

The Application of AI Tools and AIGC (AI-Generated Content) in Education and Training

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Over the course of recent decades, eLearning has undergone a remarkable evolution, moving through distinct eras, each marked by its own epoch-defining technologies: from the "Age of Portals and Pages" (1994) to the "Age of Openness" (2001), from the "Age of MOOCs" (2008) to the dawning of the "Age of Personalization" in 2015.

Fast forward to 2022 and 2023, and we have been standing at the threshold of the "Age of Metaverse and Generative AI." This is an era where the convergence of extended realities, metaverse platforms, and the ascent of Generative AI have ignited profound discussions worldwide regarding their implications for education and training. These AI tools, exemplified by the likes of ChatGPT, MOSS and Bing, are capable of generating human-like text and multimedia content, which have the potential to transform various aspects of education and training.

Throughout these transformative ages, one pressing question has endured: How can these innovative technologies be harnessed to design and deliver education and training experiences that are simultaneously user-centered and instructor-friendly?

Dr. Wang's presentation will take on both a research and development approach and attempt to answer this question. She will briefly embark on the journey of eLearning and then showcase emerging AI tools that can be easily integrated into both instructional design and learning for engineering education and beyond. She will conclude the presentation with discussions on ethical concerns (plagiarism, bias, and privacy), through a thought-provoking example of AI's drastically different perceptions of a world-famous movie character.