



Exhibition Guide

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Auteur : ISTCE



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The Algowatch project resources – including eye-opener activities, posters , the interactive quizzes, the Eunopia video game, the project website, and the informational PowerPoint presentation – can be effectively showcased through interactive exhibitions.

Indeed, the project team has already realized such exhibitions across the partner countries in different formats taking into account their respective local realities. Such exhibitions took place in museums, schools, and libraries.

Inspired by what the team has learned from its first exhibits, below are two potential plans, one for a school setting and another for a public library collaboration. Both plans incorporate student involvement and aim to raise awareness about Algo/AI literacy. An evaluation questionnaire (available in paper or online format, detailed separately in the toolkit) should be used to gather feedback in both scenarios.

1. School-based exhibition (2 Days if possible)

This plan outlines a two-day interactive exhibition held within a school, primarily organised and run by two teachers and students from two participating classes (e.g., ages 15-17).

1.1. Concept and Planning

Concept

To create an engaging, peer-led interactive experience within the school environment, raising awareness among fellow students about algorithms, AI, and disinformation using Algowatch resources.

Audience

Primarily students from various year groups within the school, and potentially open to school staff and possibly parents during specific hours (e.g., after school on one day).

Space

Utilise a suitable large space within the school, such as the school hall, library area, or interconnected classrooms. Ensure access to power outlets and potentially Wi-Fi for online resources.



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Work planning

Teachers coordinate the overall project while the two participating classes take ownership of the exhibition.

Create student teams responsible for:

- Content & design: selecting specific eye-openers, quizzes, deciding which game mode (full/minigame) to feature, designing simple posters/infographics based on concepts, planning station layouts.
- Setup & logistics: setting up equipment (laptops, tablets, projector), arranging furniture, ensuring materials are available.
- Promotion: creating internal announcements and posters.
- Exhibition guiding: manning the stations, explaining activities, assisting visitors, managing visitor flow.
- Evaluation: distributing/promoting the evaluation questionnaire, collecting simple visitor counts.

Establish a clear timeline for preparation, setup, running the exhibition, and pack-down.

1.2. Promotion and communication

Announcement

Promote the exhibition internally through school assemblies, daily bulletins, posters designed by students placed around the school, and posts on the school's internal communication platform (intranet/portal).

Opening

Consider a brief "opening" event during break time on the first day, perhaps led by the participating students, to generate initial interest.

1.3. Exhibition setup and content

Designate distinct zones or stations within the allocated space:

- Welcome & eye-opener point: students greet visitors and run one or two quick, engaging eye-opener activities to spark interest.
- Concept corner: display informative posters (student-created summaries of key terms from the glossary or concepts from the framework). Potentially have the Algowatch PowerPoint presentation running on a loop on a screen.



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- Quiz challenge zone: several laptops or tablets allowing visitors to try one or more of the Algowatch quizzes. Student guides available to assist.
- Eunopia game station(s): laptops/computers set up for visitors to play the Eunopia videogame. Decide whether to focus on the shorter minigame mode or allow exploration of the main game. Student guides explain basic controls and objectives.
- Algowatch info hub: a station providing access to the Algowatch project website for further exploration. Display project leaflets or QR codes linking to resources.
- Feedback point: clearly visible area with instructions on how to complete the evaluation questionnaire (paper forms available and/or a QR code linking to an online version).

1.4. Final report and evaluation

Data collection

Student guides keep a simple tally of visitors interacting with the stations. Collect completed paper evaluation forms and monitor online responses.

Reporting

Teachers oversee the compilation of a brief final report. This should include:

- Total estimated visitor numbers.
- Summary of feedback from the evaluation questionnaires (key positive points, areas for improvement).
- Students' reflections on their experience organising and running the exhibition.
- Photographs or short video clips (following school consent policies).
- Share findings within the school community (e.g., newsletter, assembly).

2. School-library partnership exhibition (two days minimally...)

This plan details an exhibition hosted in a public library, organised as a collaborative effort between the library and a local school (represented by two teachers and two student classes).



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2.1. Concept and planning

Concept

To leverage the public accessibility of the library to showcase Algowatch resources and promote Algo/AI literacy to a broader community audience, demonstrating a valuable school-community partnership.

Audience

General public visiting the library (all ages, though core interactive elements target 13+), families, organised school group visits, library user groups.

Space

A designated, visible area within the public library (e.g., exhibition space, activity room, prominent section of the main floor). Requires coordination regarding power, Internet access, furniture, and security.

Duration

Could run for a specific week (e.g., coinciding with a relevant awareness week) or be concentrated over 2-3 days, including weekend hours for public access.

Work planning

Establish a joint planning committee with the two teachers, key library staff (e.g., librarian, outreach coordinator), and student representatives. Define roles clearly:

- Library: provides space, logistical support (furniture, power, Wi-Fi), promotes the event through public channels, assists with visitor management during library hours.
- School (Teachers & Students): provides core content expertise, designs the exhibition layout and station activities, creates supplementary materials (posters), provides trained student guides/facilitators.
- Develop a shared timeline, including joint planning meetings, setup days, exhibition running times (coordinating student/staff availability), and pack-down. Secure necessary permissions and risk assessments.



2.2. Promotion and communication

A joint promotion strategy should utilise both school and library communication channels. For the library, this could include website event listings, social media posts, newsletters to library members, flyers and posters displayed within the library and local community spaces, and potentially a press release to local media. The school could contribute through internal announcements, newsletters to parents, and posts on the school website or social media platforms.

Official opening

Plan a launch event, inviting local dignitaries, school leadership, library board members, local press, and community members to generate visibility and acknowledge the partnership.

2.3. Exhibition setup and content

Adapt the station-based model from the plan referred in 3.1 for a public library setting:

- Ensure robust and clear signage for each station.
- Provide very clear, simple instructions for interacting with quizzes and the game, assuming less direct supervision than in a school setting.
- Student guides work in scheduled shifts, potentially alongside library staff or volunteers, to explain resources and assist visitors.
- Consider offering scheduled 'guided tour' slots led by students for groups or interested individuals.
- Stations would include eye-openers (facilitated during peak times or specific sessions), concept posters, quiz zone, Eunopia game zone, and Algowatch info hub/website access.
- Add a 'Take home information' point with printed summaries, QR codes linking to the Algowatch website and resources.

2.4. Final report and evaluation

For data collection, library staff should track visitor footfall to the exhibition area, while student guides and library staff actively encourage the completion of the evaluation questionnaire, available in paper or online formats. Regarding reporting, a joint final report should be compiled by teachers and library staff, including visitor statistics detailing overall footfall and estimated engagement.

