During the COVID-19 pandemic, the traditional spaces for working and learning were all suddenly shut down. This unexpected situation served as a catalyst, encouraging the creation of similar spaces situated in the virtual world. Our project – CampusAI – involved creating the graphical representation of a physical space, in the form of an interface in a video conferencing system – a “digital twin.” The prototype drew together several hundred people and resulted in several hundred events. Polish innovators rallied around this project, giving rise to the Venture Café platform.

A significant milestone in the development of CampusAI came with the implementation of a state-of-the-art conversational model in the form of a chatbot (ChatGPT). CampusAI has become a virtual school, where anyone can take their first steps in their adventure with artificial intelligence.

The educational structure of CampusAI is a multi-level ecosystem designed to fully harness the potential of artificial intelligence to support the educational process of participants at every stage of their development. On each level/floor, users master different competencies. On the first level, participants familiarize themselves with the basics of artificial intelligence and the ethics of its use. The entire program is conducted by avatars and digital characters embedded in a specially created environment made with the latest gaming engine. The goal of this level is rapidly learning to generate content (in the form of texts and video images) using artificial intelligence. After acquiring this basic knowledge, participants move up to the next floor, where they have the opportunity to apply their skills in various community projects (creating radio content, magazines, art galleries, or publishing books). Group work facilitates the exchange of experiences and the development of collaborative skills.

The next floor up, known as the AI Gym, allows students to develop individual AI-related competencies. At this stage, education becomes more personalized; participants can choose what they want to learn, and the system adjusts the program to their needs in real-time. The next step is the floor for the...
Modern technologies are now allowing education to seamlessly transfer into the virtual realm, creating a user-friendly environment where students can acquire new skills.

most ambitious participants, the so-called AI Makerspace. Here, anyone can develop their ideas and projects in an incubator or accelerator format. The top floor houses a club that brings together various organizations collaborating with CampusAI. This is a place for making valuable contacts, collaborating with other organizations, and sharing knowledge and experience. This space does not exist in the real world, yet all its elements are closely connected to the real world.

Open Platform

One of the pillars of CampusAI is its sophisticated technological platform, anchored on a distinctive engine that facilitates seamless integration with other systems through API interfaces. This innovative architectural design paves the way for further collaborative partnerships, enabling various organizations to contribute to and benefit from this burgeoning ecosystem. Kozminski University in Warsaw was the first institution to establish its presence in this virtual landscape, creating its own “building” alongside CampusAI, perceiving this not in terms of competition but as an opportunity for synergy and mutual growth. This strategic alliance is primarily focused on redefining educational paradigms: working towards the education of the future. The overarching goal of this initiative is to nurture local innovation ecosystems. By offering a versatile platform, it aims to streamline both learning and professional development in artificial intelligence, while also serving as a dynamic forum for discussing and optimizing the formation and evolution of these innovative ecosystems. ■

Further reading:
www.campusai.pl