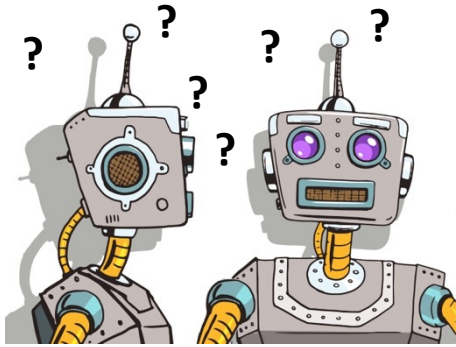


Game of AI

The most effective method to understand artificial intelligence and think about how to use it in your company.



- What exactly is AI?
- How can the machine 'learn'?
- What can AI do or not do?
- What are the use cases?
- How do you carry out an AI project?
- What impact on our businesses and processes?

"The AI Game" is a fun workshop to discover the fundamentals of artificial intelligence and to think collectively about its use in the company



Low-tech

no digital, we eliminate the technological friction to refocus on the human



Active

participants discover for themselves, debate and feel more involved



Playful

participants have a motivating experience and are more attentive



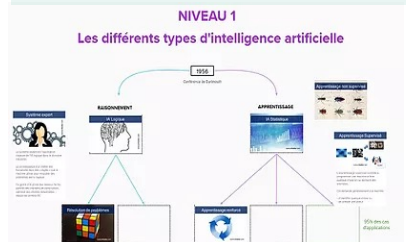
Collaborative

group work creates a dynamic conducive to action and change

Available offline



Available online



Game details

1 - Discovery

Participants:

- read the cards in batches of 6 or 7 cards
- try to find the relationships between them.

2 - Debrief

The facilitator:

- corrects errors,
- answers questions,
- gives concrete and practical examples in business,
- animates the debate between participants.

3 - Anchoring

on a real use case, the participants must explain how the project was delivered (what type of AI? What data? What impacts? Etc.)

4 - Brainstorming

The participants imagine together some cases of applications in their business. Everyone takes away at least one idea of a concrete project.

They discovered the power of AI with us



Game of AI



Objectives

- Understand the fundamental concepts of AI
- Decipher the new opportunities that AI can bring to your company
- Know the trends and master the impacts
- Obtain the keys to initiate an AI strategy and launch your first projects
- Be ready to get involved in an AI project with technical teams



Material

- 50 cards (image on one side, text on the other),
- a large blank sheet of paper and markers



Audience

- From 4 to 8 people per table
 - Executive Committee, Management Board, Business Managers, HR Managers, AI Project Team
 - 1 AI expert facilitator for 20 people
- No prerequisites are required*



Evaluation & Restitution

- This training does not require a formal evaluation of learning
- Each participant will receive
- Training certificate
 - Six-page summary of the main points to remember about AI
 - Training evaluation questionnaire

<< Don't wait any longer, order your first workshop >>
formation@datactik.com – 06.81.62.77.08

Online

3 hours online session
maximum 6 people per session
Fixed price: 1000 € HT*

- The workshop takes place entirely online.
- Each participant must use a personal computer and be isolated in a quiet space in order to be able to use their microphone without interference from other participants..

Offline

4 hours indoor session
maximum 20 people per session
Fixed price: 3000 € HT*

- The workshop takes place on company premises or in a space rented by the company
- The room must have enough room for 3 tables separated by 3 meters each and must contain a video projection system.

The package does not include travel expenses outside Toulouse.

* Quotation on request for larger groups or for more specific content.



Alexia AUDEVART
« Data Enthusiast »

- Founder of datactik
- Expert in data enhancement
- Google Developer Expert in Machine Learning
- Ranked among the 100 AI French people by l'Usine Nouvelle.
- Speaker & Trainer in the professional world as well as in universities and colleges
- Author: "Apprendre demain" - Dunod & "Machine Learning using TensorFlow cookbook" - Packt



Frédéric ORU
Artificial Intelligence Engineer

- Founder of AI for Better & Creator of the AI Game
- Specialist in the impact of digital technologies on organizations and individuals.
- More than 20 years of international experience at the crossroads of scientific research, large companies and startups.
- Doctorate in mathematics, graduate of the Ecole Polytechnique and the Ecole Normale Supérieure.

The AI Game is a creation of the company AI for Better, of which datactik is an approved partner.