



CUHK Jockey Club AI for the Future Project



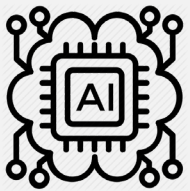
E-LEARNING

電子學習分享研討會 SHARING SESSION

Speech by Professor Yeung YAM, Principal Investigator

Moving Towards the **AI Era**...

Growing Use of AI



(Gartner, 2019)

The number of business adopting AI grew by

270%

in 4 years

AI in Business

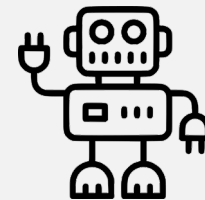


(NewVantage, 2020)

More than 90%

leading businesses have ongoing investments in AI

AI & Future of Work



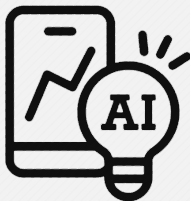
(WEF, 2020)

AI-related technologies will create

97 Million

positions till 2025.

AI Growth



(Fortune Business Insights, 2020)

The global AI market is expected to reach

\$2670 Billion

by 2027

AI in Business Productivity



(PwC, 2018)

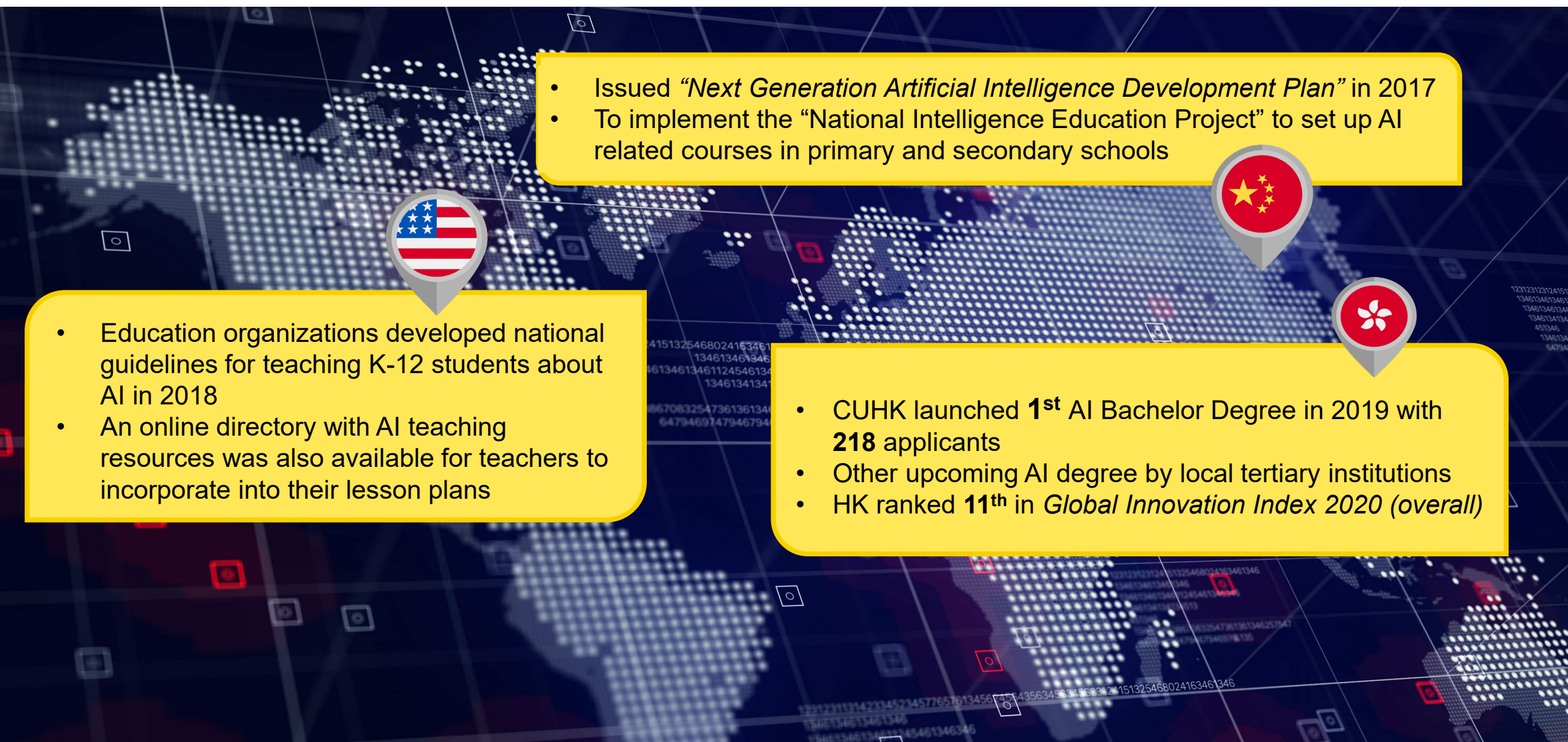
More than 50%

of businesses have reported a boost in productivity after having implemented AI

AI technology is changing our
LIFE and **WORK**



AI Education Trend

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- Issued “*Next Generation Artificial Intelligence Development Plan*” in 2017
 - To implement the “National Intelligence Education Project” to set up AI related courses in primary and secondary schools

- Education organizations developed national guidelines for teaching K-12 students about AI in 2018
- An online directory with AI teaching resources was also available for teachers to incorporate into their lesson plans

- CUHK launched **1st** AI Bachelor Degree in 2019 with **218** applicants
- Other upcoming AI degree by local tertiary institutions
- HK ranked **11th** in *Global Innovation Index 2020 (overall)*

Pedagogical Framework of Our AI Curriculum



Awareness



Knowledge



Interaction



Empowerment



Ethics & Impacts

Outcomes of First Year Pilot Teaching

Students	% of Agreement
Increased awareness and understanding of the importance of AI	90.0%
Increased motivation in learning AI	84.0%
Increased ability to apply AI knowledge and skills	87.5%

Teachers	% of Agreement
Had a better understanding of the potential of AI	100.0%
Gained confidence to facilitate students to engage in inquiry-based learning on AI topics	94.5%
Applied knowledge and skills from the Project to classrooms	94.5%
Found the Project curriculum helpful	88.9%

Self-Directed Learning Via Blended Learning

