



Workshop on
AI-Powered
Teaching Tools for
SEA Educators

 **22 April 2025**

 **SEAMEO Hall, SEAMEO RECSAM, Penang**

Workshop Facilitators:

Dr. Tan Wee Ling
Science Specialist
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Organised by:
SEAMEO RECSAM, Penang, Malaysia
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INTRODUCTION

In the rapidly evolving digital age, Artificial Intelligence (AI) has emerged as a transformative force in education, offering innovative solutions to streamline teaching workflows, enhance student engagement and foster creative pedagogy. This workshop is designed to empower SEA teachers with practical AI tools that address common challenges in assessment design, content creation, interactive learning and research. By focusing on hands-on, classroom-ready applications, participants will learn to harness AI to save time, personalise learning and elevate their instructional practices in alignment with 21st century educational demands.

RATIONALE

The SEA region is prioritising digital integration in education to bridge gaps in accessibility, quality and innovation. However, many teachers lack exposure to AI tools that can simplify tasks like grading, lesson planning and resource creation. This workshop addresses critical needs:

1. **Efficiency:** Automate repetitive tasks (e.g., assessments, slide creation) to focus on pedagogy.
2. **Engagement Use AI** to design interactive activities (e.g., Kahoot quizzes) for diverse learners.
3. **Accessibility:** Convert multimedia resources (e.g., YouTube videos) into structured lesson materials.
4. **Research Support:** Accelerate academic writing and literature reviews with AI-assisted tools.

By equipping teachers with these skills, the workshop aligns with SEA's goals of fostering digital literacy, reducing educator burnout and creating student-centered learning environments.

DATE	VENUE
22 April 2025	SEAMEO Hall, SEAMEO RECSAM, Penang

TARGET PARTICIPANTS

This workshop is tailored for **SEA educators and stakeholders** committed to integrating technology into teaching and learning. Specifically, it is designed for:

1. **Primary / Secondary School Teachers:** Educators seeking to streamline lesson planning, automate assessments and create interactive learning materials.
2. **Curriculum Designers:** Professionals aiming to embed AI tools into syllabi and instructional frameworks.
3. **Education Policymakers:** Leaders interested in understanding AI's role in advancing national / regional digital education goals.
4. **Teacher Trainers:** Mentors who want to upskill educators in AI-driven pedagogy.
5. **EdTech Enthusiasts:** Teachers or administrators exploring innovative tools to enhance classroom engagement.

WHY PARTICIPANTS NEED TO JOIN THIS WORKSHOP

Participants should attend this workshop to:

1. Reduce Administrative Workload

- **Problem:** Teachers spend hours grading, creating materials and researching.
- **Solution:** Learn AI tools to automate assessments, generate slides from YouTube videos and draft research summaries, freeing time for direct student interaction.

2. Stay Ahead of Educational Trends

- **Problem:** Rapid technological advancements can leave educators feeling outdated.
- **Solution:** Gain hands-on experience with cutting-edge AI tools, ensuring classrooms remain relevant in a digital-first world.

3. Enhance Student Engagement

- **Problem:** Students increasingly expect interactive, multimedia-driven lessons.
- **Solution:** Use AI to convert passive content (e.g., YouTube videos) into dynamic PowerPoints or gamified Kahoot quizzes that cater to diverse learning styles.

4. Align with ASEAN's Digital Education Goals

- **Problem:** ASEAN nations prioritise digital literacy but lack localised training for teachers.
- **Solution:** Acquire regionally applicable strategies to implement AI in ways that address accessibility and equity challenges.

5. Foster Collaboration & Innovation

- **Problem:** Many educators work in silos, limiting exposure to new ideas.
- **Solution:** Network with ASEAN peers, share best practices and co-design AI-integrated lesson plans during collaborative activities.

6. Improve Research & Academic Output

- **Problem:** Writing research papers or sourcing credible materials is time-consuming.
- **Solution:** Master AI tools to accelerate literature reviews, draft content and manage citations ethically.

7. Navigate Ethical AI Use

- **Problem:** Misuse of AI tools risks plagiarism, bias, or over-reliance on automation.
- **Solution:** Learn to critically evaluate AI outputs for accuracy, fairness and pedagogical value.

LEARNING OUTCOMES

By the end of the workshop, participants will be able to:

1. Apply AI tools to automate and personalise assessments.
2. Convert YouTube content into structured PowerPoint presentations using AI.
3. Generate dynamic Kahoot quizzes for interactive classroom activities.
4. Utilise AI for efficient research, drafting, and citation management.
5. Critically evaluate AI tools for ethical and pedagogical suitability.

WORKSHOP TIMETABLE

22 April 2025 (Tuesday)	
0830 – 0900	Registration and Welcoming Remarks
0900 – 0930	Introduction to AI in Education
0930 – 1030	AI for Automated Assessments
1030 – 1100	Morning Tea and Group Photo
1100 – 1300	AI-Powered PowerPoints from YouTube
1300 – 1430	Lunch Break
1430 – 1530	Creating Games in Lesson with AI
1530 – 1600	AI for Research & Academic Writing
1600 – 1630	Collaborative Application & Q&A
1630	Afternoon Tea

Note: This programme schedule may be subjected to changes without prior notice

WORKSHOP FEE

Workshop fee is **RM 160.00** per person. The workshop fee covers the cost for workshop materials, workshop certificate and meals during the workshop for each participant. During the workshop, participants will be served morning tea, lunch and afternoon tea. Food served will be halal and for vegetarian requests, kindly inform our team during registration.

ACCOMMODATION AT INTERNATIONAL HOUSE

For accommodation at RECSAM International House, enquiries and bookings may be made via http://www.recsam.edu.my/sub_InternationalHouse/

CLOSING DATE OF REGISTRATION

Early registration is encouraged to avoid disappointment and will be on a first come basis. Closing date for registration is **15 April 2025**. Registration may be done by accessing the following link <https://forms.gle/KNvatCBPAYEMp3aQ8> or scanning the QR code:



PAYMENT INFORMATION

Pay to: SEAMEO RECSAM
Bank: Maybank Gelugor Branch, Penang
Account Number: 557 157 000 647

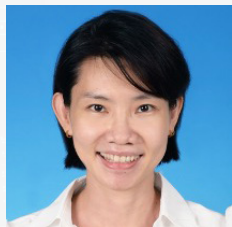
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WORKSHOP FACILITATORS



With 17 years of teaching experience in Science, Biology, and Mathematics, **Dr. Tan Wee Ling** has dedicated her career to advancing education through innovative approaches. Recognised as a Microsoft Innovative Educator Expert and Minecraft Ambassador, Dr. Tan has been at the forefront of leveraging game-based learning, particularly through Minecraft, to enhance teaching and learning experiences. She has extensive experience conducting workshops on game-based learning and gamification, empowering educators with practical strategies to integrate these methods effectively into their classrooms. A passionate researcher and prolific writer, Dr. Tan has published numerous articles exploring the pedagogical potential of game-based learning, further contributing to the global discourse on educational innovation. Her work continues to inspire educators worldwide to embrace technology and creativity in their teaching practices.



Sivaranjini Sinniah is a Science Education Specialist at the Training & Research Division, SEAMEO RECSAM. She holds a Bachelor's Degree in Biomedical Science from Management and Science University (MSU). She was later awarded a Master's Degree in Science Biotechnology by Universiti Teknologi Malaysia (UTM). Since then, she has worked as a lecturer for Pathology and Science subjects at several private educational institutions. Her current research interest is in the application of technology in education. She has collaborated with external experts in Statistical Thinking and the Internet of Things (IoT) to provide a series of webinars and workshops at SEAMEO RECSAM. Additionally, she has been actively involved in various workshops, conferences, congresses, and webinars organised by SEAMEO RECSAM. She is now exploring the Next Generation Science Standards and Artificial Intelligence Literacy.



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