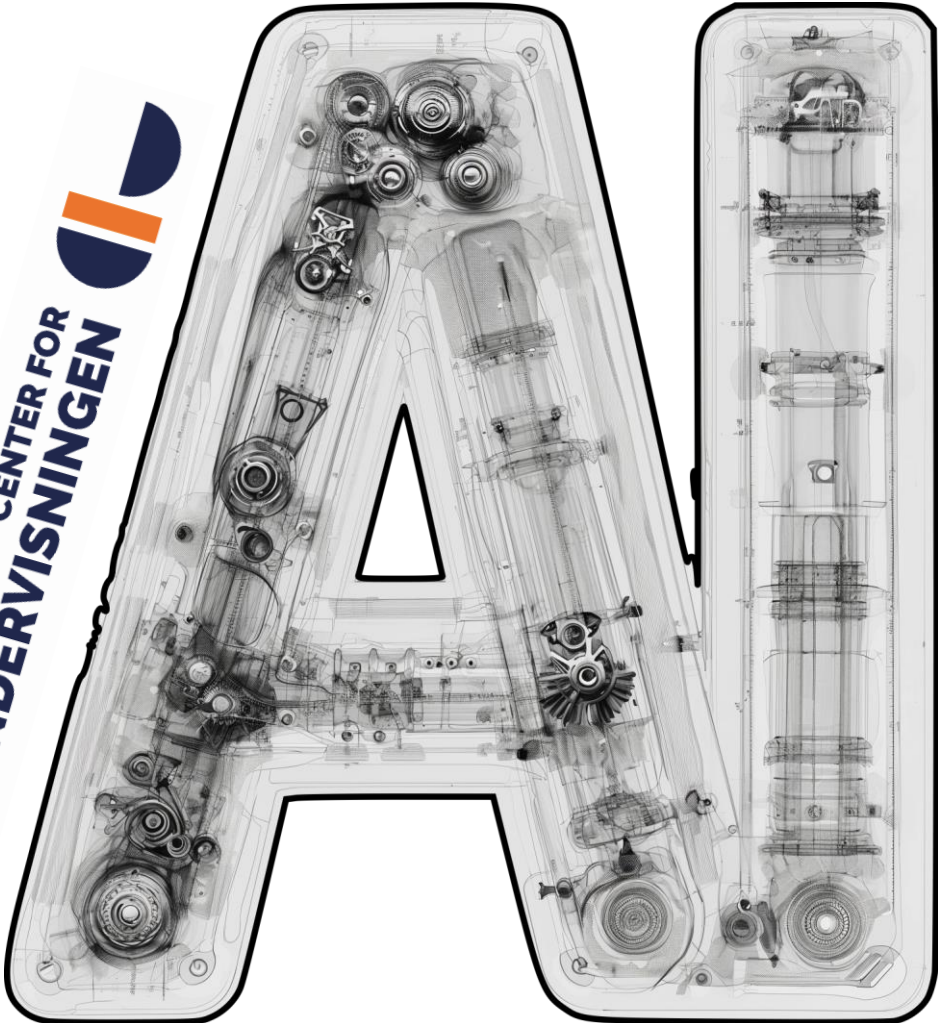


**NOVICE**

**IT I** **CENTER FOR**  
**UNDERVISNINGEN**



**EKSPERT**



**CENTER FOR  
IT | UNDERVISNINGEN**



HeyGen



Lav et digt med korte sætninger i stil med rapmusik. Du skal forestille dig, at du er Uddannelses- og arbejdsmarkedspolitisk chef og vil fremhæve konferencens muligheder for deltagerne, samtidig med at alle sætninger har ordspil og rim. Digtet skal være på 6 linjer.



Jeg sætter retning, hvor vi sætter dagsorden,  
Med uddannelse og job, vi ændrer på koden.  
Fra strategi til handling, bygger jeg broer,  
Løfter hver stemme, til et stærkere kor.  
Uddannelse og job, vi former ny tid,  
Sammen bygger vi fremtiden, med stolthed og vid.



Send besked til ChatGPT

labs.heygen.com

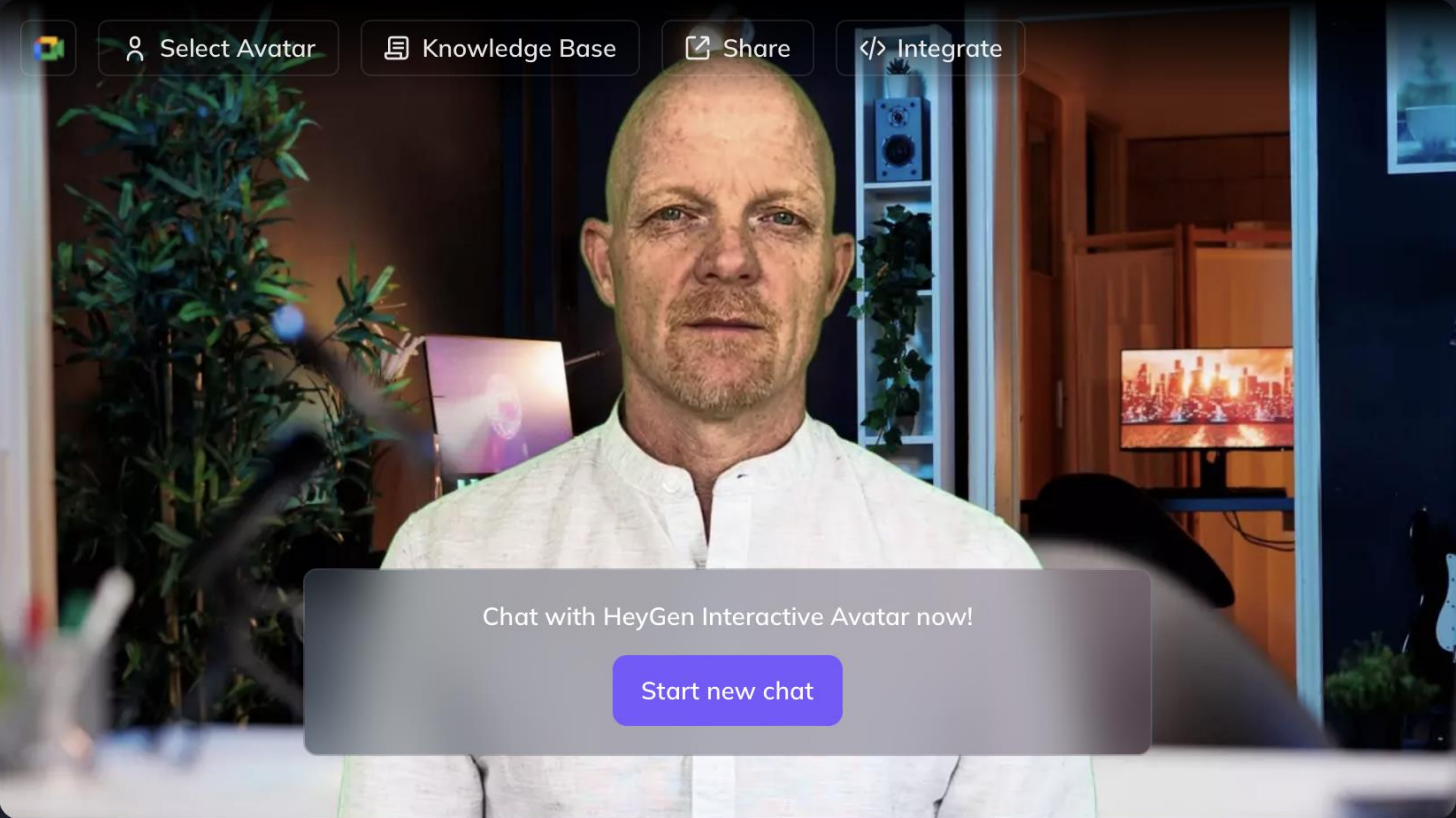
Start | Microsoft 365 | AI og Office365 v. Søren Møller -... | PowerPoint | Microsoft 365 | Mail - Mark Arpe Mortensen - Ou... | HeyGen - AI Spokesperson Video...

# Interactive Avatar Beta

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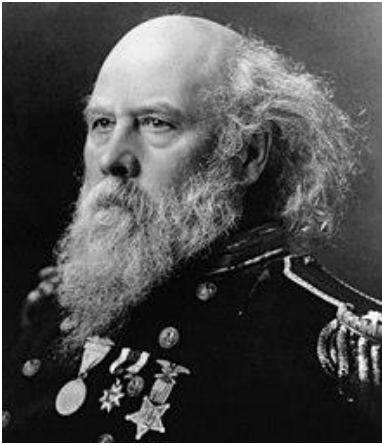


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### THE ENGINEER AND THE PROBLEM OF AERIAL NAVIGATION.

BY REAR-ADMIRAL GEORGE W. MELVILLE, ENGINEER-IN-CHIEF OF THE UNITED STATES NAVY.

"I talk of dreams  
Which are the children of an idle brain,  
Begot of nothing but vain fantasy,  
Which is as thin of substance as the air;  
And more inconstant than the wind."

—SHAKESPEARE, "Romeo and Juliet."

In earlier times many thoughtful men have given unequalled recognition to the uses and delights of the imagination. But could they see now, in the light of history, with what folly human nature has pushed a noble truth to the extreme, they would realize that much of its wisdom and grandeur has been obscured by the abuse of the imagination and undue revolution in its measures.

This folly has been always peculiarly manifest in natural science, whence it penetrates to the field of applied mechanics.

Outside of the proven impossible, there probably can be found no better example of the speculative tendency carrying man to the verge of the chimerical than in his attempts to imitate the birds, or, in a field where so much inventive seed has been sown with a little return in the attempts of man to fly successfully through the air. Nevertheless, it would seem, has the human mind so persistently evaded the issue, begged the question and, "wrangling resolutely with the facts," insisted upon dreams being accepted as actual performance, as when there has been proclaimed time and again the proximate and perfect utility of the balloon or of the flying machine.

The New York Times forudsagde, at bemandede flyvninger ville tage mellem 1 og 10 millioner år at opnå.

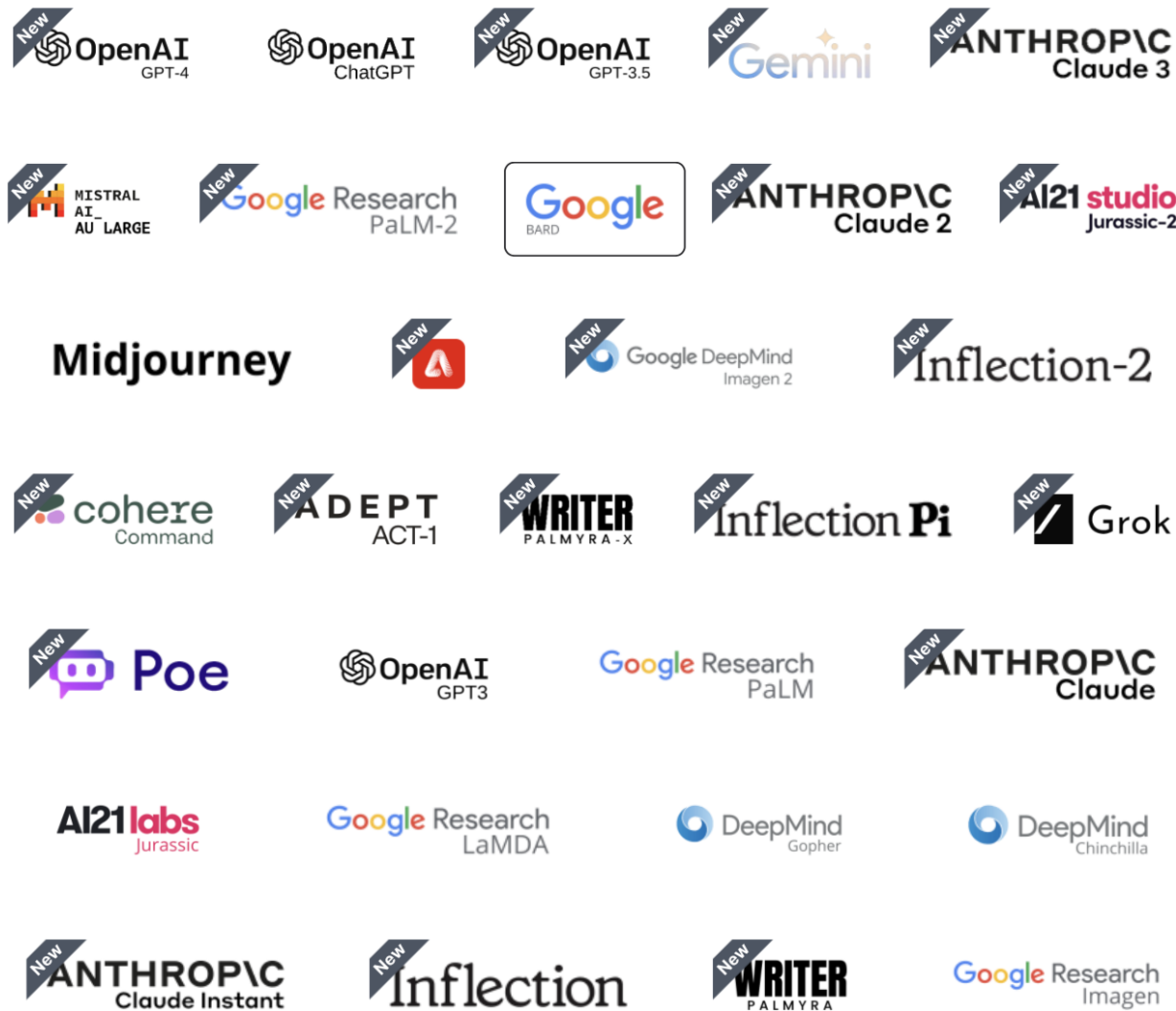
### 1903: New York Times makes a bold prediction

The New York Times predicted manned flight would take between 1 and 10 million years to achieve, in an article titled "Flying Machines Which Do Not Fly." The piece ended: "To the ordinary man, it would seem as if effort might be employed more profitably."

FLYING MACHINES WHICH DO NOT FLY.  
The ridiculous fiasco which attended the attempt at aerial navigation in the Langley flying machine was not unexpected, unless possibly by the distinguished Secretary of the Smithsonian Institution, who devised it, and his assistants. Prof. MANLY, who undertook the...  
to sprout them ab initio, it might be assumed that the flying machine which will really fly might be evolved by the combined and continuous efforts of mathematicians and mechanicians in from one million to ten million years—provided, of course, we can meanwhile eliminate such little drawbacks and embarrassments as the existing relation between weight and strength in inorganic materials. No doubt the problem has attractions for those it interests, but to the ordinary man it would seem as if effort might be employed more profitably.



## Closed Source Models



**INFRASTRUCTURE**

**ANALYTICS**

**DATA SOURCES & APIs**

Version 1.0 - March 2024

<https://mad.firstmark.com>



**MARKETPLACE & LOGISTICS**

**FINANCIAL & MARKET DATA**

**AR / SPACES / SEA**

**PEOPLE / EVENTS**

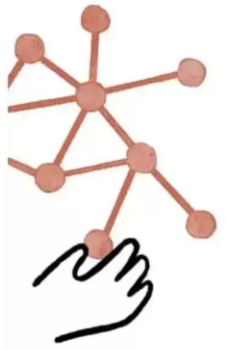
**MARKET RESEARCH**

**MARKETPLACE & LOGISTICS**

**FINANCIAL & MARKET DATA**

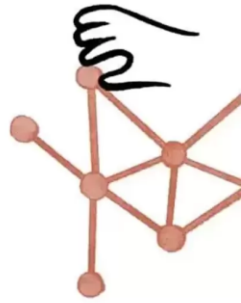
**AR / SPACES / SEA**

**PEOPLE / EVENTS**



**Claude**

ANTHROPIC



perplexity



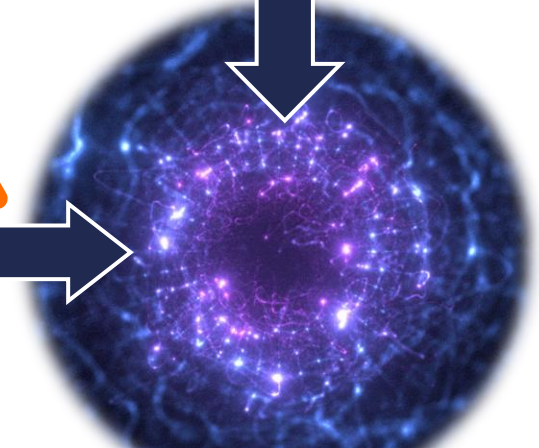
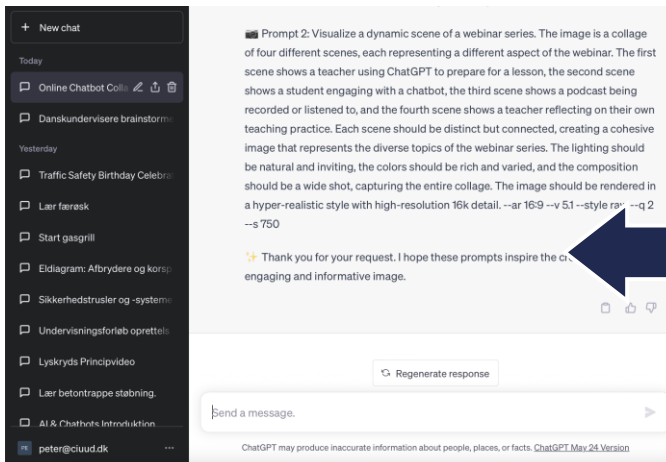
**CHATGPT**



**Copilot**



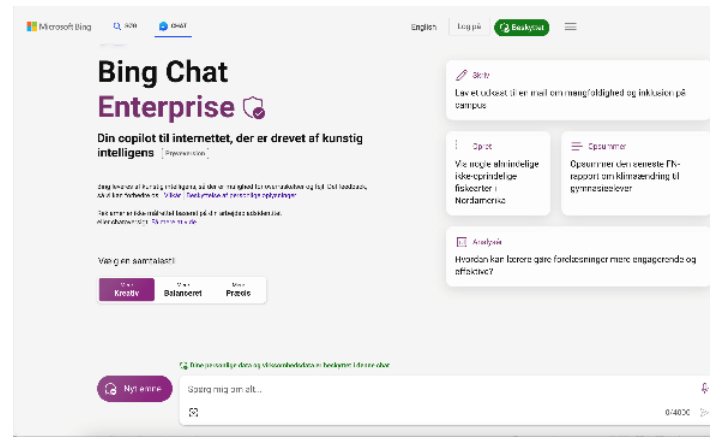




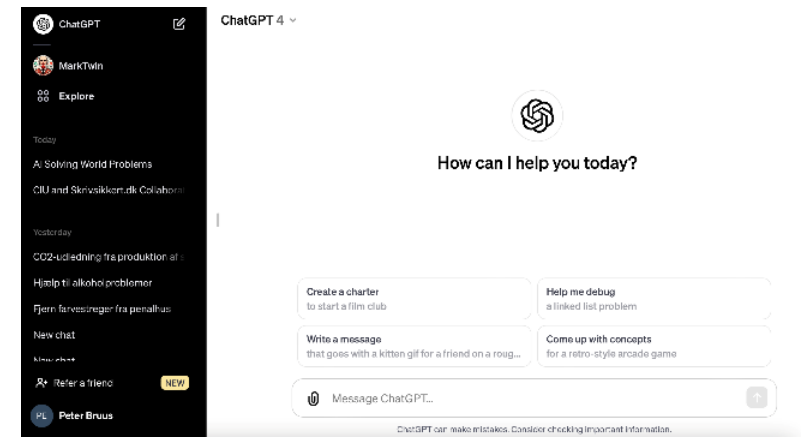
Neuralt netværk – Sandsynlighed



skrivsikkert.dk

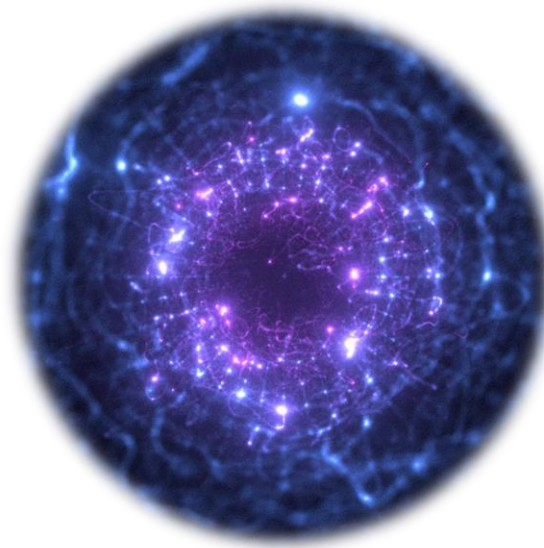


Copilot.microsoft.com



chat.openai.com

Prompt



Svar

## Regler for prompten:

#1

Start med at sætte scenen for dialogen og giv chatbotten en **rolle**.

#2

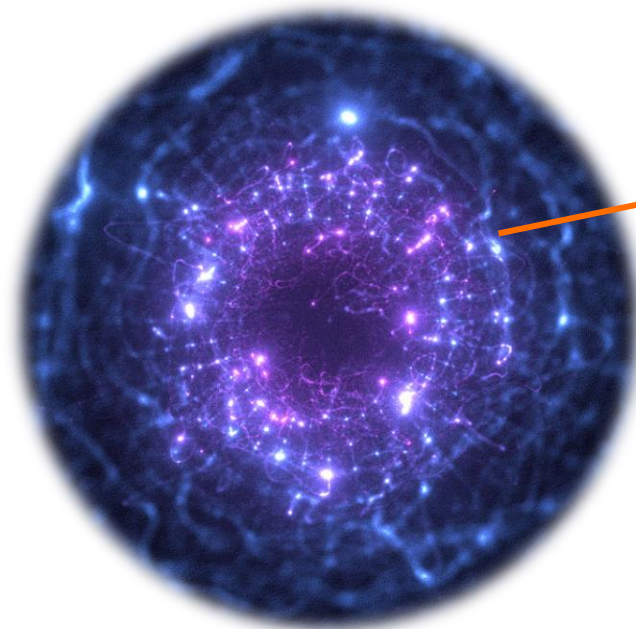
Fortæl chatbotten hvad dens **opgave** er og hvad du vil have svar på.

#3

Giv chatbotten til sidst **instruktioner** om, hvordan du ønsker opgaven udført.

---

# Mulige **fordele**



Generativ AI

# Mulige **risici**

---

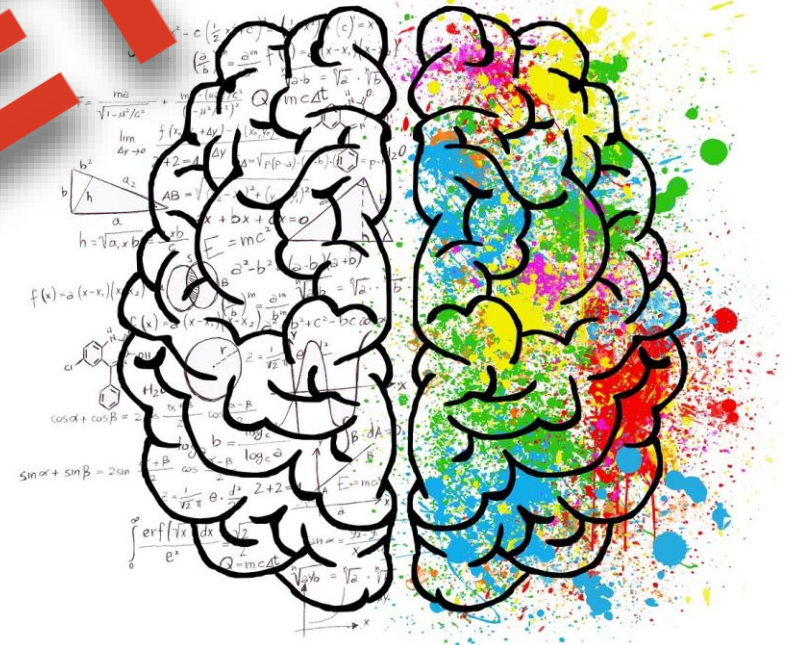
C  
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Undervisningsplan  
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n

Udvikling og tilpasning  
af undervisningsmateriale

**KVALITET**



Risiko for snyd  
og faglig uredelighed



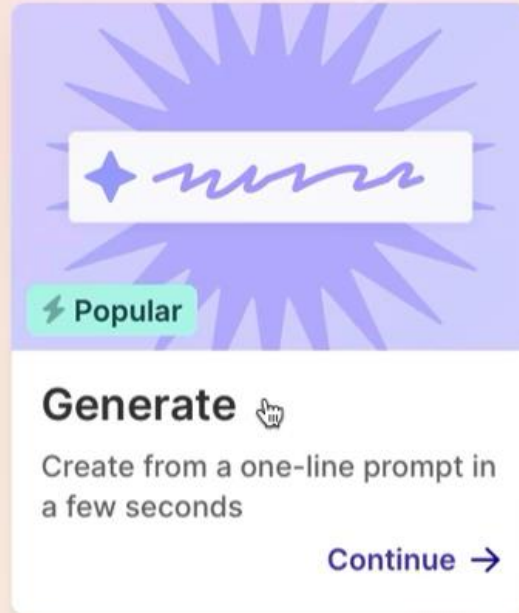
# Create with AI


How would you like to get started?



**Paste in text**  
Create from notes, an outline, or existing content

→



**Generate** 

Create from a one-line prompt in a few seconds

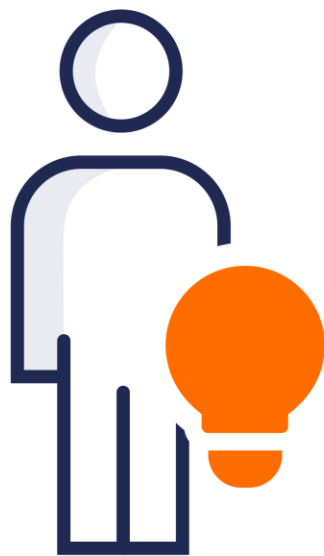
Continue →



**Import a file**  
Transform or enhance existing docs and presentations

→

Udvikling af **evalueringsmetoder** og feedback



Mindre **selvstændighed** og **ansvar** hos elev og underviser

## AI Assisterer i WORD

**Dikter** en tekst → fanen "Hjem" →



**Læs teksten** højt → fanen "Vis" →

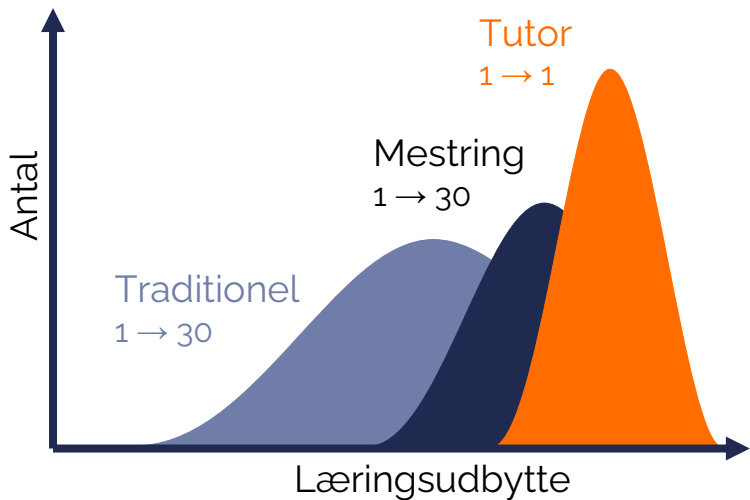


**Oversæt** teksten → fanen "Gennemse" →

A screenshot of the "Forenklet læser" (Simplified Reader) application. The background shows a blurred text document. A white "Din læserapport" (Your reading report) overlay is displayed in the center. The report contains the following data:

Metric	Value
Nøjagtighed (Accuracy)	89%
Tid brugt på at læse (Time spent reading)	00:18
Antal korrekte ord pr. minut (Number of correct words per minute)	58
Ord, der skal øves (Words to be practiced)	5

At the bottom of the report is a green button labeled "Øv ord" (Practice words). The background text is partially visible, including "Motorstyring: Kontrollerer bilens brændstofindinjering for optimal ydeevne" and "Diagnoseudstyr til at identificere fejl i bilens elektroniske systemer."

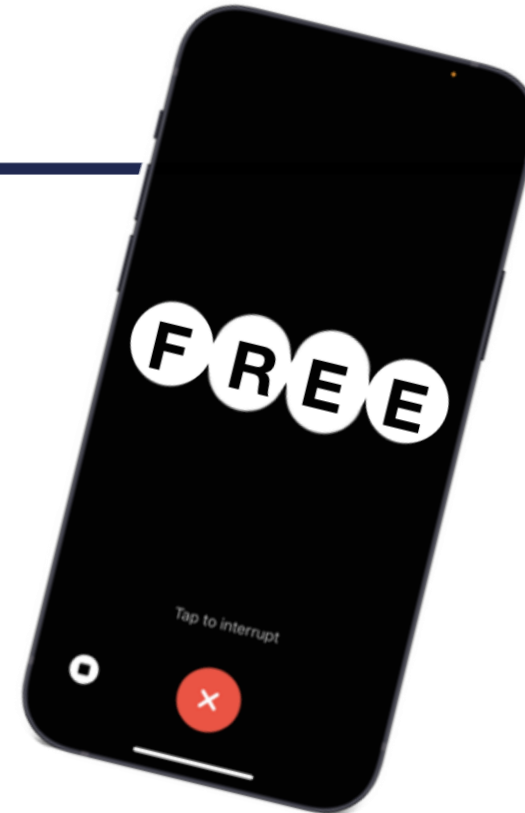


Benjamin S. Bloom – the 2-sigma problem.

## Personlig tutor og individuelle læringsforløb



Risiko for ulovlig dataindsamling om elevers **privatliv**



64%

Elever på EUD

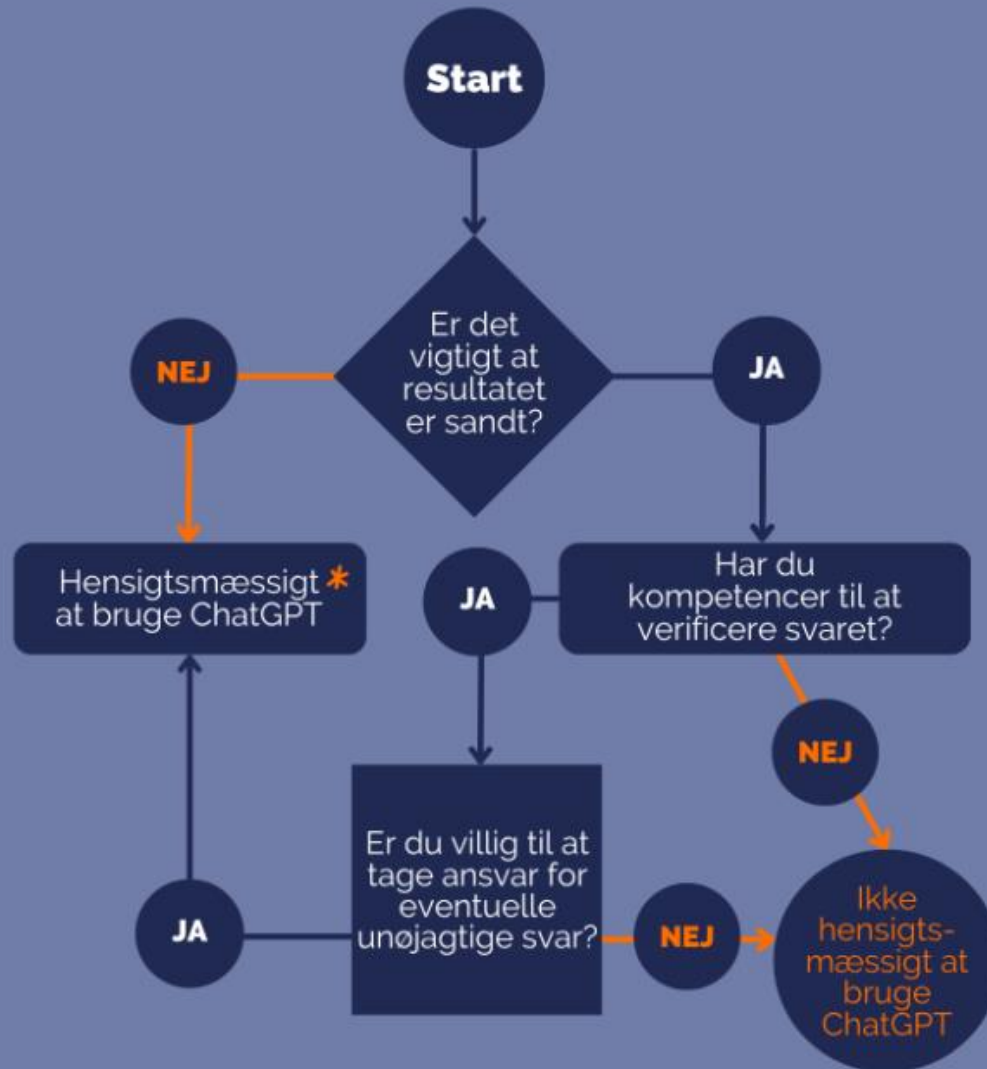
4%

Undervisere på HF

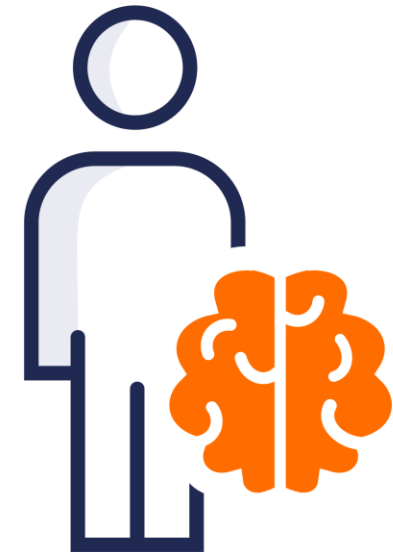




# Hvornår kan du bruge ChatGPT?



Styrkelse af kreativ  
tænkning og samskabelse



Teknologisk **forførelse**  
og manglende **kritisk tænkning**



<https://youtu.be/TU1gMlol0kc?si=prQluKlKasmDQGc4>



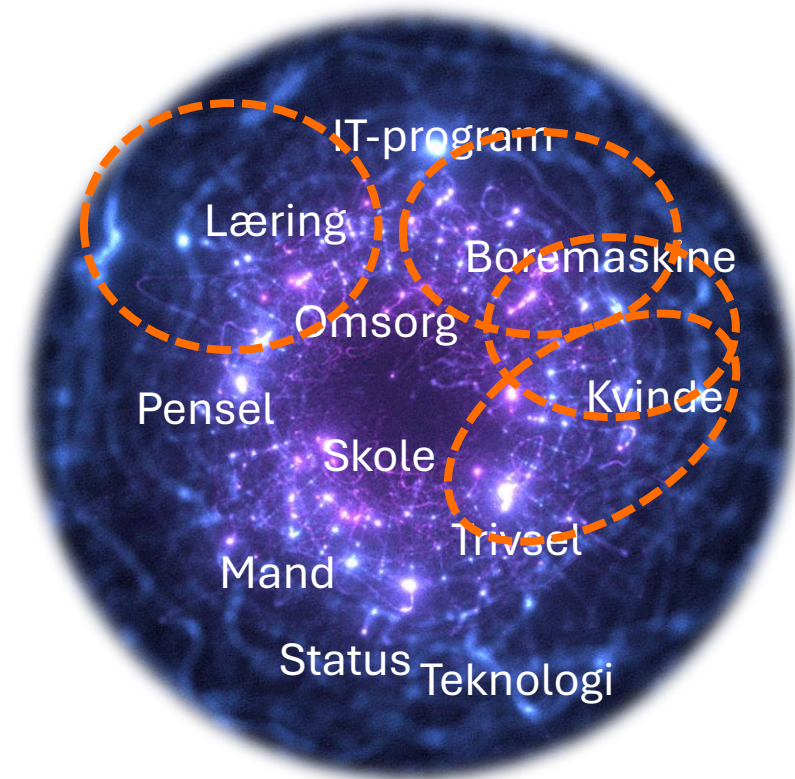
<https://youtu.be/k6bQNt0vwk8?si=FThBiqe8YyqjyyRh>

---

**Effektivisering** af skolens  
drift og administration



**Social bias** og manglende  
kulturel forståelse



# Mulige **fordele** & **risici** ved brug af AI i uddannelse

## Mulige **fordele**

Udvikling og tilpasning  
af undervisnings-  
materialer



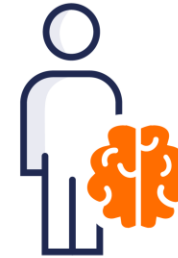
Udvikling af  
**evalueringsmetoder**  
og feedback



Personlig tutor  
og individuelle  
læringsforløb



Styrkelse af kreativ  
tænkning og  
**samskabelse**



**Effektivisering** af  
skolens drift og  
administration



**Risiko for snyd**  
og faglig  
uredelighed

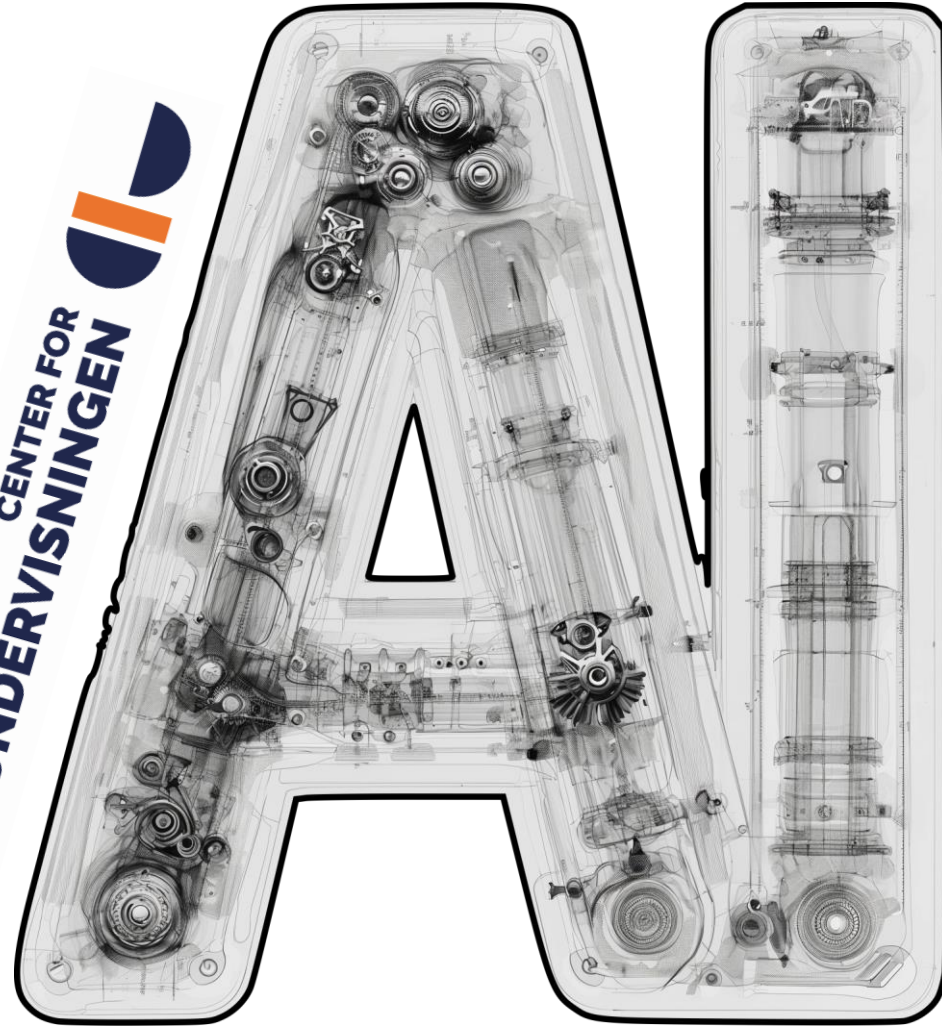
Mindre **selvstændighed**  
og **ansvar** hos elever  
og undervisere

Risiko for ulovlig  
dataindsamling om  
elevernes **privatliv**

Teknologisk **forførelse**  
og manglende  
**kritisk tænkning**

**Social bias** og  
manglende  
kulturel forståelse

## Mulige **risici**



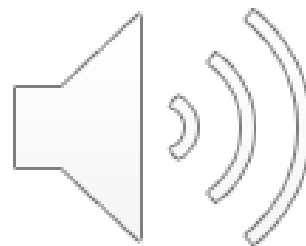
**Diskussion**





## Vincent F. Hendricks.

Professor. Institut for Kommunikation.  
Uddrag fra podcasten Prompt fra DR





# AI transformerer uddannelse



**Personlige Læringsoplevelser:** AI skaber skræddersyede uddannelsesforløb baseret på hver enkelt elevs behov.



**Intelligente Tutor Systemer:** AI-drevne tutorer tilbyder skræddersyede, dynamiske læringsoplevelser med realtidsfeedback.



**Gamification:** AI gør læring til en medrivende oplevelse gennem spilelementer og interaktive metoder.



**Administrative Processer:** AI strømliner administrative opgaver, hvilket forbedrer undervisningskvaliteten.



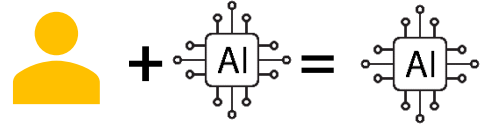
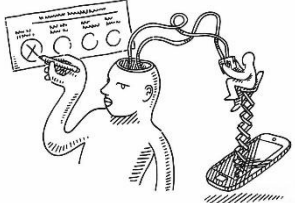
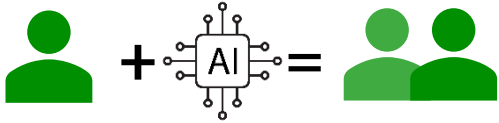
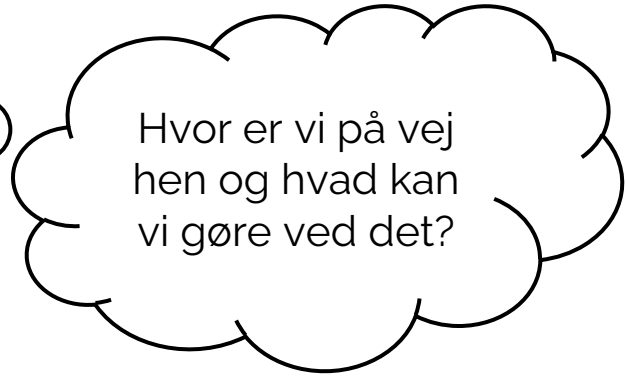
**Nedbrydning af Sprogbarrierer:** AI's sprogoversættelsesværktøjer fremmer global læring og kommunikation.



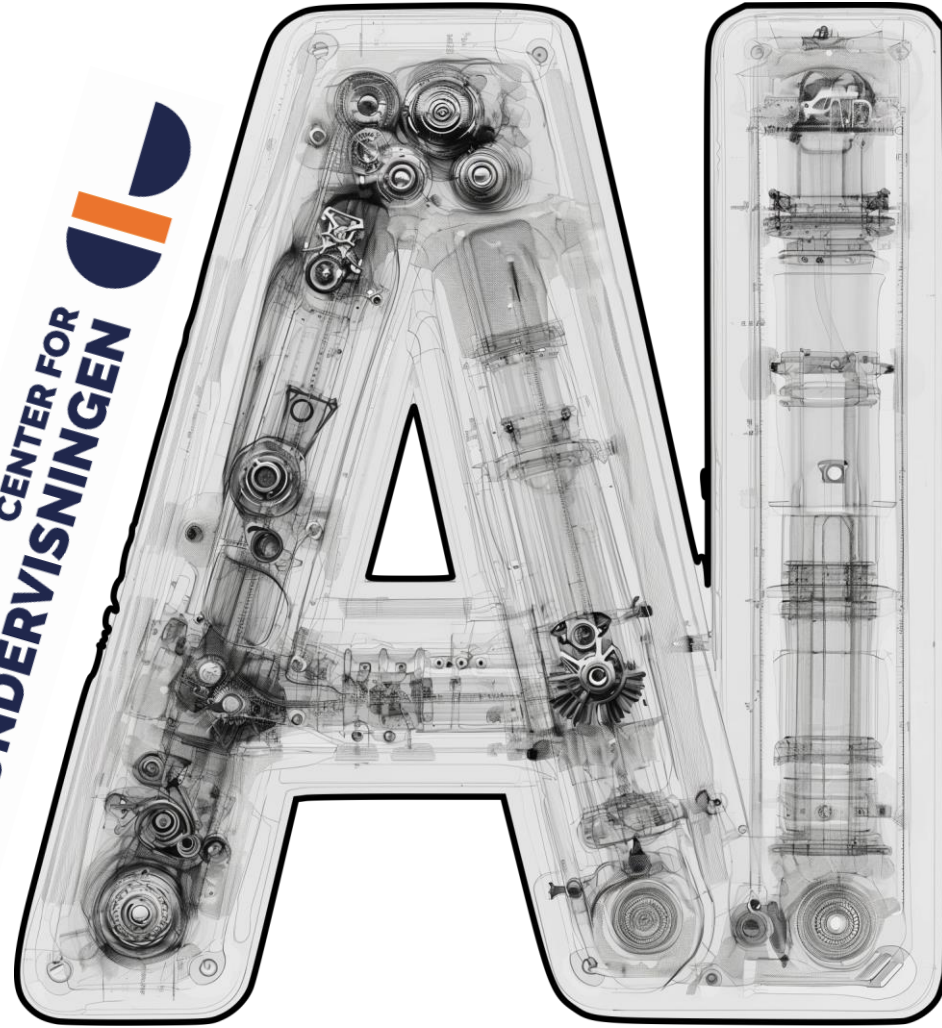
**Prædiktiv Analyser** AI forudsiger uddannelsesbehov, hjælper med at identificere og støtte elevers udfordringer.



Vi skal lære elever  
det som AI ikke  
kan



**IT I** UNDERVISNINGEN  
CENTER FOR



**Spørgsmål**