



Join us for an innovative program combining your special academic interests with advances in Artificial Intelligence. Learn how to use AI effectively and responsibly and become an active, ethical user of emerging technologies.

This program is taught in English.

Choose ONE **Workshop** combining AI with:

for 13 - 15 year olds

- Ethics
- Journalism
- Communication
- Coding
- Biology

for 15 - 17 year olds

- Criminology
- Coding
- Biology

PLUS **Activities**: Cooking, Swimming, Athletics, Music and Dance



LEVEL UP WITH A.I.
SUMMER SCHOOL
@ ATHENS COLLEGE

22 June - 3 July 2026

9:30 - 13:30

13 - 17 years old

Psychiko Campus



WORKSHOPS For 13 - 15 year olds

Choose ONE from:

ETHICS: “Introduction to AI Ethics; the world to come” **with Iordanis Papadopoulos - 2 hours**

In this workshop we will identify the applications of AI tools in education, everyday life and services (social media, games and communication), and we will work, through practical examples and lively discussions, to identify the impact of AI and its ethical implications.

We will consider the social dimensions of AI tools and how they can help or create problems involving stereotypes, biases and misinformation, as well as the impact of this technology on personal data and privacy.

The aim of the workshop will be to draft and present a Code of Ethics for the use of AI in education, with an emphasis on responsible and informed use of AI tools.





JOURNALISM: “Modern Television Journalism; where creativity meets AI”

with Nikos Politis - 3 hours

IF YOU SELECT THIS 3 HOUR WORKSHOP YOU CAN ONLY SELECT A 1 HOUR ACTIVITY

The aim of this workshop is to educate students on the dynamics and complex mechanisms of today's television journalism. Through theory and practice the participants will work both as individuals and as a team to produce a robust news story, learning about all aspects of the medium from equipment handling to ethics.

The first week the students will learn the fundamentals of the profession of journalism in a world of AI tech, social media, misinformation and big corporate media outlets. The second week they will form teams and work on stories in order to produce a news segment using video and audio equipment, teleprompters and green screen effects.

We will also visit a major TV studio and find out what it takes to make it as a television journalist in today's world.



COMMUNICATION: “AI Concepts, Capabilities and Responsibility”

with Eleni Koutsoulafi - 2 hours



Students will be introduced to the fundamentals of AI through real-world examples. They will explore different types of AI from generative AI to image recognition, while gaining understanding of where and how AI is used in everyday digital environments. The main focus of the workshop will be on human-AI interaction and prompting. Students will learn how to communicate effectively with AI systems, experiment with different prompt styles and learn to evaluate AI-generated outputs. They will understand the capabilities and limitations of AI, while developing critical thinking skills.

The workshop will also address the responsible and ethical use of AI. Students will discuss safety, privacy, fairness and the need for regulations, gaining an introductory understanding of AI related laws and guidelines. Learning will be reinforced through collaborative activities and students will apply their knowledge to small projects, encouraging reflection, creativity and responsible digital behavior.

CODING: “Next-Level Game Coding with AI” with Katerina Katradi-Mexi - 2 hours

This workshop introduces students to the fundamentals of coding through game development, while exploring how Artificial Intelligence enhances gameplay and player experience.

Students will learn how code and simple AI logic bring games to life by controlling movement, scoring systems and levels. Through hands-on activities, participants will experiment with beginner-friendly AI concepts, such as rule-based decision making and adaptive game responses, learning how games can react differently based on player actions.

Key topics include:

- Basic programming concepts
- Game mechanics and level design
- Introduction to AI in games
- Debugging, testing and problem solving

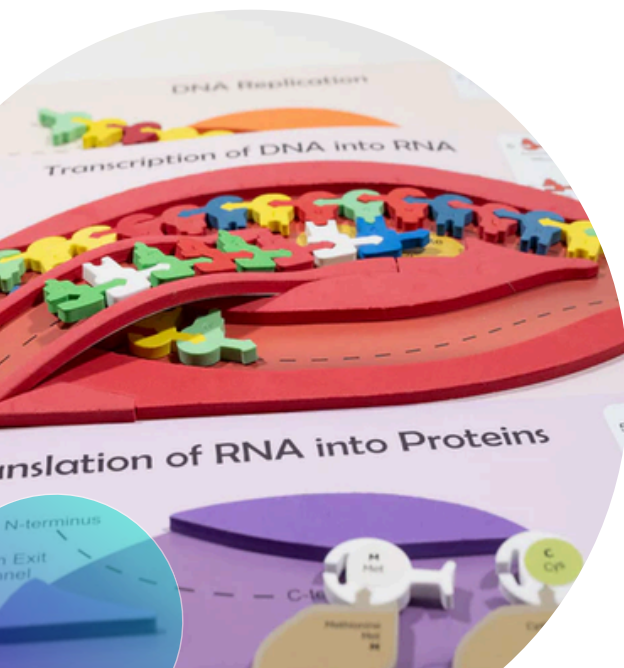
By the end of the workshop, participants will have built a playable game featuring basic AI-driven elements, such as dynamic game responses, and will present their work to the group, gaining confidence in coding, creativity and AI-powered digital creation.



BIOLOGY: “Beyond the Microscope; the future of biology with AI” **with Katiana Georgouli - 2 hours**

Students will perform hands on activities, including experiments, to find the answers to fundamental questions such as:

- How can the size of a cell be measured?
- Why are cells so small?
- Why do most cells have a spherical, round shape?
- How does the cell membrane function?
- How do cells acquire energy?



Using innovative, hands-on kits we will find out what DNA does, what is a hormone and how it influences cellular function. We will examine real life examples like the role of thyroid hormones in frogs and humans and use a model organism to understand mitochondrial function.

During the workshop we will learn what is a bio-foundry laboratory and how designing, building and testing biological systems can be done using robotics, software and AI. We will also examine the ethical limitations and boundaries of using AI in this field of research.

WORKSHOPS For 15 - 17 year olds

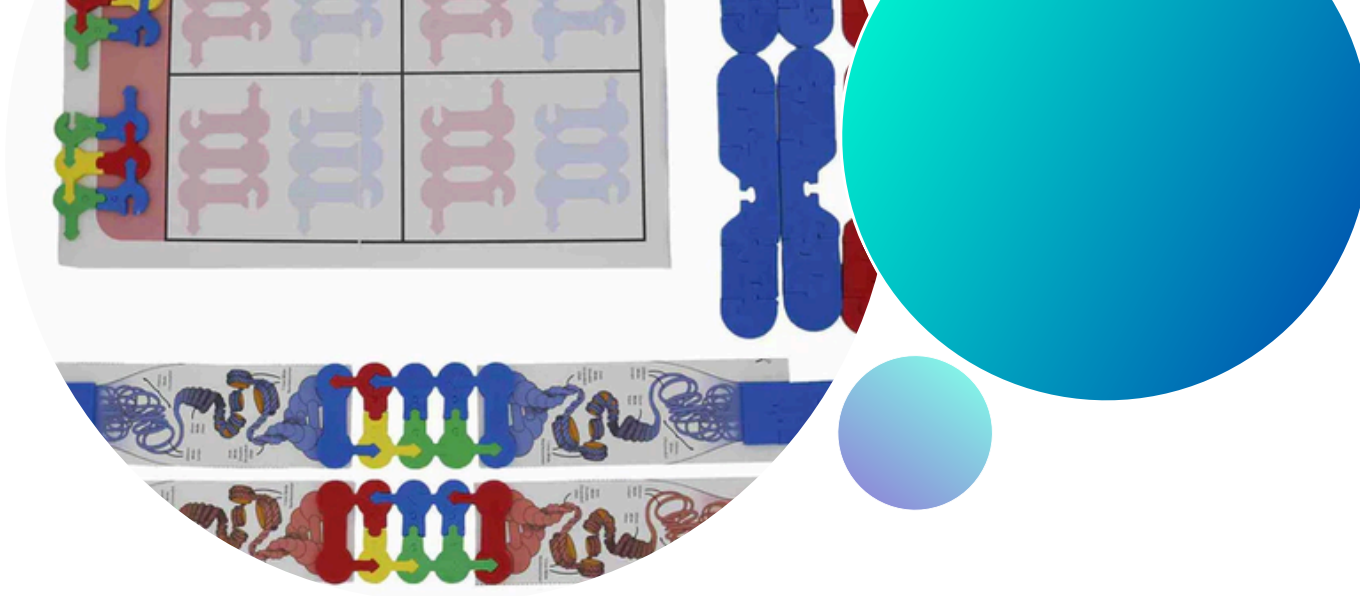
Choose ONE from:

CRIMINOLOGY: “FBI College; criminal profiling”

with Evangelos Haratsis - 2 hours

The workshop will utilize a scientific method to analyze offenders and their strategies. We will examine how offenders select their actions in order to commit their crimes and discuss case studies and themes from social psychology, criminal psychology, criminal profiling, offender behavior evidence analysis, crime scene analysis and forensic victimology. We will consider risk factors, crime geography, crime classification and how different cases may be linked. The workshop will take advantage of AI tools to develop Crime Geography data, analyzing criminal behavior based on statistical data such as geographical location and other factors.





BIOLOGY: “From DNA to Protein; a journey to the core of life” **with Nikoletta Kyragianni - 2 hours**

During the first week participants will be using models to recreate the structure of basic biological components such as cells, proteins, nucleic acids (DNA & RNA) and chromosomes. They will also learn about plasmid vectors and mutations, using models for hands-on practice. During the second week the students will extract DNA, perform gel electrophoresis of protein and nucleic acids and design their own plasmid vector. We will also attempt to make the vector once it has been designed.

During the workshop we will learn what is a bio-foundry laboratory and how designing, building and testing biological systems can be done using robotics, software and AI. We will also examine the ethical limitations and boundaries of using AI in this field of research.

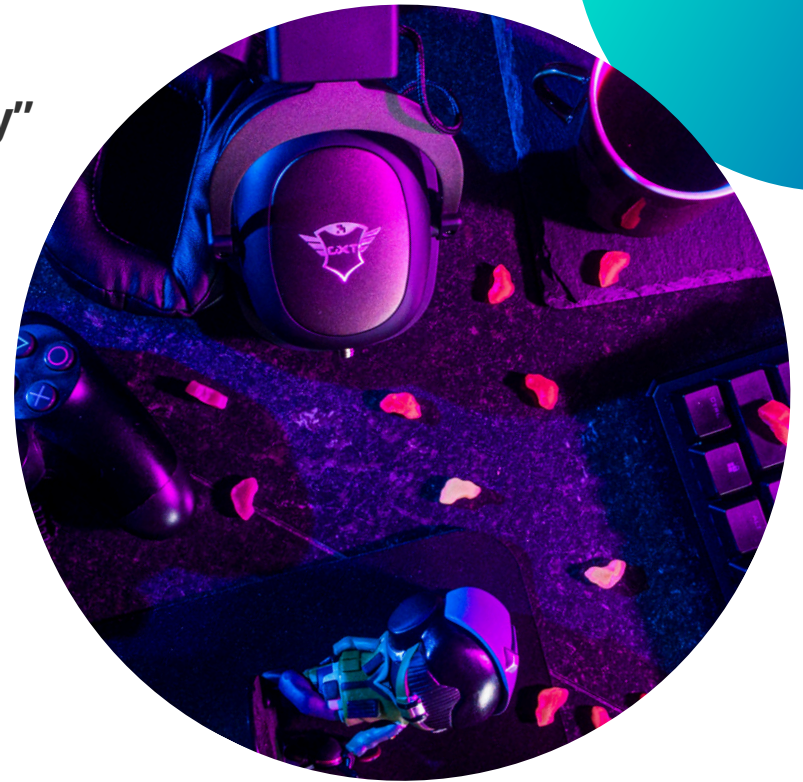
CODING: “AI-Powered Games; code intelligence into play” with Vasilis Markos - 2 hours

Step into the world of modern game development and discover how Artificial Intelligence turns simple games into dynamic, challenging experiences. In this workshop, you'll design and code a game where systems and characters react and evolve based on player actions. You'll explore how real game developers use programming and AI logic to control gameplay mechanics, non-player characters and difficulty levels. By combining clean code with intelligent decision-making, you'll create game worlds that feel responsive and engaging. Through hands-on experimentation you'll test ideas, fix bugs and refine your game through iteration—learning how problem-solving and creativity shape great games.

What you'll learn:

- Programming logic and structure
- Designing game systems and progression
- AI-driven gameplay: smart behaviors and player-based responses
- Debugging, testing and improving your code

By the end of the session, you'll have built a playable game featuring intelligent AI elements and mechanics that adapt to how the player performs. You'll showcase your game and build confidence in coding, game design and creative AI.



ACTIVITIES For 13 - 17 year olds

Choose from:

COOKING: “AI in the Kitchen Lab; cooking, creativity and smart tech”
with Anna Stefanidou, 2 hours

IF YOU SELECT THIS 2 HOUR ACTIVITY YOU CANNOT SELECT A SECOND ACTIVITY

Students explore cooking and food design through the lens of Artificial Intelligence. They work in the kitchen in a variety of roles (chef, sous-chef, hygiene lead, AI prompter, documenter), using ChatGPT as a creative assistant to understand recipes, test substitutions, and adapt dishes for dietary needs. Sessions are hands-on, collaborative, and fun. Every day includes an “AI sprint” where teams prompt ChatGPT to: explain ingredient functions, suggest safe substitutions, redesign for diet needs, propose shapes/design concepts, troubleshoot cooking or decoration problems.

- Strong AI-theme integration in a non-classroom Activity Zone format.
- MYP/IB-aligned approach.
- Builds life skills, creativity, and responsible AI literacy.



Week 1 – Recipe Detectives: Substitutions & Smart Diets

·Focus: We decode how recipes work ingredient-by-ingredient, try safe swaps (including special diets), and use taste + texture evidence to see what truly improves the result.

Week 2 – AI Food Designers: Sweet & Savory Edible Art

·Focus: We design food like artists and engineers — from cookies to colorful savory creations — using AI for ideas, then prototyping, decorating, and remixing until it's both beautiful and delicious.

DANCE: Bodies in Motion

1 or 2 hours

This program introduces students to the world of contemporary dance as a way of expression, creativity, and connection. Through movement, students will explore how the body can communicate emotions, ideas, and stories beyond words.

During the lessons, students will be introduced to the basic principles of contemporary dance and will develop their movement vocabulary through exercises, guided exploration, and creative tasks. We will work on partnering, learning how to move with and support one another, building trust, coordination, and awareness of the group.

Improvisation will play an important role in the process, encouraging students to explore their own ideas and discover personal ways of moving. Through improvisation and experimentation, students will gradually develop short choreographic compositions, working both individually and in small groups. The program will also introduce elements of acrobatics and acrobatic dance, helping students expand their physical abilities, balance, strength, and confidence in movement. Music will guide much of our work, as students will learn to listen carefully and allow rhythm, atmosphere, and emotion to influence their movement. The aim is for students to let their bodies move freely, allowing music and feelings to lead the creative process.

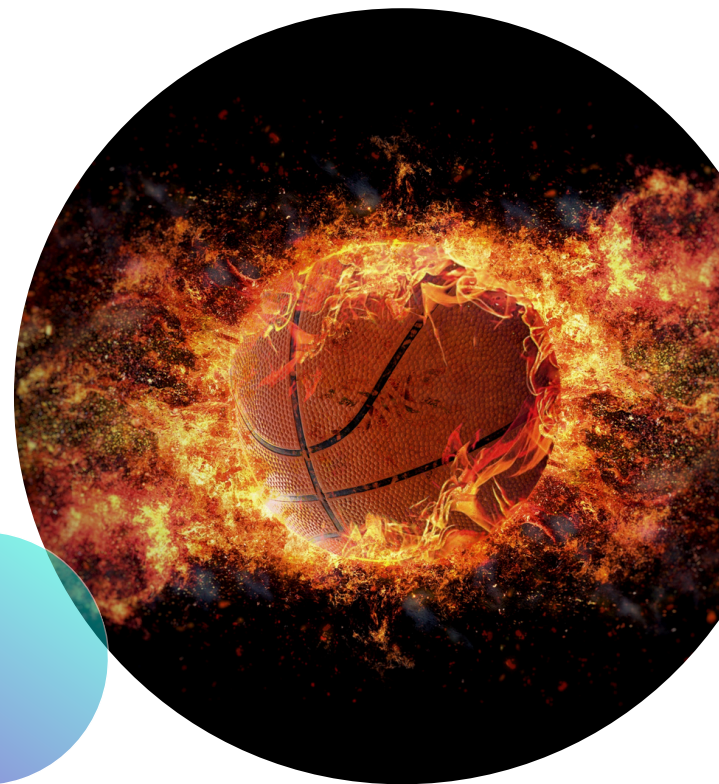
Throughout the program, students will create and share choreographic pieces, developing their artistic voice while experiencing the joy of movement, collaboration, and expression.





SWIMMING: Fun and Exercise in the Pool
1 or 2 hours

ATHLETICS: Basketball and Volleyball in the Indoor Gym
1 or 2 hours



PLUS visits from distinguished guests (depending on the workshop you choose) from a robotics biofoundry, a Brain Computer Interface prosthetics company, an AI business solutions consultancy firm, a visit to a news studio and others.

REGISTRATIONS

<https://forms.cloud.microsoft/e/HQj2axS3q8>

- Athens College parents use your username/password.
- Non-Athens College parents email specialprograms@athenscollege.edu.gr for a username/password to fill in the form.

CONTACT US

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