Dayforce & DoraCrea

Learn-Al Innovation Challenge

An Initiative of **Dayforce & Doracrea** in collaboration with the **Office of the President**, the **Ministry of Education & Human Resources** and the **Ministry of Information Technology, Communication** and **Innovation**.

Project Overview

The world is rapidly evolving, and **Artificial Intelligence** stands at the forefront of this transformation. Recognising the immense potential of AI to address complex societal challenges, **Dayforce Mauritius** and **Doracrea Training** in collaboration with the **Office of the President**, the **Ministry of Education** and **Human Resources** and the **Ministry of Information Technology, Communication** and **Innovation** are proud to launch "Learn-AI," a **Competition-Based Training** groundbreaking national project designed exclusively for **Lower Six / Grade 12 Level students** across the Republic of Mauritius, both in **Public** and **Private Schools**. This initiative, will be an **annual event** aims to ignite the passion for technology and empower our youth to think as **Solution Architect** for our **nation's most pressing issues**.

Project Objectives

This National Initiative is designed for Lower Six / Grade 12 level students together with their accompanying **Mentors/Educators.** The project aims to explore, innovate, and develop **AI-driven innovative solutions** to address **pressing societal challenges** that could ultimately create tangible positive change in our communities. This **Competition-Based Training Programme** invites students to become **change-makers** by applying their knowledge and competence of the transformative power of AI.

The **Learn-AI** initiative provides a platform for the participating teams the opportunity for:

- **Skill Development and Research Capabilities:** Engaging in an AI competition presentation will allow students to develop and enhance a wide range of skills, including research, critical mind, data analysis, programming, and public speaking. These skills are highly valuable in both academic and professional settings.
- **Networking Opportunities:** Competitions often bring together students, evaluators, mentors, and industry professionals. This offers participants a valuable opportunity to network, establish connections, and potentially secure internships or job opportunities in the AI field.

- **Resumé Enhancement:** A successful AI competition presentation can be a strong addition to a student's resumé or academic portfolio. It will demonstrate practical experience, problem solving abilities, and a commitment to AI, which can be appealing to potential employers.
- **Recognition and Awards:** The competition offers awards, prizes, or recognition for outstanding presentations. Winning or being recognised in such competitions can boost the student's confidence, motivation, and reputation.
- **Contribution to AI Advancement and Digital Economy:** Student presentations often lead to innovative solutions and research findings. These contributions can benefit the broader AI community by advancing the field, providing fresh perspectives, and addressing real-world challenges in a Digital Economy perspective.

The Challenge: AI for better Mauritius

This project is more than just a competition. It's an opportunity to apply creative minds and learn practical AI concepts while tackling real-world problems. For this year, participants will identify a key challenge within the following critical thematic areas, directly impacting the lives of Mauritians, conceptualise an **AI-based citizen-centric solution**, and present their project during the regional and national events. During the process you will experience invaluable **Research Skills**, cultivate **Innovative Practices**, adopt a **Design Thinking Mindset**, and champion **Knowledge Sharing** and **Collaboration**. The 6 Topics chosen are:



Using AI for Efficient Food Production and Ensuring Food Security

How can Al help ensure sustainable food production, reduce waste, and improve access and affordable nutritious food for all in Mauritius?



The Potential of AI to make Health Care more Accessible and Reduce Inequity

How can AI enhance medical diagnostics, personalize treatment, improve patient care, and optimize a citizen-centric healthcare delivery in Mauritius?



How AI is revolutionising Road Safety and Traffic Management

How can Al contribute to safer roads, reduce accidents, and improve traffic management across the island?



Al Potential to Transform School for an Inclusive Education System

How can AI revolutionize learning experiences, personalize education, and make knowledge more accessible and inclusive to every student?



The Transformative Force of AI in the Development of the Blue Economy

How AI can promotes the sustainable use of ocean resources for economic growth, improved livelihoods, and ocean ecosystem health?



Al for Public Sector - Improving Public Service Efficiency and Accessibility

How can AI streamline government services, improve efficiency and effectiveness, and enhance the citizens' experience?

Project Scope

Project Scope: AI Competition-Based Training

This training initiative aims to equip Lower-six / Grade 12 level students with their accompanying Educators/Mentors in Mauritius with the foundational knowledge and practical skills necessary to excel in the upcoming National AI Innovation Challenge. The Training/ Project will cover the following components:

- Introduction to AI Fundamentals: Covering core concepts, common algorithms, and real-world applications of Artificial Intelligence.
- **Research & Design Thinking Skills:** Guiding students on how to conduct effective research, define problems, and apply design thinking methodologies for innovative solutions.
- Ethical AI & Governance Basics: Introducing principles of responsible AI development and the importance of ethical considerations.
- **Project Development Guidance:** Providing basic frameworks for conceptualizing, structuring, and presenting AI project ideas and prototypes.
- **Team Collaboration Facilitation:** Encouraging effective teamwork and knowledge sharing among participants.

The ultimate goal is to empower students to confidently develop and showcase their creative AI solutions for the competition's national-level challenges.



Eligibility Criteria

Students in Lower-six / Grade 12 in either Public or Private Schools in Mauritius. Schools having at least ONE Team of students participating in the challenge will be eligible to register for the training. In addition, one Team participating can enroll one Educator and one Mentor.

What the Project should Cover?

It is highly advisable that the participants have the following components included in the development of their topic ideas and solutions proposed.



Each Team must submit the following documents online through the Learn-AI Portal

<u>www.learn-AI.school</u>

- Presentation slides which may include Videos.
- A project report of **not more than 2500 words** describing the problem statement and the solution proposed.

Be as **Creative** and **Innovative** in your project proposal.

This is your moment to not just learn about AI, but to actively shape its future. Get ready to innovate, collaborate, and compete!

What You will Deliver

As part of this exciting challenge, participants are expected to deliver the following in their presentation and project report:

- Innovative AI Project Proposal & Research Report: A comprehensive document outlining your chosen theme, problem statement, proposed AI solution, methodology, and expected impact.
- Al Solution Prototype/Proof-of-Concept: A tangible (digital or conceptual) demonstration of your proposed AI solution, showcasing its core functionality and design thinking.
- **Presentation/Pitch Deck:** A compelling presentation of your project and solution to a panel of Juries and peers.
- **Collaborative Teamwork:** Active participation and demonstrated collaboration within your team.
- **Knowledge Sharing:** Participation in discussions and sharing insights gained throughout the challenge.

Beyond Project Scope: What's Not Included

The competition focuses on conceptualization, design, and prototyping within a challenge framework. The following are **not** part of the project's scope:

- Full-Scale Commercial Development & Implementation: The competition does not cover the complete development, funding, or commercial deployment of proposed solutions.
- Long-Term Project Incubation/Mentorship: While guidance will be provided during the competition period, ongoing, post-competition incubation or long-term one-on-one mentorship for individual projects is not guaranteed.
- **Extensive Hardware/Software Provision:** Participants are expected to leverage readily available tools and resources; the competition will not provide extensive custom hardware or premium software licenses for solution development beyond general platform access (if any).
- **Financial Investment for Project Beyond Prizes:** Any financial investment for taking your proposed solution to market beyond the competition prizes is outside the project's scope.

Project Timeline

Structured Training Mentors/ Tutors & Students

ZONES	REGIONS	Mentor/ Educator/ Student Training	Venue	Regional Event
ZONE 1	Port-Louis & North	Tuesday 5 August	ТВС	Wednesday 3 Sept
ZONE 2	Beau Bassin, Rose-Hill, Centre & East	Thursday 7 August	ТВС	Wednesday 10 Sept
ZONE 3	Curepipe & South	Tuesday 12 August	ТВС	Wednesday 17 Sept
ZONE 4	Quatre-Bornes, Vacoas Phoenix and West	Thursday 13 August	ТВС	Wednesday 24 Sept
ZONE 5	Rodrigues	Friday 18 July	ТВС	ТВС

Project Launch: XXXXXX

Grand Finale: Thursday 2nd October [TBC]

Submission Deadline

Deadline for project submission is Wednesday 27th August Midnight

- 1. Presentation slides in PPTX Format
- 2. Project Report [PDF Format]

To submit online through the <u>www.learn-AI.school</u> portal and copy to nishti@doracrea.com

Evaluation Criteria

	Topic Areas	Details	Points
1	Grasps of Topics	Do the team members have an understanding of the topic being given as per the 6 themes of interest mentioned?	20
2	Collaboration and Communication Skills	Is the team or presenter being able to communicate AI concepts and ideas to a non- technical audience?	20
3	Real-World Applicability	Is the solution proposed by the team practical? Can it be scaled or adapted for broader use?	20
4	Innovation and Creativity	Is the team able to present something innovative and thought creatively when applying AI to real world challenges?	20
5	Response to Questions	Is the team able to answer questions from the panel or audience and demonstrated a deep understanding of their project?	10
6	Adherence to Guidelines	Does the team adhere to the competition guidelines, including time limits, and theme requirements?	10

Plagiarism Check

Your project will be assessed for plagiarism. This means the submitted work will be checked against various sources to identify any instances of copied content. Plagiarism checkers flag similarities between your text and existing sources, including websites, academic papers, and other documents. It's important to understand that plagiarism checkers primarily detect similarities, and not all similarities constitute plagiarism. Proper citation and attribution are crucial to avoid plagiarism. The generally accepted benchmark is around 25%.

Guidelines to Mentors / Educators / Team Leaders

- Teams may be advised by Educators / Mentors or other individuals prior to the competition; however, advisers, coaches, or other individuals may not contribute to any of the team's products.
- Teams are free to receive verbal feedback on initial drafts and practice presentations.
- Coaches are allowed to and should be actively involved in guiding the team's analysis and recommendations relevant to their presentation.
- Coaches should ensure that the teams are framing the topics chosen in a manner this is consistent with the competition's expectations.
- It is the expectation that team coaches ensure that student teams conduct a systemic and thoughtful analysis of the topic, and that they provide recommendations that are both pragmatic doable and advantageous.
- Finally, while coaches should help students prepare for the presentation of their projects, coaches SHOULD NOT do the work of the student teams.
- Coaches should make sure their teams are present in the training workshop. Attending those sessions will be most helpful to develop their ideas and presentation.
- It is preferred that Educators/Mentors serve as the main contact person for the teams, monitoring their email accordingly.
- Additionally, team coaches should make sure students are "present" and prepared for the competition.

Contact Persons

If you have questions related to the student competition, feel free to contact Vasenden DORASAMI or Nishti Gokhool on 52521110/ 54211010 or send a mail to vasen@doracrea.com and copy to nishti@doracrea.com

More details are also available on the Competition website www.learn-Al.school





Thank you!