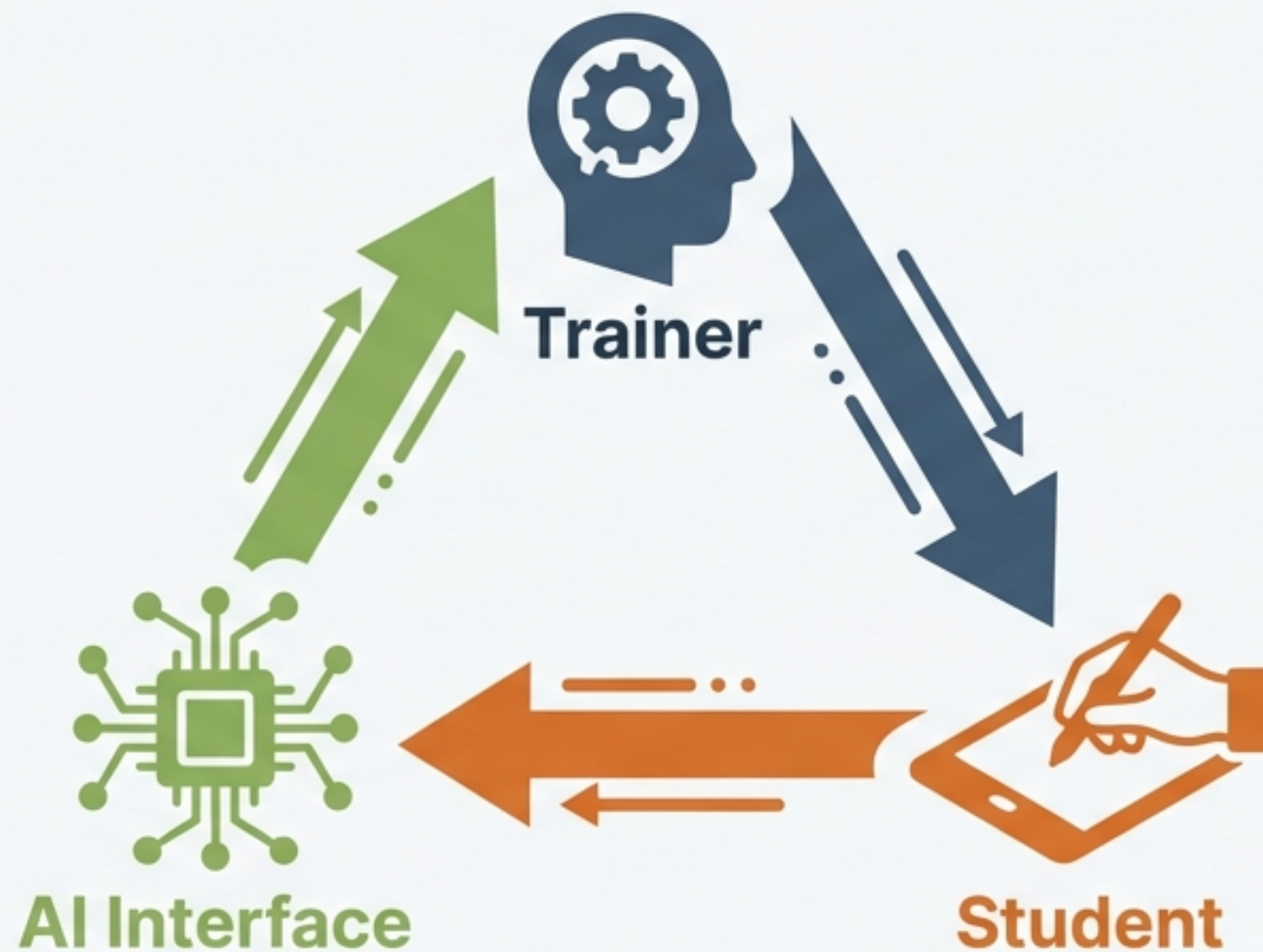


EduDesign Co-Creator™

A Co-Design and Co-Learning Model for Trainers, Students, and Artificial Intelligence.



Innovated by adult educator Juhani Pörfors.

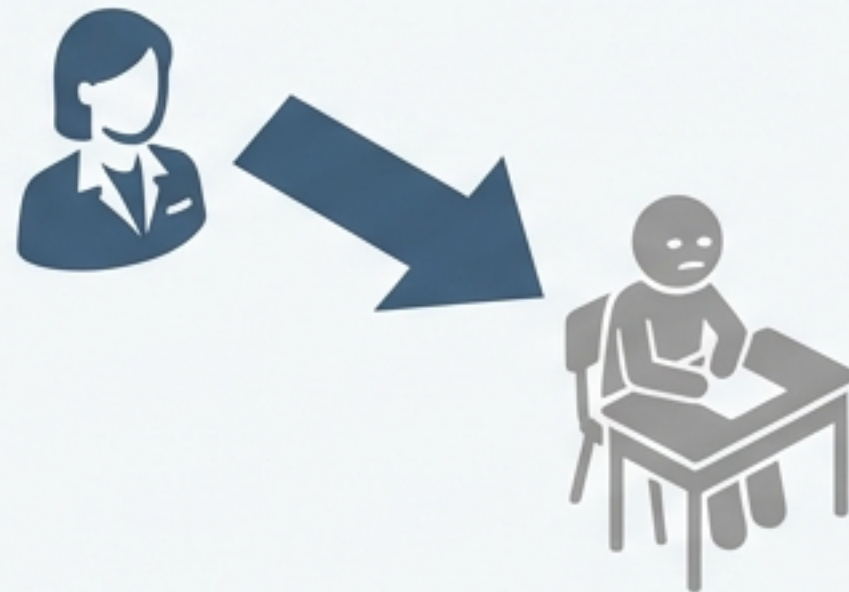
From Passive Receiver to Active Designer

EduDesign Co-Creator™ is a dynamic online concept that redefines the student role. Instead of consuming static content, the student becomes the designer of their own learning path.

The Dual Objective

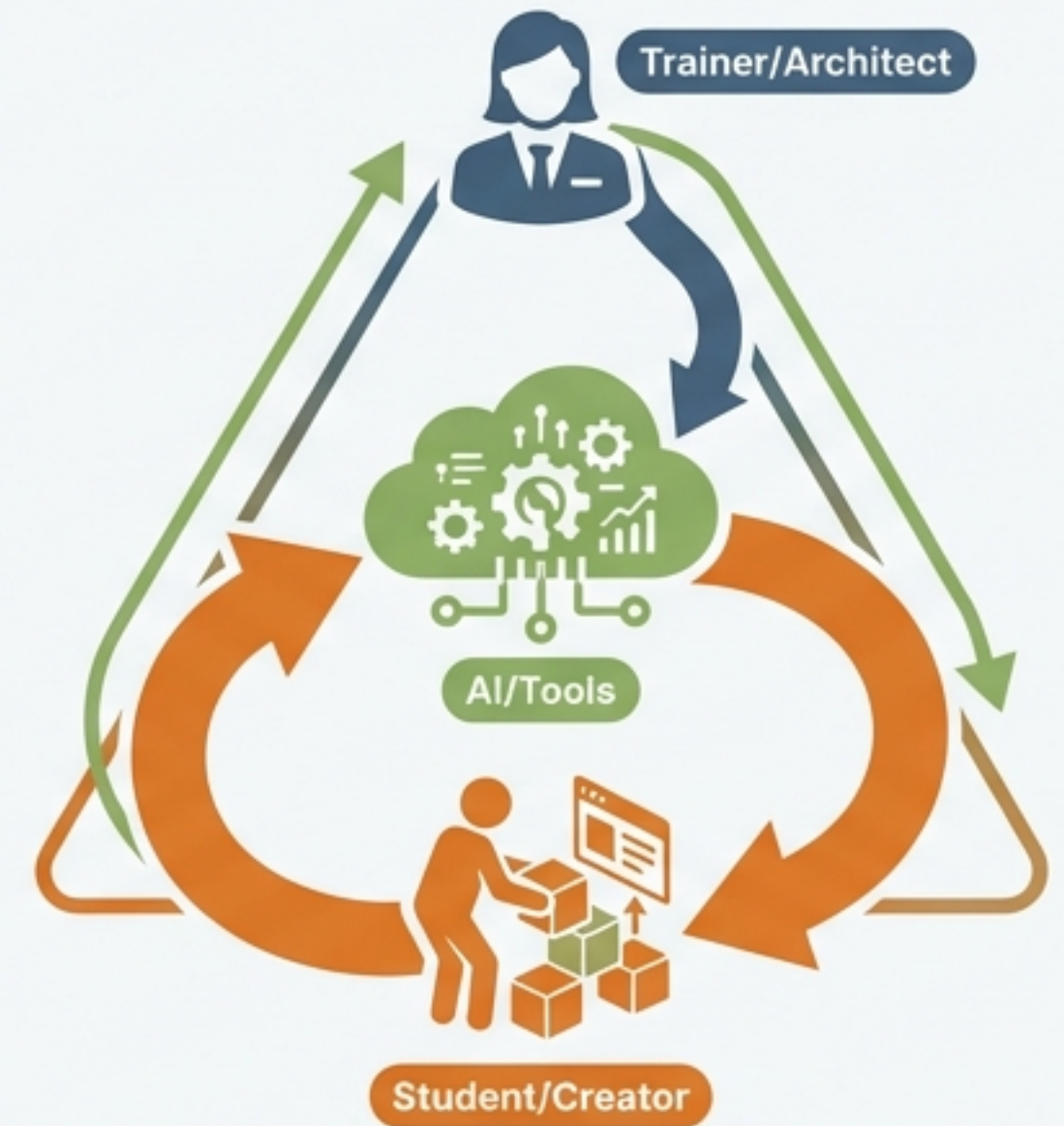
1. Theory: Master key adult education practices (self-directed learning, motivation, reflection).
2. Practice: Create dynamic, student-centered learning materials using modern AI tools.

The Old Way



Static Content Consumption

The EduDesign Way



Active Design & Co-Creation

The Digital Toolkit & Investment

Leveraging powerful, accessible tools to build dynamic learning paths.

NotebookLM & Gemini 3



Primary engines for source analysis and course structure.
(Free/Google)

Gamma



For creating visual presentation material.
(Free basic version)

ChatGPT



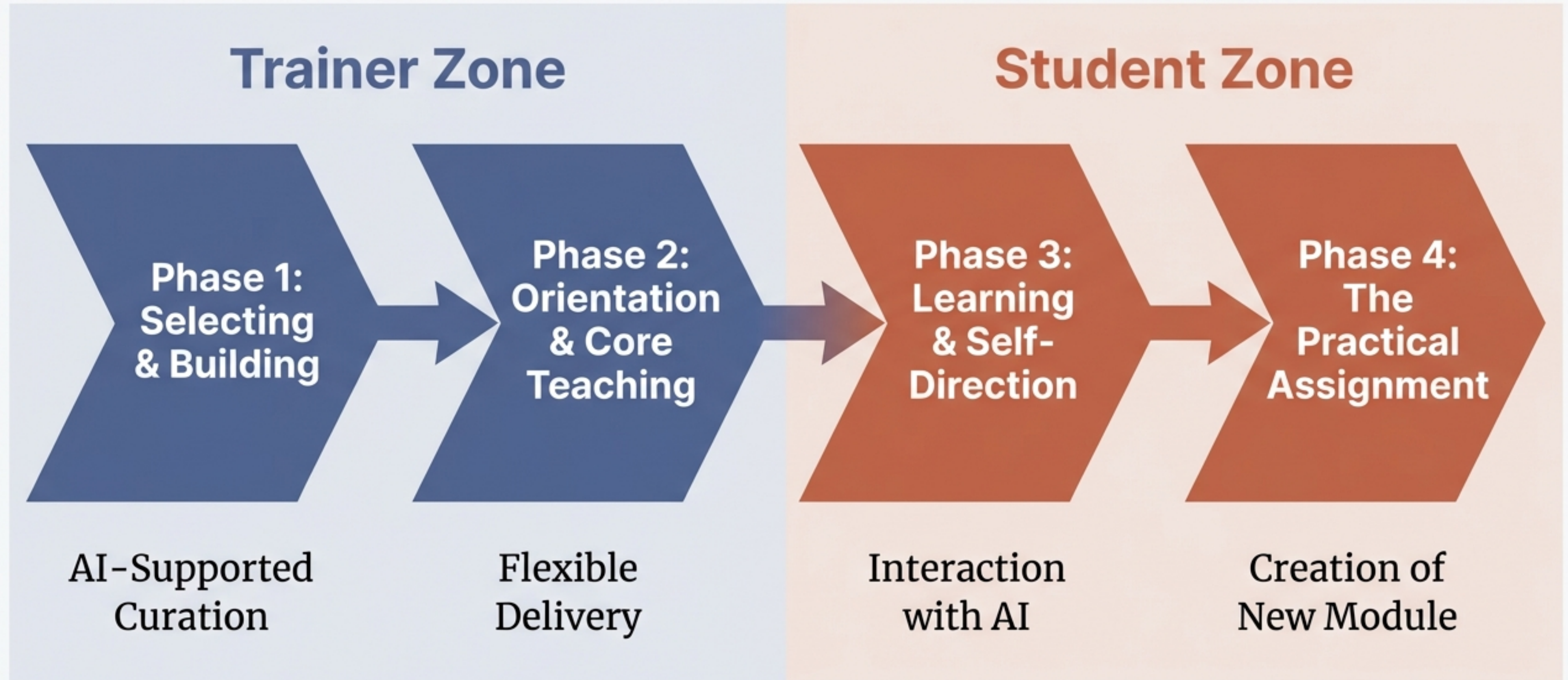
Supplementary text generation.
(Free tier available)

Source Material



Strict adherence to Open Access principles (Google Scholar, TED, YouTube). Reliable, downloadable sources (PDFs, transcripts).

The 4-Phase Implementation Cycle



Phase 1: Configuring the AI Foundation

Role: Trainer / Architect



Ideation

Use **Gemini 3** and **NotebookLM** to identify reliable, downloadable sources based on expertise.



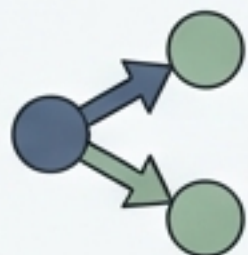
Selection & Upload

Curate high-quality PDFs, academic articles, book chapters, and podcast transcripts. Upload into a specific NotebookLM project.



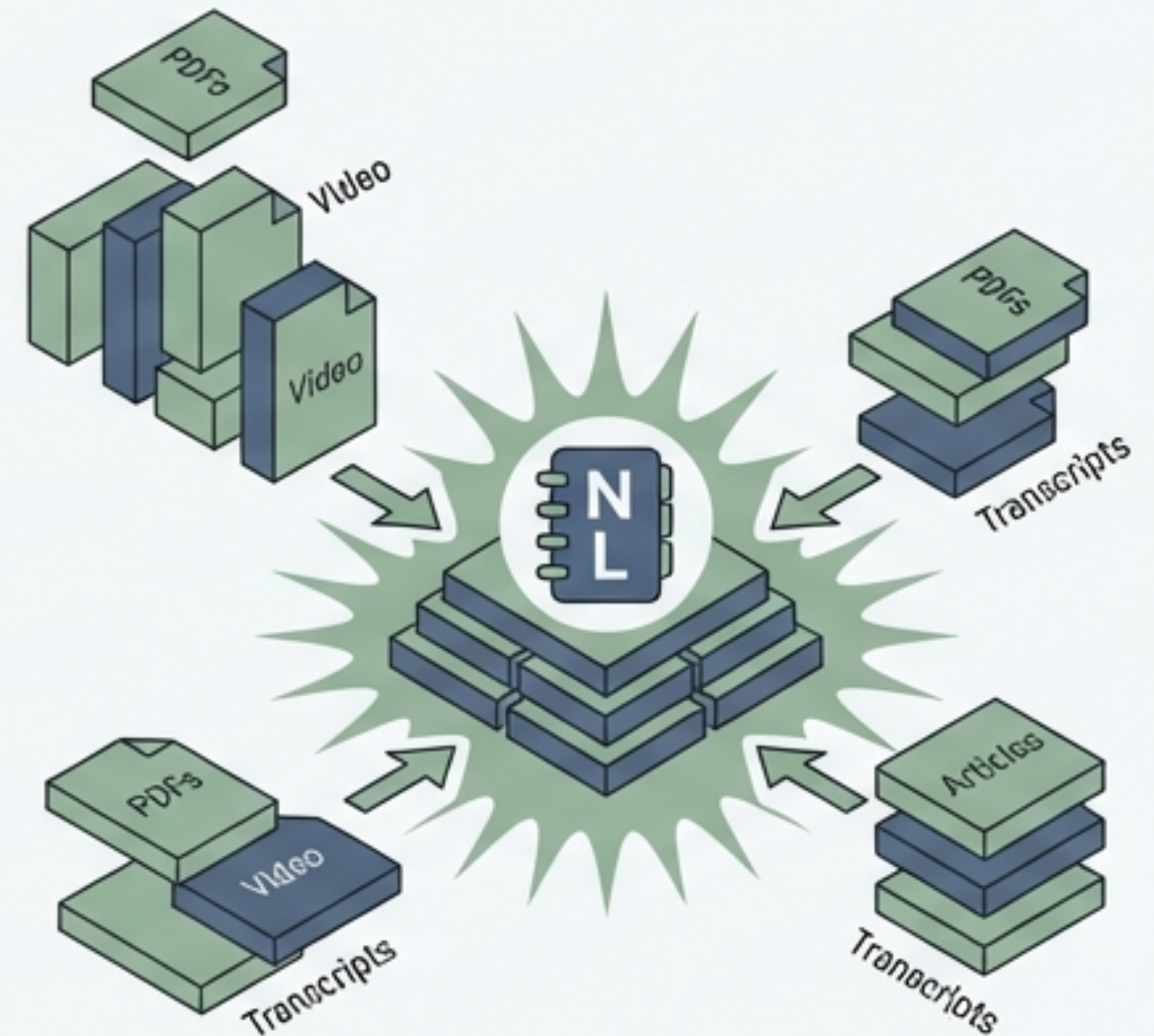
Structure

Build the **course framework** covering: Characteristics & key theories, Principles of implementation, Source lists, and Practical assignments.



Distribution

Generate and share the NotebookLM project link.

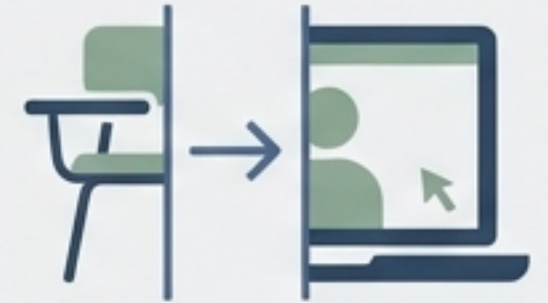


Phase 2: Hybrid Delivery and Orientation

Role: Trainer / Facilitator

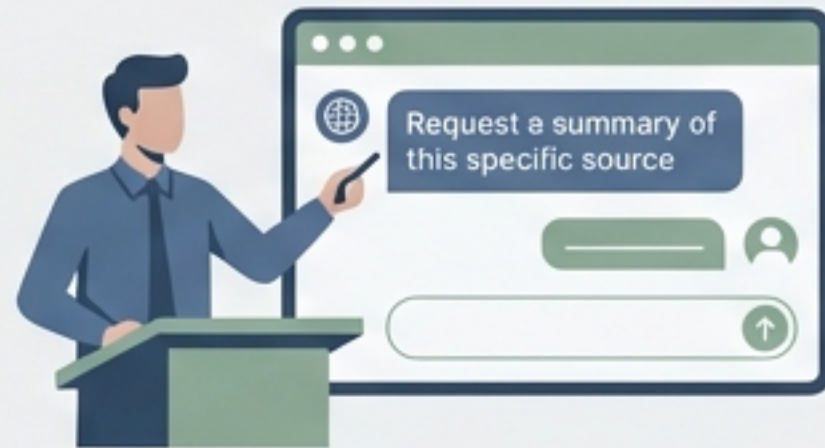
Format Flexibility

Works seamlessly for In-person, Online, or Hybrid settings.



Core Tasks

1. Modeling



Present the NotebookLM project. Demonstrate live AI use (e.g., 'Request a summary of this specific source').

2. Interactive Teaching

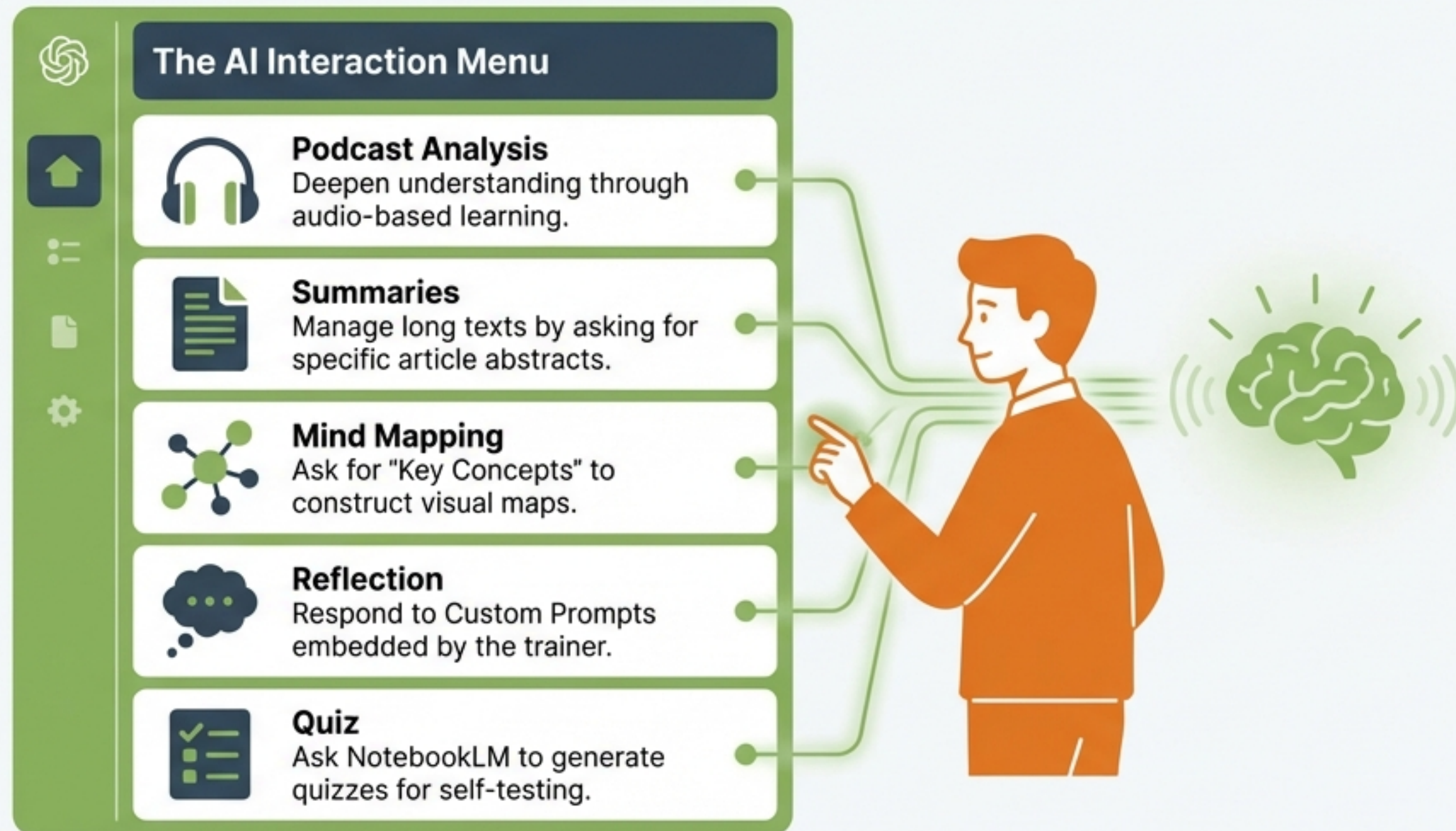


Move from lecturing to exploring. Use the AI to pull up key concepts on demand.

Goal: Familiarize students with the tool as a presentation engine while introducing adult education theories.

Phase 3: Self-Directed Exploration

Role: Student / Explorer



The Living Course

Student-Driven Source Enrichment

Trainer Integration

Evaluates and adds selected suggestions to the NotebookLM project.

Dynamic & Up-to-Date

System Propagation

Updates appear immediately for all participants.

Student Proposal

Proposes new sources (articles, podcasts) relevant to the topic.

Key Benefit: The maintenance is light, but the content remains dynamic, evolving with the cohort's interests.

Phase 4: The Practical Assignment

Role: Student / Creator

The Mission

The Assignment: Create a functioning study module using AI.

The Goal: To understand how information is structured and made interactive through AI tools.

Getting Started

1



Topic Selection

Choose a topic related to adult education, learning theory, or workplace development.

2



Objective Setting

Define 3-4 concrete learning objectives. (What should the learner be able to do/know after this module?)

Sourcing High-Quality Inputs

Constraint: All sources must be Open Access and reliable.



The Source Mix

Academic: At least 3 academic articles/PDFs.

Multimedia: At least 3 inspirational video or podcast transcripts.

Preparation Checklist

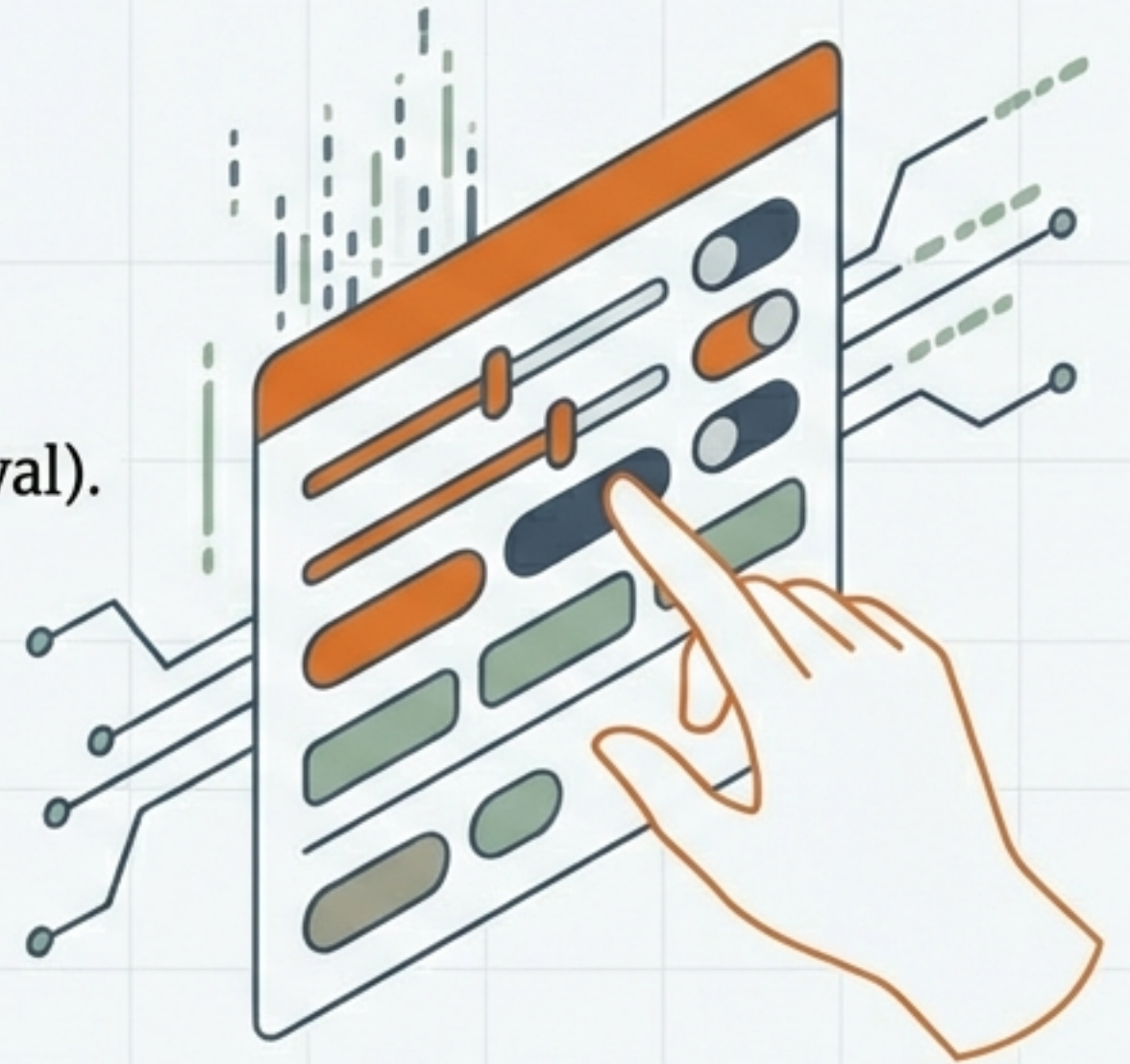
Convert materials to PDF, TXT, or Google Docs.

Ensure video/audio has text transcripts.

Engineering the AI Module

Construction Checklist

- 1 Upload**
Add all 6–8 selected documents to a new NotebookLM project.
- 2 Custom Prompts**
Create 3 analytical or reflective prompts. These must require comparison, application, or deeper thinking (not just fact retrieval).
- 3 Quiz Generation**
Ask NotebookLM to create a 10–question quiz; copy this into the Notes section.
- 4 Summary**
Generate a concise overview of the entire module.
- 5 Stress Test**
Ask the AI at least 5 questions to confirm it interprets the material correctly.



Publication & Reflection

Step 1: Sharing



Set NotebookLM to “Share → Anyone with the link” and copy the URL.

Step 2: The Reflection Paper



Length: 300–400 words.

Part A: Source Criticism. Why were these specific sources chosen? Defend the selection.

Part B: Learning Experience. What was learned about the process of source selection and using AI as a teaching tool?

Submission: Upload both the active link and the written reflection to the shared platform.

Assessment Criteria



1. Content Quality

Is the material diverse? Is there evidence of source criticism?



2. Interactivity

Do the Custom Prompts and Quiz force actual reflection and knowledge testing?



3. Process Understanding

Does the written reflection demonstrate mastery of the EduDesign model?



4. Technical Execution

Does the link work? Is the content navigation clear?

The EduDesign Impact

Seamless integration across in-person and digital boundaries.

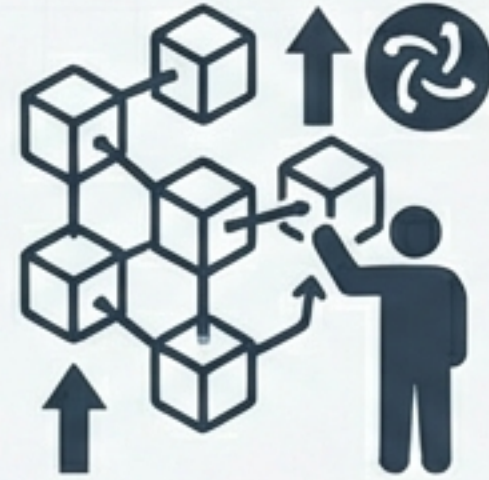
1



For the Student

A shift from passive consumption to active digital creation.

2



For the Trainer

A scalable, living curriculum that improves through collaboration.

3



For the Content

Static PDFs become interactive conversations.



Credits & Collaboration

Innovator:

Juhani Pörtfors, Adult Educator

Co-Collaborators:

Students

Gemini 3, NotebookLM, Gamma, and ChatGPT

Source Material:

Supported by open online source material.

