

AlX – day one – 27.05.2021	Introduction	8:45 9:00	Onboarding (before the workshop starts) Welcoming
	Icebreaking	9:10 9:55	Inspiration by artists Future Timeline I
		10:35	Break
	Scenario		Workshop goals
		11:10	STEAM context
	Personalisation	11:25	Future Timeline II
	Input and inspiration	11:50	Inspiration by scientists
		12:30	Lunch break
	Tools	13:30	Introduction to tools
	Experimenting 1	13:50	<i>Time to explore!</i> Experimenting phase I
		flex	Break
	Closure	16:00	Closing of the workshop day

		9:00	Warm-up and greeting
AIX - day two - 28.05.2021	Experimenting 2	9:10	<i>Time to create!</i> Experimenting phase II
	Production	12:00	Time to prototype!
		13:00	Lunch break
	Final panel	14:00	Time to show! Final presentations
		14:40	Panel discussion
		15:30	Reflection on methods and methodology
	Wrap up	16:10	Closing of the workshop









