

NaTural language processing, machine lEarning and other computational tools to realize New formS and Interfaces forwriten LanguagE and arts

## Our Vision

TENSILE aims to foster interdisciplinary collaboration, creative learning, and competency-driven teaching in secondary education by introducing a unique STEAM methodology. This innovative approach will integrate foundational principles of Artificial Intelligence (AI) and Computational concepts through the lens of Literature.

Our goal is to empower teachers to bring fresh perspectives, captivate students through inventive methods, and raise awareness of STEAM within their education community.

## Our Team



## Our Work

TENSILE aims to equip teachers with essential skills, enabling them to integrate technology in the classroom, develop interdisciplinary STEAM projects, analyze student data, enhance problem-solving skills, promote effective communication through student-led presentations, and model adaptability in teaching methods. Additionally, TENSILE seeks to enhance school education by teaching students to create machine learning models, evaluate poetry, solve complex problems, synthesize knowledge across subjects, collaborate on STEAM projects, develop computational thinking, and embrace a growth mindset.



Thanks to TENSILE, teachers will act as facilitators in executing algorithmic thinking and machine learning, helping students discover the world of literature as creators, thus addressing emerging societal challenges. At the same time, the teachers can act as leaders by guiding teachers of other fields to engage by developing interdisciplinary learning models.

# Objectives

TENSILE aims to transform secondary education by introducing a STEAM methodology that blends AI and computational concepts with literature. The project has set the following objectives:

- Empower Teachers: Enable educators to bring fresh perspectives to their instruction by integrating AI and literature.
- Engage Students: Involve students in inventive STEAM activities, fostering creativity and critical thinking.
- Interdisciplinary Learning: Promote collaboration among teachers from different fields to develop comprehensive learning models.

## Target Groups

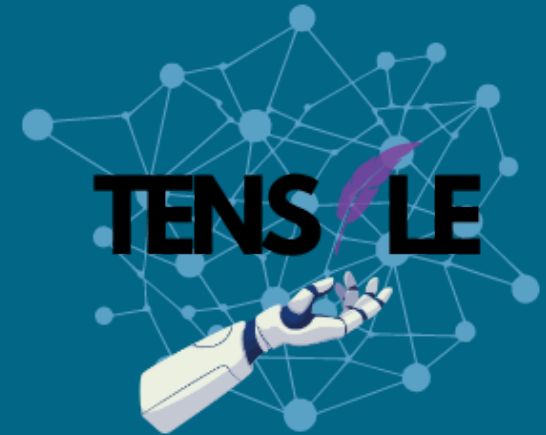
The target groups of TENSILE consist of secondary education teachers who will act as facilitators, implementing STEAM education activities to help students discover literature creatively through algorithmic thinking and machine learning. These teachers will guide their peers in developing interdisciplinary learning models, thus addressing societal challenges.

TENSILE also targets educational institutions and higher education providers, IT supporters, technical and business consultancies, VET institutes and SMEs.

# Results

The TENSILE project aims to deliver impactful and sustainable outcomes that enhance the integration of STEAM education in schools. The project will provide teachers and students with tools and resources to explore the intersection of AI and literature:

- STEAM Digital Lab: Establish an online platform with applications and tools supporting AI and literature integration, offering free learning scenarios and use cases.
- Teacher's Inventory: Develop a supplementary tool to aid educators in crafting lesson plans, including a repository of AI tools for generating poems.
- e-Training Course: Training on STEAM pedagogies that incorporate computational thinking, data analysis, and Machine Learning techniques.
- European Community for STEAM Education: Promote innovative educational approaches and establish cooperative networks between school-academic community and companies.



NaTural language processing,  
machine lEarning and other  
computational tools  
to realize New formS and Interfaces for  
written Language and arts

## Contact



[ka2tensile.eu](https://ka2tensile.eu)



Tensile Project



TENSILE Project

