

FOSSBot4AI Project

TEACHING ARTIFICIAL INTELLIGENCE THROUGH OPEN-SOURCE EDUCATIONAL ROBOTICS

KICK-OFF AND PROJECT DETAILS EXPLAINED



[HTTPS://FOSSBOT4AI.EU/](https://fossbot4ai.eu/)

@FOSSBOT4AI

PROJECT LAUNCH

Official Launch – 26 November 2025
France (ECAM-EPMI)



- 6 partners across Europe
- Focus: AI + Robotics + Open-source Education
- Strong collaboration between academia & innovation actors

A successful start with strong engagement from all partners

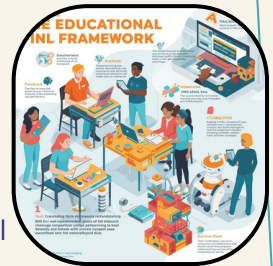
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EDUCATIONAL FRAMEWORK

Designing the AI Learning Framework

- Based on the 5 Big Ideas in AI
- Modular and flexible learning approach
- Designed for Bachelor & Master students
- Supports labs, projects, and intensive programs

WP2 = pedagogical backbone of the project



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CORE INNOVATION

FOSSBot Ecosystem

Educational Robot (FOSSBot v2)
AI Learning Modules
Digital Academy Platform
Virtual Simulator (Digital Twin)

A complete ecosystem for hands-on AI learning



LEARNING APPROACH

Hands-on & Applied Learning

- Learning by doing (project-based learning)
- Real experiments with FOSSBot
- Blended mobility (online + physical)
- International collaboration

Students become active creators, not passive learners



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EXPECTED IMPACT

Shaping Future Engineers

- Strong AI and digital skills
- Interdisciplinary competencies
- Increased employability
- Open and reusable educational resources

