

Project Overview

Eco Circular AI is an innovative project that leverages a free AI tool to enhance the understanding of the circular economy among Financial and Administration students in both C-VET and I-VET. This gamified learning tool is designed to identify, evaluate and propose innovative solutions with a positive impact on society and the environment among continuing education students across Europe.



Project Description

The project aims to develop a fully functional and interactive educational game designed to support the learning of circular economy principles and practices. It utilizes artificial intelligence to equip VET providers and students in Finance and Management with the necessary competencies to apply data-driven knowledge in real-world scenarios. This includes acquiring skills necessary for environmental sustainability and social responsibility in the workplace. The overarching goal is to integrate AI tools into VET programs, thereby expanding knowledge of the circular economy, developing digital skills, fostering technological adaptation, and enhancing sustainability.

Project Aims

The primary aim of EcoCircularAI is to develop a free AI tool that will:

- Promote sustainable, ethical, and entrepreneurial business practices among lifelong learning students in Europe through VET providers.
- Train students in efficient resource management and socio-environmental risk assessment.
- Foster the development and use of AI tools for initiating and leading responsible entrepreneurship.



Duration and Funding

Eco Circular AI is co-funded by the European Union under the Erasmus+ program (Small-scale in vocational education and training) and runs from April 1, 2024, to September 30, 2025.



Specific Objectives and Competences

The project focuses on developing three main competencies with concrete objectives:

- 1 Sustainable Management and Reuse of Resources**
 - Analyze and control costs associated with the use of natural resources and materials.
 - Contribute to the preservation of natural resources such as water, energy, and raw materials.
- 2 Identification and Evaluation of Environmental and Social Risks**
 - Identify and assess the impact of factors such as pollution, biodiversity loss, and climate change.
 - Understand regulations and ethical standards related to sustainable resource management.

- 3 Promotion of Ethical and Sustainable Business Practices**
 - Apply ethical and corporate social responsibility criteria in business actions and decisions.



Outputs

The project will provide the following outputs:

AI Tool: Customized educational environments teaching C-VET and I-VET students the benefits and applications of AI in the circular economy.

Platform: Creation of a platform to host the game, accessible through the project website.

Game: An interactive educational game supporting learning about AI and circular economy principles.

Teacher's Pack: A comprehensive guide to help educators understand the game mechanics and rules.

Methodology

The methodology revolves around using an AI gamification tool for learning and competency development. This approach will ensure that students not only learn about sustainability but also acquire skills in using AI tools for responsible entrepreneurship.

Partners

The project is coordinated by the **Universitat Oberta de Catalunya (UOC)** and implemented in partnership with:

- Fundació Privada Institut d'Estudis Financers (BFS-IEF), Spain
- Innovade LI Leadership & Innovation, Cyprus

These organizations bring together expertise in financial education, technology development, and AI, contributing significantly to the project's goals.

