



Teaching in the Age of AI

What my students are telling us

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<https://wiki.geant.org/spaces/NETDEV/pages/870744119/Network+eAcademy+Training+Portal>

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My point of view

Based on what I see every day



In the classroom

I teach computer science. Every week I see how my students really study and solve problems.



In the eAcademy

I also create eAcademy learning units. I see the same change when I create content.

The same message from both sides: our learners changed before our materials did.

What I see in my students

Five habits that are now normal for most students.



AI first

They ask AI before books, notes, or a classmate.



They don't check AI

Wrong answers that look right often pass unnoticed.



Learn only when needed

They learn what a task needs now, nothing extra.



Short over long

They prefer short, on-demand lessons to long courses.



More output, weaker basics

They finish more, but understand the basics less.

1 How does AI change our training?



What is rare has changed. Content is everywhere now. What we lack is judgment, guidance, and checking.

- **Every learner has an AI tutor**

We are no longer the only place they get answers.

- **Old tests no longer work**

AI can give the answer, so we must test something else.

- **Harder to keep attention**

A slide now competes with a fast, interactive AI tutor.

- **Too much reliance is a risk**

Easy answers can remove the effort that builds skill.

2

How can we use AI to our advantage?

Use the same tool our learners already use - to help them learn.



A tutor inside the unit

On-demand help at each learner's own pace.



Faster to build and update

AI helps us write examples and keep units current.



Translation and access

Adapt content across our many languages.



Feedback for everyone

Feedback on every try, not just a final grade.

A new skill to teach: how to learn with AI - how to ask, and how to check the answer.

3 How should we change our units?



Keep units small

Short units learners can start any time. The eAcademy map already works this way.



Test thinking, not output

Ask learners to check, judge, and apply - not just give the answer.



Practise with AI

Use AI, then check its answer against docs or a test. Checking is the graded skill.



Keep the human parts

People, real cases, Q&A.

What to avoid

- **Adding a chatbot is not enough** A general assistant on top of a unit is not real teaching.
- **Removing all the effort** If AI does all the work, no skill is learned.
- **Choosing new over useful** Pick a tool because it helps learning, not because it is new.
- **Content that ages fast** Plan units so they are easy to keep up to date.



One line of evidence

OECD, 2026: without good teaching design, AI raises performance - but not real learning.

Good design decides if AI helps people learn - or just finishes the task.



Thank You

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