ↩
8. https://machinelearningforkids.co.uk/?lang=en#!/about ↩
9. https://scratch.mit.edu/ ↩
10. https://www.tryaiclassroom.com/ ↩
11. https://www.stefanseegerer.de/schlag-das-krokodil/ ↩
12. http://nosalgorithmes.fr/en/#about ↩