



WISE-AI PROJECT: KNOWLEDGE, GAMES, AND DISSEMINATION

Welcome to the third edition of the WISE-AI project newsletter. In recent months, we have been finalizing key outputs, presenting our work at different events, and preparing for the last phase of the project. Here is an overview of what has been happening and what comes next.

● KNOWLEDGE PORTAL – ALMOST READY

The WISE-AI Knowledge Portal is now in its final stage of development and will soon be available to the public. It is designed as an online space where learners can:

- Access educational materials on artificial intelligence
- Use practical tools and methodologies
- Link AI knowledge to the Sustainable Development Goals (SDGs)

● MINECRAFT EDUCATIONAL GAME – ENTERING THE TESTING PHASE

The Minecraft game scenario and script have been created, and development is underway. The game is designed to help young women:

- Understand the basics of artificial intelligence
- Explore AI applications in different fields
- Reflect on how technology can contribute to a sustainable future

Game testing will begin soon, after which the final version will be completed.

● DISSEMINATION EVENTS – REACHING DIFFERENT AUDIENCES

In the last months, WISE-AI has been shared in schools, universities, research settings, and youth festivals across Europe:

- At the Iscte Open Day in Lisbon, the project was presented to over 1,000 students exploring future study and career paths.
- During the National Psychology Research Symposium in Porto, a poster session highlighted the role of women in AI and how this connects to the Sustainable Development Goals.
- At the VibeLift Youth Festival in Lithuania, thousands of young people engaged with WISE-AI through interactive activities and discussions about AI and gender equality.
- In Spain, teachers and VET providers were introduced to the project during dedicated sessions, with materials distributed in English and Spanish to encourage participation in upcoming piloting activities.
- The project will take part in the European Researchers’ Night 2025 in September, where visitors will be able to try the Minecraft educational game for the first time.



What’s Next?

The project is now entering its final six months, ending in March 2026. Key milestones ahead include:

- Launch of the Knowledge Portal.
- Minecraft game testing and finalization of the game.
- The 3rd Partner Meeting in Bilbao, Spain (November 2025).
- A European seminar in Lithuania in early 2026 to present results and bring together stakeholders.

The coming months will be intensive, as we bring together all outputs and ensure the project leaves a strong legacy. See you in the next and final newsletter!