COURSE BROCHURE | ERASMUS+ TRAINING

Advanced AI in Education – Multimodal Media Production

Build accessible multimodal learning experiences with AI-assisted media workflows, combining text, visuals, video, audio and interaction with human quality control.

LOCATION	LANGUAGE	FORMAT	DURATION	COURSE FEE
Multiple Locations	English	On-site	6 days	From €480 to €500

6-day programme in **Azores, Barcelona, Madeira, Malaga, Porto, Seville and Valencia**. See the course page for current fees, inclusions and dates.

Course description

This advanced course moves beyond the isolated use of text, image, audio and video tools to focus on the design of coherent multimodal learning experiences. Participants will define learning objectives, create production briefs and storyboards and develop coordinated systems of educational content across multiple media.

Through practical production activities, participants will use AI-assisted workflows to create and coordinate text, visuals, video, audio, synthetic presenters and interactive elements. They will explore how specialised AI tools and agents can support scripting, visual consistency, localisation, accessibility and quality assurance while keeping pedagogical decisions and editorial responsibility under human control.

Participants will analyze accessibility, source awareness, copyright considerations and pedagogical quality. Through a practical project, participants will develop and evaluate a classroom-ready multimodal learning resource and consider how the production approach can be adapted to their own institutional context.

Who the course is for

For educators

Teachers, trainers, instructional designers, digital learning coordinators and other educators with previous experience using generative AI for content creation. The course is particularly relevant for those developing multimedia lessons, microlearning, online or blended resources and other digital educational content. No programming experience is required.

At a glance

Course level: Advanced / Level II

Prerequisites: Previous practical experience using generative AI tools for text and image creation is recommended. Participants should be comfortable using browser-based digital tools and basic multimedia applications. No programming experience is required.

Working language: English. Please **contact the team** if you are unsure about the course level or working language.

CURRICULUM FOCUS

Multimodal Learning Design / AI Media Production Workflows / Accessibility, Ethics & Quality

View the course, current editions and fees

02 / INTENDED LEARNING OBJECTIVES

Learning outcomes

The following learning outcomes describe the course's intended direction and objectives. The trainer adapts activities, examples and participant work to the group's goals, experience and learning needs.

01 **Multimodal Learning Experience Design** - Design a coherent multimodal learning experience aligned with defined learning objectives, learner needs and an appropriate combination of media formats.

02 **AI-Assisted Media Production** - Create coordinated educational content across text, image, video and audio formats using AI-assisted production tools while maintaining visual and narrative consistency.

03 **Accessible & Multilingual Content** - Adapt multimodal resources for accessibility and different linguistic or cultural contexts using captions, transcripts, text alternatives, localisation and other appropriate inclusive formats.

04 **AI Production Workflow Coordination** - Structure an AI-assisted production workflow that coordinates specialised tasks, tools and outputs while maintaining appropriate human review and editorial control.

05 **Ethical & Transparent Content Practice** - Reflect on responsible practices for sources, copyright, consent, media transparency and editorial oversight when producing AI-assisted educational content.

06 **Quality Assurance & Classroom-Ready Production** - Evaluate multimodal content for pedagogical relevance, factual accuracy, usability, accessibility and cross-media consistency and prepare a classroom-ready learning resource.

07 **European Peer Exchange & Institutional Transfer** - Compare digital-content practices with European peers, exchange professional approaches and identify how relevant multimodal production strategies can be adapted to participants' own institutional contexts.

Transfer to practice and intended impact

The programme supports participants in connecting the course learning with their own professional context. Participants consider how relevant approaches, activities or tools could be adapted to their learners, priorities and institutional settings.

1. **Identify a relevant professional need:**
   Consider which learner need, classroom challenge or institutional priority the course learning could help address.
2. **Adapt the approach to your setting:**
   Select the activities, tools or approaches that can realistically be incorporated into your own professional context.
3. **Decide what progress would look like:**
   Consider how changes in practice, learner engagement, learning outcomes or another relevant result could be recognised.

03 / COURSE PROGRAMME | DAYS 1-3

Learning Activities & Training Schedule

SUNDAY / DAY 1

Flexible self-preparation followed by an in person European exchange session, **at 18h30.**

MONDAY - FRIDAY / DAYS 2-6

08:30 - 13h30

5h of training per day · 30h total

This is a typical timetable, subject to the provider's discretion.

DAY 1

Cross-Cultural Exchange, European Educational Context & Course Orientation

- Pre-Session work: Self Preparation to reflect and share your instititution's context, cultural background & completion of the Cultural Quiz.
- Welcome, networking and cultural exchange between participants and Erasmus+ team.
- Icebreaking activities and sharing of European core values.
- Open space for participants to share ideas and discuss current challenges in the Education sector; collaborative opportunity to exchange future goals.
- Course briefing and planning.

DAY 2

Multimodal Learning Design & Production Brief

- Define the target learners, learning objectives and intended learning experience.
- Select media formats according to pedagogical purpose, learner needs and accessibility.
- Plan the narrative, sequence and interaction of the multimodal resource.
- Define appropriate roles for AI tools or specialised agents, with clear human editorial checkpoints.
- Create a production brief covering content, media, responsibilities and quality expectations.

DAY 3

Advanced Text & Visual Asset Systems

- Establish editorial guidelines for tone, terminology, structure and content consistency.
- Develop a coherent visual direction for the learning resource, including style, layout and image principles.
- Create coordinated text and visual assets using iterative AI-assisted production.
- Review outputs for factual accuracy, representation, visual consistency and appropriate source use.
- Organise approved assets using clear naming, versioning and production guidelines for reuse across media.

04 / COURSE PROGRAMME | DAYS 4-6

Learning Activities & Training Schedule

DAY 4

Video, Animation & Synthetic Media

- Plan a short educational video aligned with the learning objective and storyboard.
- Compare AI-assisted video, animation and select an appropriate format.
- Coordinate script, visuals, voice and scenes through a structured production workflow.
- Reflect on consent, disclosure and editorial controls to synthetic media.
- Review clarity, learner engagement and pedagogical value.

DAY 5

Audio, Interaction, Accessibility & Localisation

- Design narration, audio and interactive elements that support the learning objective.
- Explore AI-assisted narration, transcription, translation and localisation, checking accuracy and contextual relevance.
- Apply UDL-informed accessibility using captions, transcripts, text alternatives and appropriate audio or visual alternatives.
- Integrate audio, interaction and localisation into the developing multimodal resource.
- Run accessibility and cross-media consistency checks.

DAY 6

Integration, Quality Assurance & Classroom-Ready Production

- Test and review the final resource for pedagogical coherence, usability, accessibility and factual accuracy.
- Refine the resource through AI-assisted checks and structured peer and trainer feedback.
- Present the final resource, reflect on institutional application and complete course evaluation.
- Course validation and Certification.

ADAPTABLE TRAINING

This programme is a planned framework. Specific activities, sequence, exercises and timings may be adapted by the trainer or provider to each group/edition.

COURSE RECORDS

Daily summary and attendance sheets record the schedule and a short account of each day's work, validated by the trainer and signed by the participants.

Edition-specific evidence: Learning Together maintains signed daily training and attendance records. This brochure describes the course framework; additional verification can be based on the records of the particular edition.

05 / LEARNING APPROACH & METHODOLOGY

Learning Together Methodology

Learning Together courses combine guided input supported by presentations and multimedia resources with practical experimentation, creative workshops, case-based learning and hands-on tools. Participants connect the learning to their own professional situations and progressively develop an applied outcome, which may take the form of a presentation, project, session plan, action idea, reflection or another relevant output.

Peer / trainer feedback supports refinement throughout the process, while European exchange encourages participants to compare practices, perspectives and approaches across different educational contexts.

Methods applied in this programme

Multimodal Design & Storyboarding

Participants define learning objectives, analyse learner needs, select appropriate media and develop production briefs, scripts and storyboards that establish a coherent visual and narrative direction.

AI Media Production & Workflow Coordination

Participants create text, visual, video, audio and interactive assets using AI-assisted tools and coordinated production workflows, refining outputs through practical experimentation and human editorial review.

Accessibility, Ethics & Quality Assurance

Participants apply accessibility and localisation strategies, review sources, consent and transparency, and test multimodal resources for accuracy, usability, consistency and pedagogical value.

Collaborative learning, peer exchange and reflection

Participants work with European colleagues, compare professional contexts, exchange approaches and reflect on how the learning can be transferred to their own institutions.

> **Illustrative example: Creating an AI-Powered Multimodal Learning Module**
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> Imagine an educator preparing a short digital learning module for a topic in their curriculum. Participants define the learning objectives and audience, develop a production brief and storyboard, create a coordinated set of AI-assisted media assets, adapt the resource for accessibility and different contexts, and evaluate its pedagogical and technical quality before preparing it for classroom use. This is an illustrative example; actual activities may vary.

An adaptable learning experience

Learning Together courses are delivered by trainers with relevant professional & pedagogical experience, **who are fluent English speakers**. The trainer may vary by edition, adapting the activities to the group's professional context and learning goals.

Meet our trainers and explore our approach

06 / PRACTICAL INFORMATION & SUPPORT

Everything you need for your training

Your course materials and participant work

Participants receive access to course materials, including slides, presentations, worksheets and exercises made available for the sessions, through a dedicated online folder.

Depending on the activities, groups may also develop action plans or presentations. The output varies with the programme, trainer and group.

Materials to bring: Laptop & Headphones

Course package

Includes training sessions, digital materials, practical resources, administration and course-week support, welcome kit, coffee breaks and course documentation. Cultural activities and an orientation session **depend on the edition selected** (flights, accommodation & other personal arrangements are not covered).

Check fees and inclusions for your selected course.

Documents & certification

We issue Certificate of Attendance, invoice and support agreed Erasmus+ mobility documents, including Europass Mobility records. Certificate issuance follows the attendance conditions.

Send any additional school forms to our team in advance. Explore document guidance.

Provider & quality

Learning Together operates through registered organisations in every country where services are provided, each with its own Erasmus+ Organisation ID (OID). Our programmes combine clearly defined learning outcomes, participatory methodologies and practical activities, with participant evaluation & feedback at the end of the training.

Provider OIDs: Portugal E10201112 · **Spain** E10417947 · **Poland** E10419682

FROM INTEREST TO A CONFIRMED BOOKING

01
Pre-enrol

Share your course & preferred dates. Pre-enrolment is non-binding; wait for written confirmation before making non-refundable travel bookings.

02
Confirm your place

Our team will confirm availability by email. Complete final enrolment and billing details to secure your place.

03
Plan your travel

Once your booking is confirmed, you can plan your travel. Before travelling, check materials required, timetable and activities in your selected edition.

YOUR NEXT STEP

Ready to plan your course?

Check the current dates, duration, fee and edition status on the course page, then start your pre-enrolment or contact us!

View course & editions ↗ | Pre-enrol ↗

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