



Generation AI

AI education in Finland Matti Tedre, University of Eastern Finland



AI / ^{Finland} computing education in Finland prior to 2023

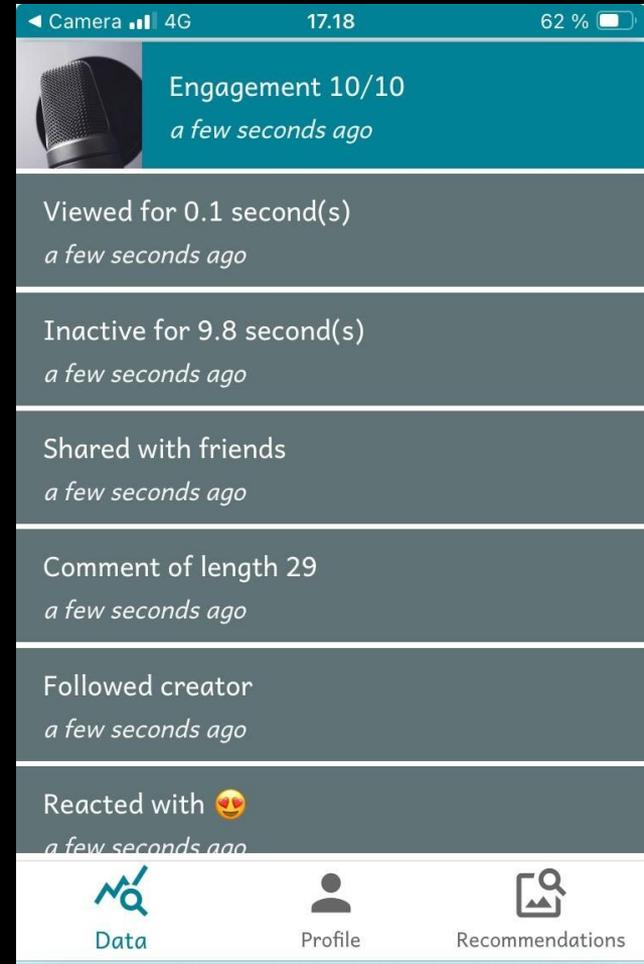
- **CT/programming integrated in math and crafts (none's responsibility)**
- **No clear approach to "AI" education (some suggestions to prompting / tool use)**

Generation AI

Futureproofing AI
education: Teach
principles, not tools



Make invisible mechanisms visible



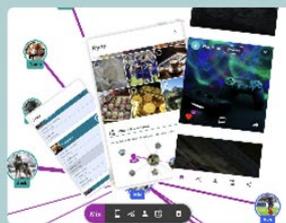


GenAI Teachable Machine

Make your own mobile phone apps using machine learning

[Learn about the TM](#)

[Open tool](#)



Someone

Learn about profiling and recommendation in the classroom using a social media simulator

[Learn about Someone](#)

[Open tool](#)



Little Language Machine

Train and prompt a tiny language model in the browser

[Learn about the LLM](#)

[Try beta](#)



Breakable Machine

Try to cheat an image classifier in the classroom

[Learn about the BM](#)

[Try beta](#)



Profiling Game

Learn how data traces are used to build profiles of users.

[Learn about Profiling game](#)



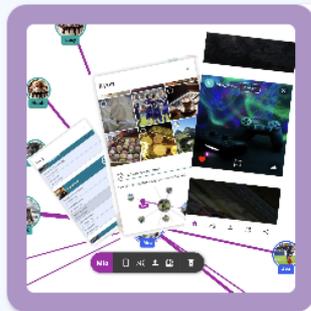
Our teaching materials



Create classifier apps

AI app design with Generation AI Teachable Machine

Teach students how AI systems are developed, and what are the pitfalls and ethical issues in modern AI.

[Open](#)

Understand social media algorithms

AI literacy in social media with Someone

Teach students how data traces become profiles and recommendations, and how those affect our agency, identities, and polarization in society.

[Open](#)

GenAI Somekone

(Data collection, profiling, recommendation algorithms,
filter bubbles, polarization)



**Data given,
data traces**



Engagement 10/10
a few seconds ago

Viewed for 0.1 second(s)
a few seconds ago

Inactive for 9.8 second(s)
a few seconds ago

Shared with friends
a few seconds ago

Comment of length 29
a few seconds ago

Followed creator
a few seconds ago

Reacted with 🥰
a few seconds ago



Data



Profile



Recommendations



Engagement
metrics

Lily



Your engagement



#sports



Profiling

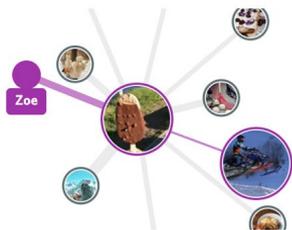
Zoe

×



Where it was found

Found from another image you interacted with.



Predicted engagement



Why you might engage

Recommendation algorithms





1. Connect

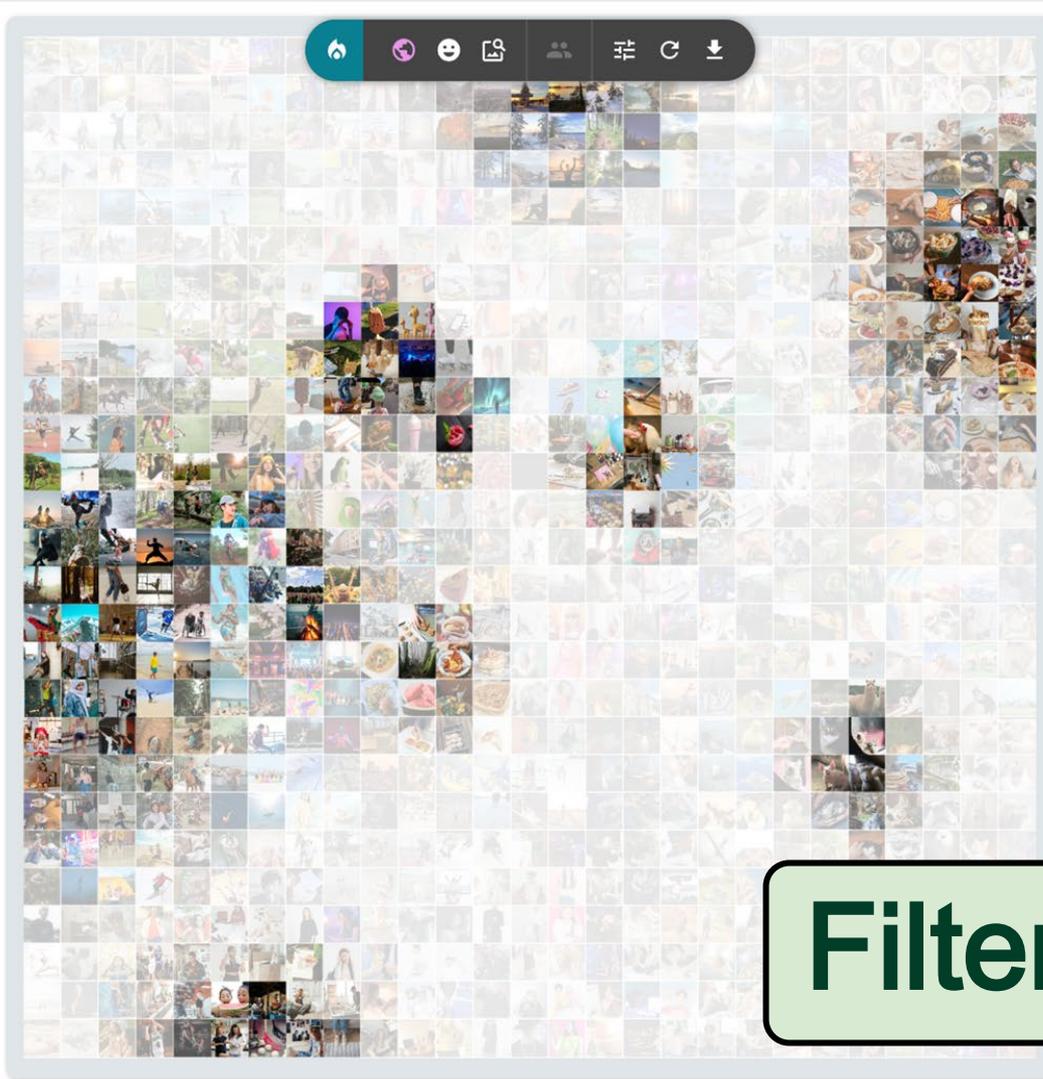
2. Data

3. Profiling

4. Similarity

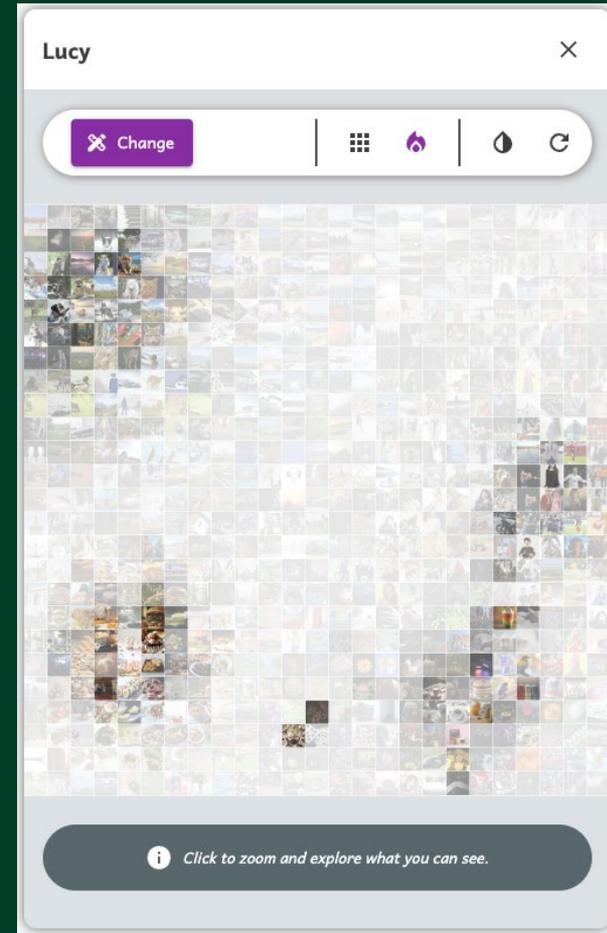
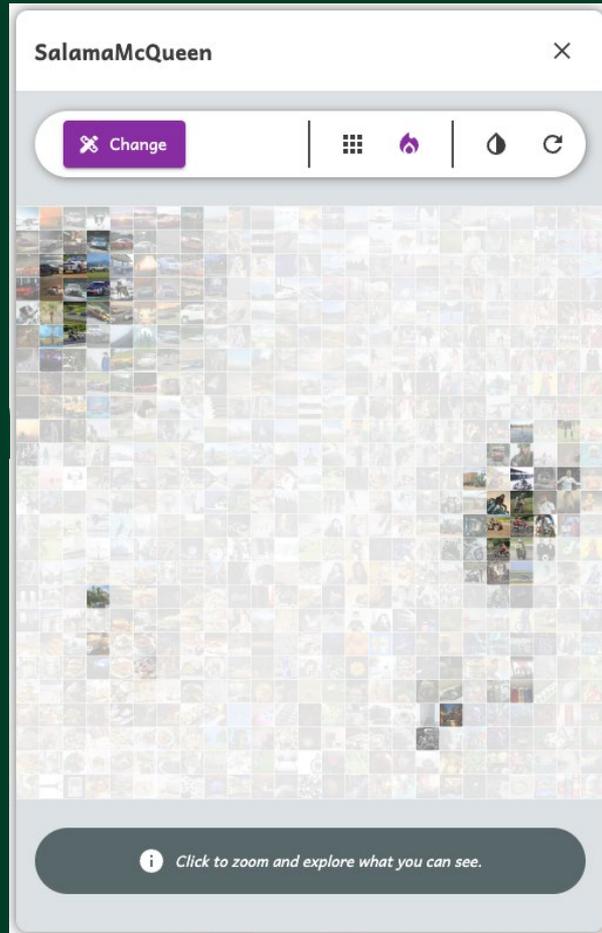
5. Recommendation

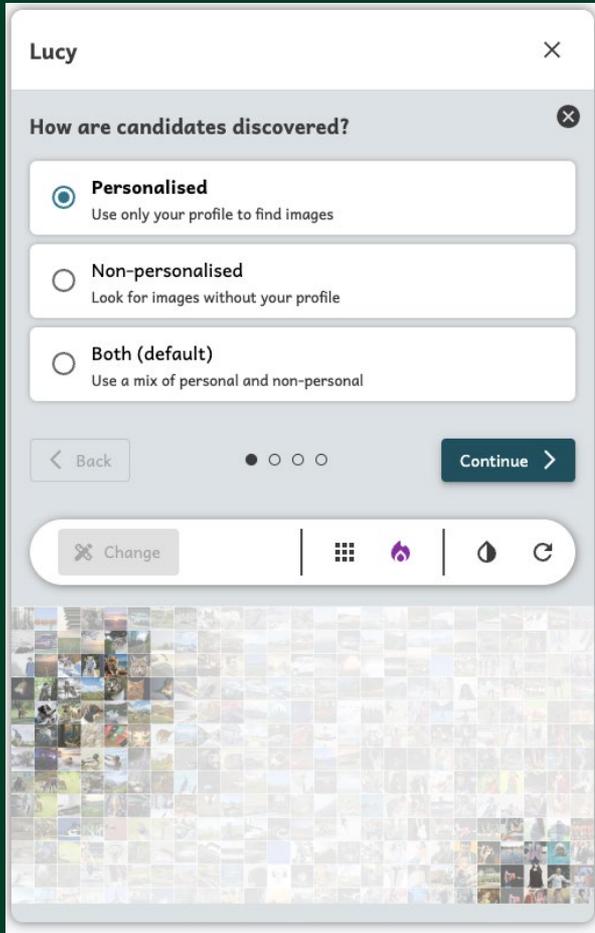
6. Finish



Filter bubble

Polarization



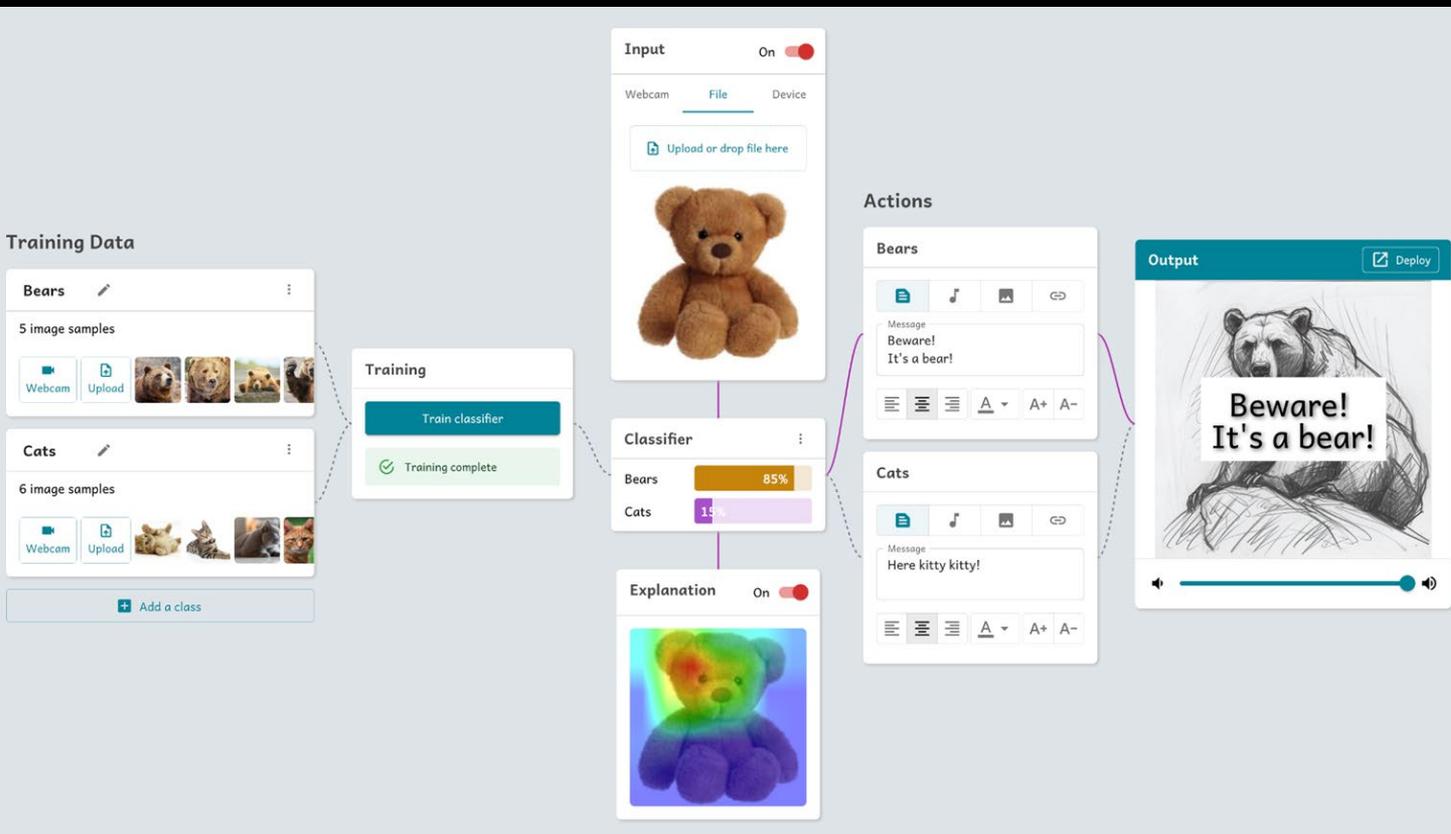


How changing or tuning the recommendation algorithm affects filter bubbles?

GenAI Teachable Machine

(ML-driven App making platform)

Training data - Example - Class - Name - Training - Classifier - Input - Classification result - Confidence - Activation map - Trigger - Action - Brittleness - Deployment

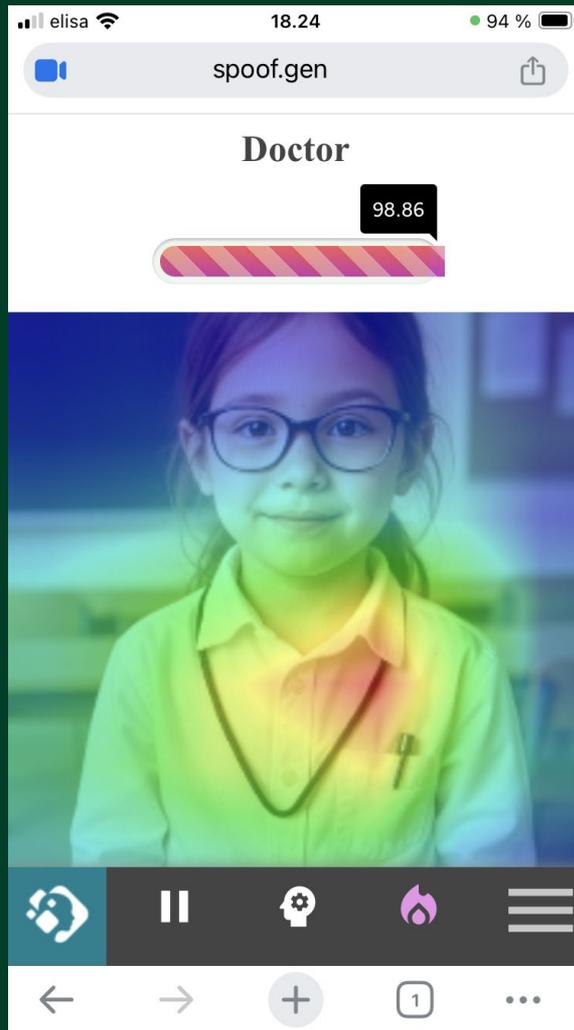


GenAI Breakable Machine

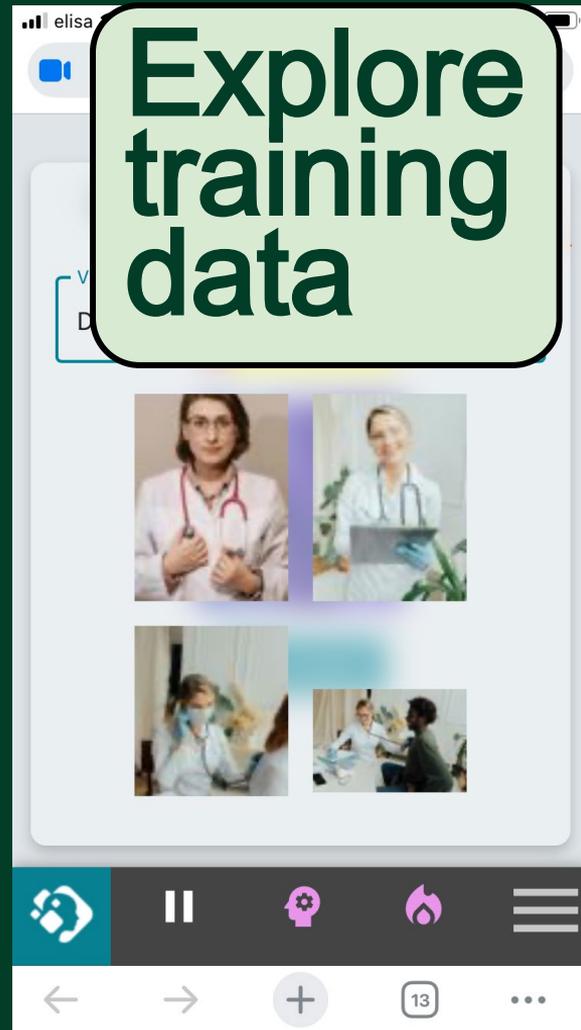
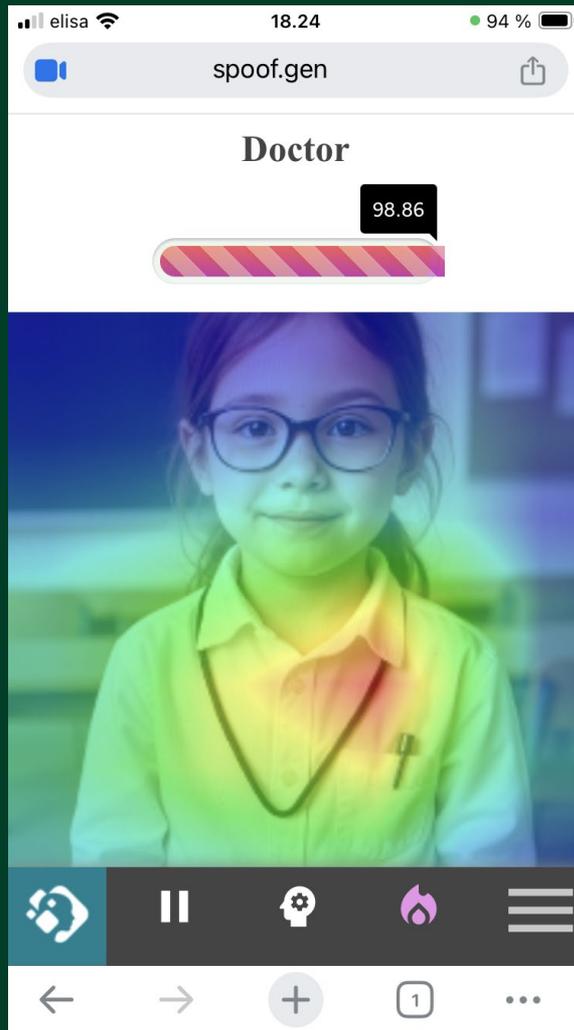
(Spoof a machine vision system)



Cheat a machine vision system to classify you as a doctor

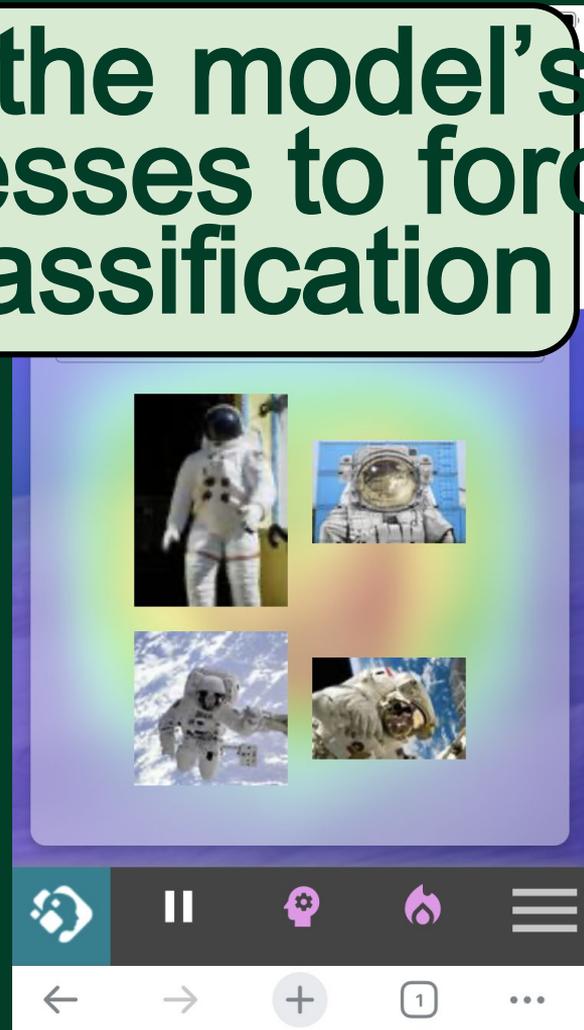


Explore
salient
features



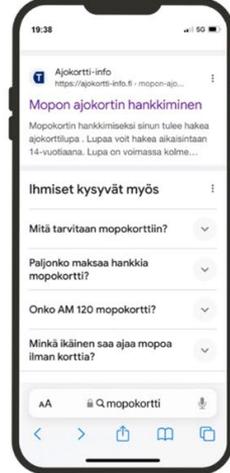
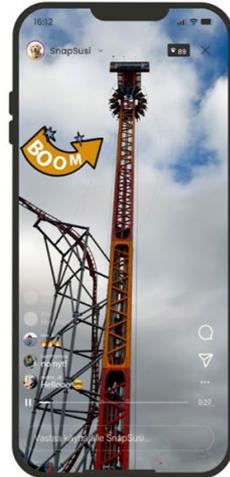


Exploit the model's weaknesses to force a misclassification



GenAI Profiling Game

(Data collection, profiling, ~~&~~)



Little Language Machine

(Train your own transformer on your own computer)

Data ✓

+ Write Upload Search 30.4M Samples

7.2M

30.4M tinyStories_1.parquet
Samples One day, a little girl named L...

Model ✓

Trained Untrained Custom

- Finnish Pre-trained Small (2M)
Trained on movie subtitles
- Finnish Pre-trained Medium (4M)
Trained on wikipedia
- English Stories Pre-trained Medium (4M)
Trained on short stories

Training ✓

4.5M samples

▶ Train

Evaluation ⓘ

100%
Quality

Generator ✓

that the animals in the garden and swing so happy to go away. The train was dished.<unk><unk>But he saw a loud noise and a sign with a reply. He loved to wave about things she felt done and shiny. He was very excited to see a treat he had fallen in the view of the end. One day, he was the story was beautiful and shiny and designated the park. He had to be so happy again, but he carried his friendly with his mom at the candy. She was already happy to laugh and ●

▶ Generate

Little Language Machine on a Chromebook



Language Model

Medium BPE (4M) ✎ 📁 Upload 🔍 Search 📄 Download 🔧 Tools ✓

Pre-Training

Training Data ✓

Write Upload Search 30.4M Samples

30.4M Samples Children's Stories ✕

7.9M

Training 🕒

Monitor Visualise Settings

00:15
Min Sec

Remaining 19 Hr

30.4M Remaining

Pause

Generation

he was playing at it. You show."

The could together and be mommy was bet it helped to do it't hug why and too. She

Write something...

Then it park and the loved to rabbit.

Lily said, it, the lot had said.

Generate

Training Process

Next Pause Step

It wait to be creative again. Once upon a time, the

l h e c o u l d n ' t w a i t t

1 137 11 116 600 10 50 23 135 862 11

8/8 **Model (8 layers)**
Training step complete



Loss 11.05

Why a No Code Approach?

Why Is It So Hard to Learn to Program?

The Trouble with Teaching Programming

Patricia Ha
Dr SAMUEL m

School of Information Technology and Electrotechno
Otago Polytec

Programming is not a prerequisite for AI literacy

Data-driven computing
versus
Rule-driven computing



Date

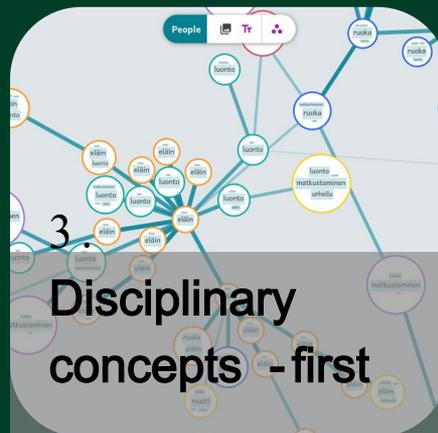
Why neocode?

1.
Low - floor

2.
Equitable



3.
**Disciplinary
concepts - first**



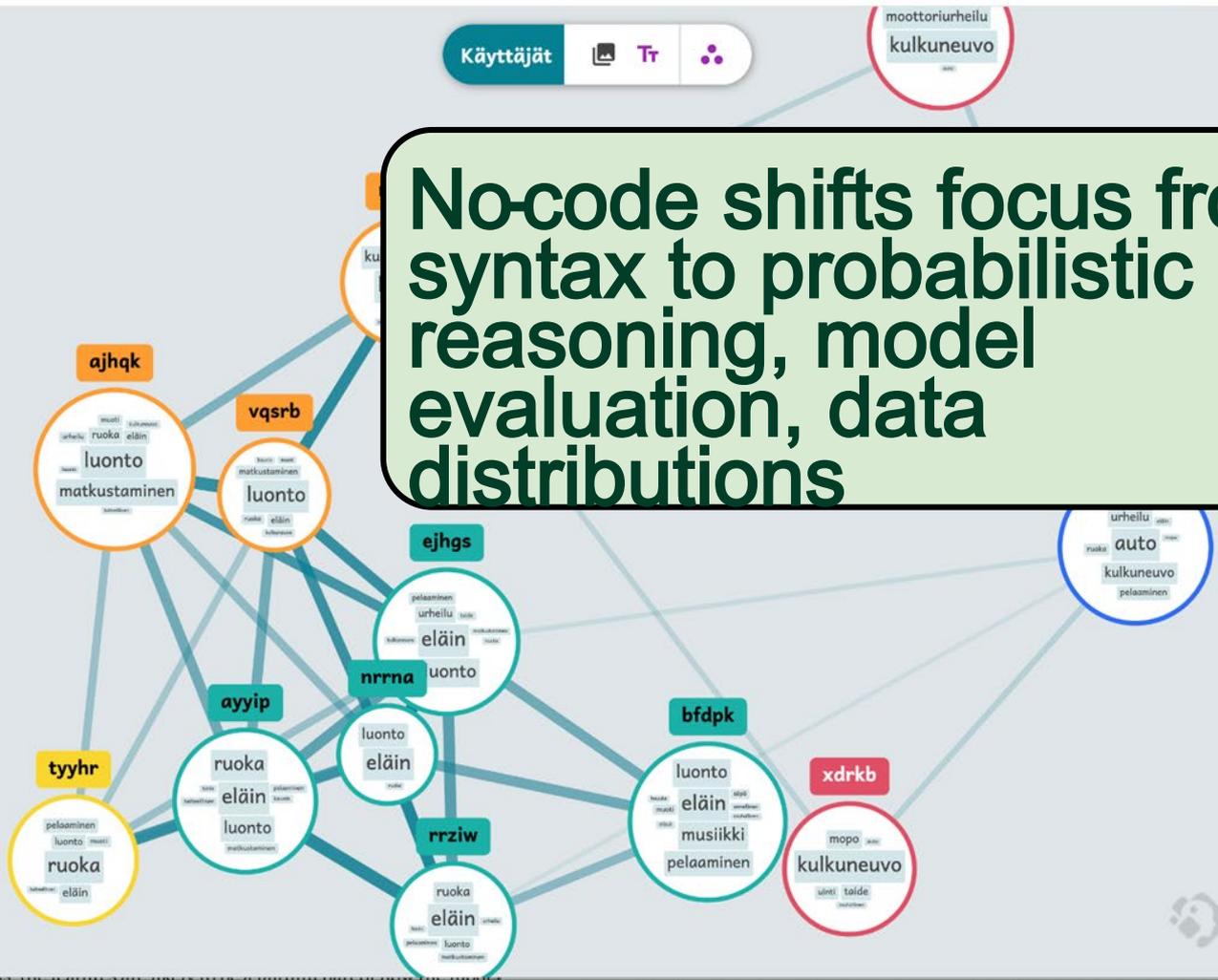
4.
Scalable

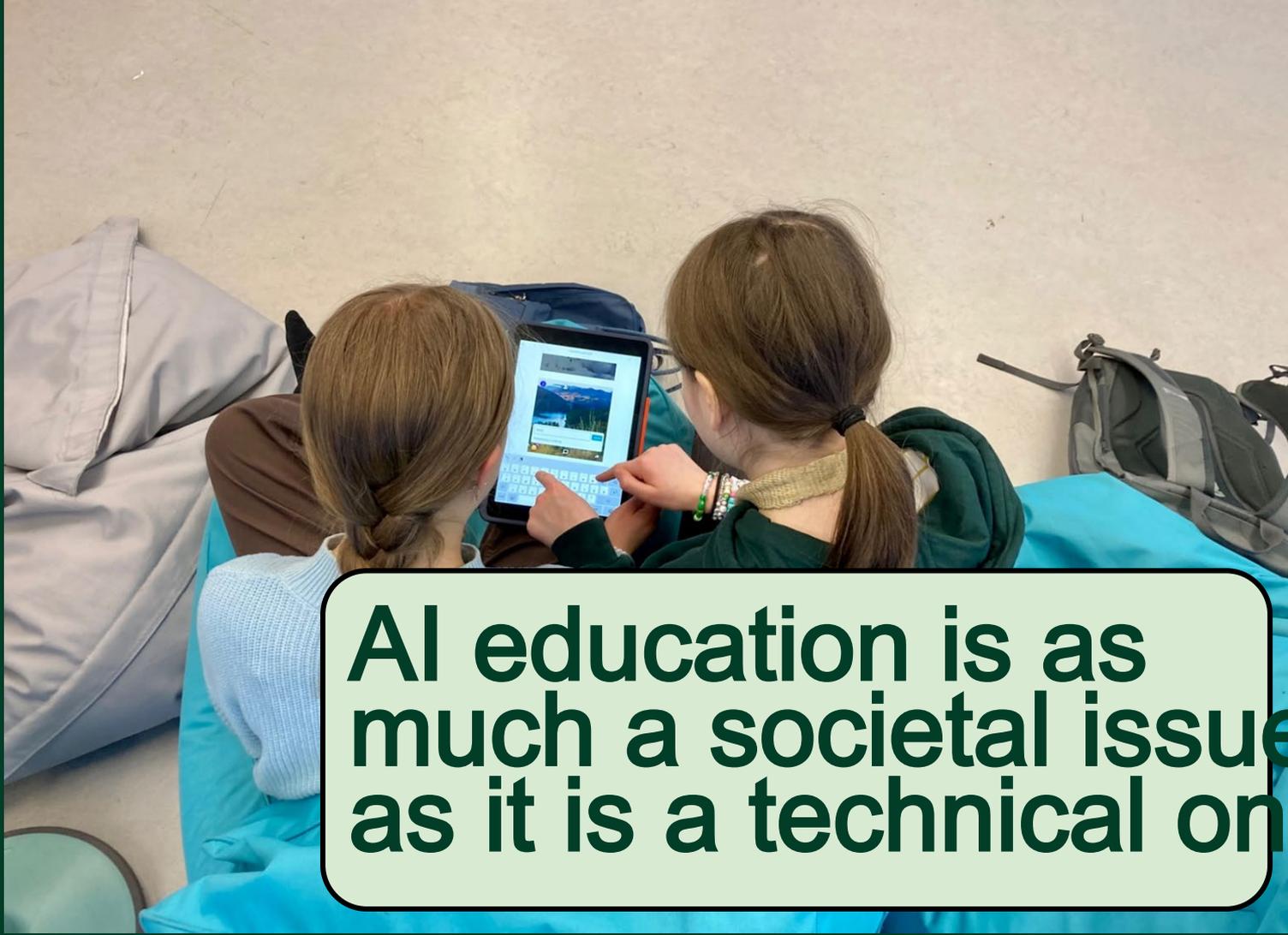


- 1. Connect
- 2. Data
- 3. Profiling
- 4. Similarity
- 5. Recommendation
- 6. Finish



No-code shifts focus from syntax to probabilistic reasoning, model evaluation, data distributions





AI education is as much a societal issue as it is a technical one

Based on the CED Pedagogical Mode



Child Rights Based Designs

GDPRsafe

Run locally in browser

Open source



Codesigned with
12 teachers & over
200 children

Date



Cumulative learning paths

Year 1

Data-driven design



Data, classifier, confidence, brittleness, bias, ...

Year 2

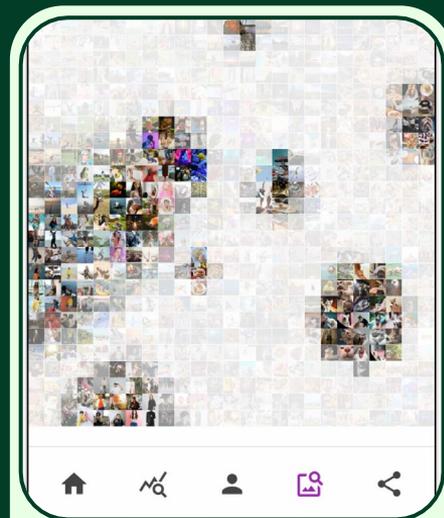
Social media mechanisms



Data collection, profiling, recommending, targeting, ...

Year 3

Impacts on me and others



Filter bubbles, manipulation, polarization, intended and unintended impacts, ...

Year 4

Generative models

ved near a big cave. One day, she wanted to explore it. "I'm br

ittle g irl . Sh e l ived n ear a b
1593 145 1082 32 429 11 149 1522 184 215 152 123

8/8

Model (8 layers)
Training step complete



Loss 11.97

Training pipelines, bias mitigation, tokenizing, fine-tuning, ...