Gifted Education Fund: Off-school Advanced Learning Programmes

Programme No. 2023-01 (For primary students)

Title of programme	AI for Chinese Culture and History
Programme provider	Department of Computing & Decision Sciences, Lingnan University
Theme(s)	STEAM-related mentorship programme
Intake	35 students (Primary 4-5 in the 2023/24 school year)
Prerequisite	- outstanding performance in mathematics in school; and - basic knowledge of computer programming
Programme delivery period	from May 2024 to Jan 2025 (around 9 months)
Medium of instruction	Course material: English Class teaching/ discussion: English supplemented with Cantonese
Objectives	- to equip gifted students with the knowledge and skills of Generative AI through creative activities and role play in dramatic form; - to enhance gifted students' interest and knowledge of the Chinese traditional culture through recreating the stories in the Three Character Classic; - to enhance gifted students' storytelling experience and unleash their creativity using AI-powered visual and musical tools; - to provide gifted students with an opportunity to learn about and appreciate Chinese history and traditional culture by bringing history to life with generative AI simulations; and - to develop gifted students' positive values and attitudes to overcome difficulties
Programme outline	Infusing Generative AI and elements of Chinese culture and history, this programme equips gifted students at the primary level with the knowledge and skills to recreate the stories in the Three-Character Classic with generative AI. Students will develop AI systems in groups through which they develop deeper appreciation of Chinese culture and history. This programme consists of two phases: **Phase 1 (5 months)** 16 sessions (1.5 hours/ session; 24 hours in total) - Students will be taught the principles behind different generative AI models and will be guided to develop creative AI systems. - Students will work in groups of 5 under the support and guidance of a mentor. By the end of this phase, students will

	showcase their designed small book in the NFT format and deliver a presentation in the form of role play. **Phase 2 (4 months)** 8 sessions (2 hours/ session; 16 hours in total) - Through interactive activities such as role play, students will be taught how to use generative AI to create highly interactive simulations of Chinese historical events and establish digital archives of Chinese cultural heritage from which they will be able to develop a better understanding and deeper appreciation of Chinese history and culture. - Students will work in groups of 5 under the support and guidance of a mentor. By the end of this phase, students will demonstrate their designed 3D models and deliver a presentation.
Admission fee	Free of charge
Application method	Application form can be downloaded from the following webpage: https://www.edb.gov.hk/en/curriculum-development/ curriculum-area/gifted/ge_fund/gef/osalp.html Please complete the application form and send it by post **on or before 19 April 2024** to the following address: Department of Computing and Decision Sciences SEK212/4 Simon and Eleanor Kwok Building Lingnan University Tuen Mun, the New Territories (Attn: Prof. Eric See-to Wing-kuen)
Document(s) to be submitted	- a completed application form; - evidence of applicant's other learning experience (if any); - a copy of applicant's report cards (the first and second term of the 2022/23 school year); and - a copy of applicant's certificate(s) of award/ participation in courses/ competitions related to artificial intelligence
Enquiry	If you have any questions about this programme, please contact: Ms Viki Fan (Department of Computing and Decision Sciences, Lingnan University) Email: zeyifan@ln.hk
Announcement of results	by late May 2024