

Partnership

7 partners from 6 European countries are involved in the project:

- IES Simarro (Spain)
- Alpe (Spain)
- Colegiul National Unirea (Romania)
- Sredinja skola Dugo Selo (Croatia)
- Pixel (Italy)
- ITIS Q. Sella (Italy)
- AEP (Portugal)



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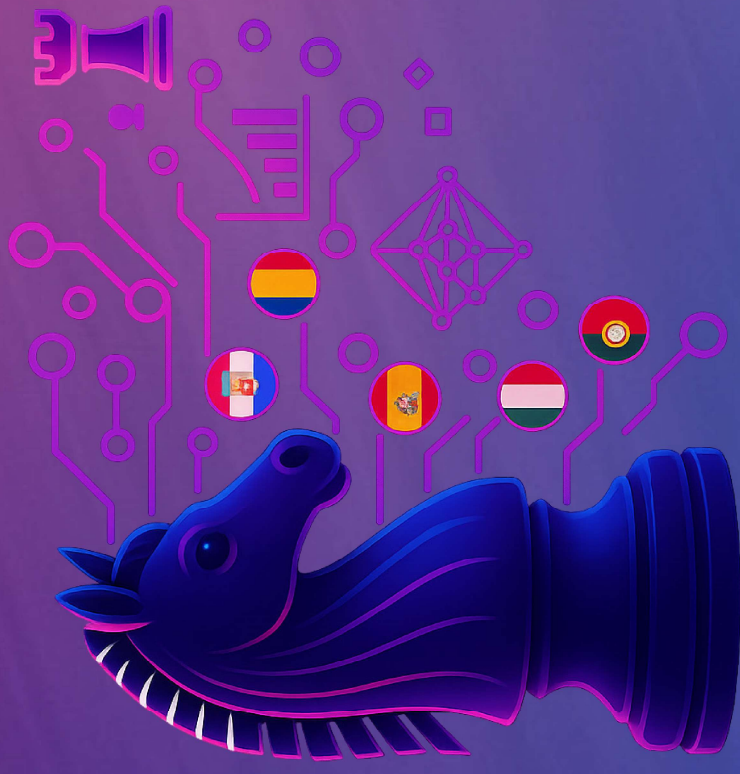
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the European Union**

ChessAlThon

Chess Artificial Intelligence Hackathon



CONTEXT

- As the digital era continues to reshape the workforce, the ability of coding has become increasingly crucial for professionals in fields ranging from software development to data analysis. This is becoming even more true and challenging with the disruptive effect that Artificial Intelligence is having on businesses and work processes.
- Moreover Soft skills, such as critical thinking, problem-solving, and strategic planning, are highly sought after by employers across diverse industries. These skills transcend specific job roles and are crucial for adapting to the dynamic nature of the contemporary workplace.

AIMS TARGET GROUPS

ChessAiThon project aims to

- Equip VET teachers with innovative training solutions using chess to develop students soft skills such as critical thinking, problem-solving, and creativity highly requested within the job market.
- Explore chess-based training solutions to introduce fundamental AI concepts such as pattern recognition and strategic planning.
- Engage VET students in transnational learning-by-doing experiences fostering lateral thinking and creativity while promoting awareness on how Artificial Intelligence works

TARGET GROUPS

- VET teachers benefiting from innovative teaching solutions that integrate chess and AI, to enable them to modernize the curricula and effectively develop students' Soft skills.
- VET students gaining crucial AI and coding competencies through hands-on, challenge-based learning with chess, significantly enhancing their employability and preparing them for the demands of the digital labor market.
- VET school directors making them the protagonists of their VET institutions modernisation, the fostering of networking among VET providers and offering a new training pattern to make the VET offer more in line with the job market needs.

EXPECTED RESULTS

- A comprehensive learning resource for both students and VET teachers, covering foundational principles of learning through chess, computing, and AI, while also emphasizing the development of critical soft skills.
- An online database and web platform featuring real-life chess scenarios, designed for enthusiasts to engage with, propose scenarios, and contribute to training an existing AI.
- Implementation of a chess and AI hackaton international competition serving as a practical and motivational application of acquired skills and contributing insights to the broader AI community.