



# REPORT

## **PREPARED BY:**

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## **1. Overview of Activities within the Project**

As part of the European Inventors Network initiative, I organized and implemented a two-part educational and inspirational programme aimed at promoting creativity, innovation, and interest in STEM and intellectual property among high school students.

The activities were carried out in collaboration with the Second English Language School in Sofia and took place on two different dates:

### **Part I: Interactive Event at the Second English Language School “Thomas Jefferson” (March 24, 2025)**

The first event took place at the school and brought together students, teachers, and special guests for a dynamic session focused on creativity, inventions, and the value of intellectual property as tools for personal and societal development.

A key component of the event was also the interactive presentation I delivered using AI-generated avatars. The avatars served as virtual co-presenters and guided the audience through the various forms of intellectual property, creative thinking, and examples of modern innovations. This innovative format captured students' attention and demonstrated how artificial intelligence can be used as a tool for education and communication. It was the first time such a method was used in this school environment, and it was met with great enthusiasm by both students and teachers.

A special highlight of the event was the participation of Mr. Mihail Kanchev, one of Bulgaria's most beloved and respected television hosts, widely recognized for his role in the Bulgarian edition of Who Wants to Be a Millionaire? („Стани богат“). Mr. Kanchev is also recipient of the 2025 IKAR Award, the country's most prestigious recognition in the field of attraction and performing arts. He enthusiastically supported the cause of inspiring young people and led an engaging quiz game with the students, exploring themes such as inventions, creative industries, and the different types of intellectual property.

Under the motto:

*„Creativity finds paths where others see walls!“*

he introduced students to the world of innovation in an entertaining and accessible way. The quiz format, rich with success stories and thought-provoking questions, allowed students to engage actively with the material and explore creativity beyond the classroom. Symbolic vouchers with inspiring messages were given to the winners of the games, and each student received a copy of the book "The 50 Bulgarian Discoveries and Inventions That Changed the World."

Inspiring messages:

- ✓ Creativity finds paths where others see walls!
- ✓ Knowledge is the canvas, creativity — the colors, and innovation — the masterpiece!
- ✓ In the future, those who know, create, and inspire will succeed!
- ✓ Creativity turns knowledge into a masterpiece the world has never seen before!
- ✓ When knowledge meets creativity, innovation is born!
- ✓ Knowledge leads you, creativity sets you apart — create without limits!
- ✓ The creative industries are changing the world — it's time to leave your mark!
- ✓ Your ideas today are the innovations of tomorrow!
- ✓ Creativity is the code of the future — program it your own way!
- ✓ Innovators don't wait for the future — they create it!
- ✓ Creativity is the spark that lights the future. Dream, create, and boldly challenge the limits!



Teachers from the school were also present and participated in the event, helping to reinforce the educational value and further the dialogue on how creativity and innovation can be integrated into daily learning.

## **Part II: Visit to the Laboratories of the Technical University of Sofia (March 26, 2025)**

The second part of the programme took place at the Technical University of Sofia, where a group of 43 students visited two high-tech laboratories:

- The Robotics Laboratory
- The Artificial Intelligence Laboratory

Both laboratories are part of the Center of Mechatronics and Clean Technologies, one of the university's flagship research centers. The visit was conducted under the guidance of faculty members, including Assoc. Prof. Dr. Vladislav Slavov (Head of Student's Innovation Hub at the Technical University of Sofia)", Assoc. Prof. Dr. Vladimir Hristov (Head of Department of "Automation of Electric Drives" и Assoc. Prof. Dr. Radoslav Milchev (Deputy Dean of Faculty of Industrial Technology) and young researchers at the university who played a key role in welcoming the students and facilitating their engagement.

The visit was much more than a simple tour – students were actively involved in demonstrations and had the unique opportunity to interact with and operate real robotic systems. These hands-on activities provided a rare and thrilling glimpse into real-world research and cutting-edge technologies in action.

The faculty members generously shared their time, knowledge, and passion for their work, making the experience not only educational but truly inspiring.

## **2. Supporting Materials Provided**

To support and document the impact of the initiative, the following materials are submitted along with this report:

- Photographs from both activities:
  - From the school event, including moments with Mr. Kanchev

- From the university laboratories, showcasing the student interactions with robotics and AI equipment
- Official letter of appreciation from Ms. Veselina Ivanova, Director of the Second English Language School “Thomas Jefferson”, commending the collaboration and the high quality of the initiative
- Link to a news article published on the school’s official website about the events: <https://2els.com/%E2%80%9Cinnovation-and-entrepreneurship-using-robotics-renewable-energy-ai-and-engineering-solve-real-world>
- Summary of student feedback based on a survey conducted after the visit, reflecting positive impressions and increased interest in science, innovation, and creativity
- Short video capturing highlights from both the school event and the lab visit
- A shortened version of the video presentation with AI avatars by Dr. Krushkova - <https://share.synthesia.io/a4e853bb-8e14-4531-9d11-679f83adb34d>
- Symbolic quiz vouchers with inspiring messages for the winners in the games (.zip file attached)

### 3. Outcomes and Reflections

The initiative had a strong positive impact on all participants. It provided students with a multidimensional perspective on science, technology, and creativity, by blending academic insight, practical engagement, and cultural inspiration.

- According to the survey results:

#### *Overall Satisfaction with the Training*

- more than 85% of participating students reported an increased interest in pursuing further education or careers in science, technology, or innovation.
- 100% of participating students reported that the information presented during the training was “**Extremely useful**” (0% answered “Useful”, 0% answered “Rather useless”, 0% answered “Completely useless”)
- 100% of participating students rated the topic of the training as “**Interesting and relevant**” (0% answered “Useful”, 0% answered “Rather useless”, 0% answered “Completely useless”)

- 95% of participating students answered the question “Do you feel that you learned something new and useful?” with “**Yes, definitely new and useful**” (5% answered “Partially”, 0% answered “No”, 0% answered “Not sure”)

#### *Regarding the Presentation Format*

- 100% of participating students rated the presentation “**Easy to follow and understandable**” (0% answered “Somewhat understandable”, 0% answered “Difficult to follow”, 0% answered “Inappropriate for the topic”)

- 90% of participating students answered the question “How interesting was it to watch a video presentation created with an avatar based on AI?” with “**Very interesting**” (10% answered “Somewhat interesting”, 0% answered “Not particularly interesting”, 0% answered “Not interesting at all”)

- 90% of participating students answered the question “Do you think that using avatars makes the learning process” with “More engaging and easier to understand” (10% answered “Makes no difference in effectiveness”, 0% answered “More confusing”, 0% answered “Not sure”)

- All students shared that this was their first experience inside a university laboratory and were excited by the opportunity to control robotic systems themselves.

- The format of the school event, supported by a widely known and respected public figure like Mr. Kanchev, gave intellectual property and innovation a fresh, engaging, and relatable appeal.

- The use of AI-generated avatars in the presentation was well-received, showcasing how emerging technologies can support education and stimulate creative thinking.

- The motto “*Creativity finds paths where others see walls!*” resonated strongly with the students and sparked valuable discussions on the role of imagination, perseverance, and knowledge in shaping the future.

This two-part programme stands as a successful example of how meaningful collaboration between schools, universities, and public figures can create memorable learning experiences and inspire the next generation of inventors and thinkers.

Sofia, 28/03/2025



Pictures of the event





























































