

Falun, 12-13 februari 2026
Välkommen till konferensen



AI på schemat – perspektiv, metoder och arbetssätt för utbildning, forskning och pedagogisk utveckling!

AI in Education Hackathon – bring your laptop!

This event brings together participants from across departments to explore ideas, questions, and experiments related to the use, administration, sustainability, and research of AI in education. The diversity of perspectives, tools, methods, and evaluation approaches is a central strength of the event. The goal is not to produce finished solutions, but to leave with inspiring ideas, open questions, and new connections for future collaboration.

The event is organized in two stages:

- 1) On Thursday afternoon, we begin with a structured brainstorming session to surface problems worth tackling, questions participants have long wanted to explore, and ideas they are curious to try. These inputs will be pooled and synthesized into a set of possible project directions.
- 2) On Friday, participants form small groups around a chosen project question and spend approximately two hours developing a simple “deliverable” — which might take the form of a prototype, concept, study design, teaching material, tool, or experimental setup.

We conclude with short snapshot presentations (3–5 sentences) in which each group shares what they aimed to build and what they learned in the process.

This is intentionally an open, low-pressure, and creative environment. Prior experience with AI is not required. The emphasis is on exploration rather than perfection, and on learning from how others think about these challenges. Ultimately, the hackathon is about building shared understanding, discovering new collaboration opportunities, and engaging creatively with the future of education