



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 LAB¹

- 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

COGNIMATES²

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

EXPERIMENT WITH GOOGLE³

- 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 Machine⁴

- 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

QuickDraw⁵

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



- By: Google Creative lab

AutoDraw⁶

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

TENSORFLOW⁷

- 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 KIDS⁸

- 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 Scratch⁹: 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 AI¹⁰

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

BEAT THE CROCODILE¹¹

- 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 ALGORITHMS¹² (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://nosalgorithms.fr/en/#about> ↩