

Horizon Europe Looking for Collaboration

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Horizon Europe Topic

HORIZON-CL2-2025-01-TRANSFO-07: Impact of the learning environment and the use of digital tools in everyday life on key skills and competence development

Position in the project

Partner

Dr. Hagit Meishar-Tal

My contribution to the project according to the project needs

As a senior researcher in instructional technologies and digital learning environments, I can contribute in the following ways:

- **Research Design and Methodology Leadership:** I bring strong expertise in quantitative (e.g., survey-based research, statistical analysis) and qualitative (e.g., content analysis, interviews) methodologies. I have led research using quasi-experimental designs, especially in evaluating the impact of digital learning environments and interventions in real-life educational settings.
- **Development and Evaluation of Digital Learning Interventions:** I have led and co-developed initiatives involving student-created games, digital assessments, and mobile-enhanced learning environments. These experiences align well with the project's goal of identifying effective digital tools and environments promoting academic performance and emotional well-being.
- **Focus on Generative AI and Chatbot Environments:** I research ChatGPT's influence on students' self-efficacy and learning behaviors. I also explore the pedagogical and ethical implications of AI-driven chatbots in learning and training contexts.

- **Learners', teachers', and parents' Perspectives:** I have supervised and led numerous research projects that foreground student and parent perspectives on digital learning, including smartphone use, game-based learning, and social media. My publications offer conceptual and empirical insights into how emerging digital practices affect students, teachers and parents.

My relevant expertise to the topic

My academic profile closely matches the thematic focus of this call. Key areas of relevance include:

- **Extensive Experience in exploring digital learning environments:** My work explores the cognitive, emotional, and social implications of digital learning environments, such as game-based environments, online collaborative environments, mobile environments and Generative AI environments. My publications in high-impact journals (e.g., *Computers & Education*, *Interactive Learning Environments*, *TechTrends*, *Educational Philosophy and Theory*) demonstrate my sustained engagement with these issues.
- **Responsible use of educational technologies and Wellbeing:** I examine how digital tools, including digital games, surveillance technologies and online learning environments, impact students' cognitive, emotional, and social experience. I also explore responsible and ethical aspects of using educational technologies, and develop conceptual frameworks (e.g., on overreliance on AI) for supporting teachers and students in navigating digital learning ethically and responsibly.
- **International and Interdisciplinary Collaboration:** I have participated in international conferences, guest-edited interdisciplinary volumes, and worked with scholars from communication, education, and philosophy, positioning me to support the Horizon project's interdisciplinary and transnational collaboration goals.

Adv. Orna Kopolovich

My contribution to the project according to the project needs

As a senior researcher in Industrial Engineering and Technology Management and instructional technologies, I can contribute in the following ways:

- **Multidisciplinary perspective and practical experience,** grounded in research, with hands-on expertise in conflict management and negotiation that integrates aspects of technology, culture, law, and gender. Over the years, I have advised and supported global companies and social organizations in navigating complex conflicts and achieving effective, empowering agreements that lead to sustainable, long-term partnerships.
- **Development and Evaluation of Digital Tools for Learning Conflict Resolution and Negotiation:** I have led the development and evaluation of innovative digital interventions, including AI-based negotiation training tools, gamified

conflict resolution simulations, and mobile platforms for experiential learning. A key initiative is a national MOOC on negotiation management, which integrates interactive simulations, real-world case studies, and AI-driven personal coaching tools. This course was awarded a competitive grant from Israel's Council for Higher Education for excellence in digital learning. These initiatives are strongly aligned with the project's objectives of enhancing learners' academic performance and emotional well-being through the responsible use of digital technologies and virtual learning environments.

- **Expertise and experience in developing AI-based tools** for learning, skills training, and the enhancement of personal and professional capabilities. Led complex research and development projects in my field of expertise, including technological, managerial, and legal knowledge and competencies.
- **Bridging academic research and practical implementation**, as well as fostering collaboration between academia and industry, including joint work with MIT's Digital Economy Initiative on pioneering research in AI-mediated negotiation—positioning me to contribute effectively to the advancement of innovative, inclusive, and evidence-based digital learning strategies, in line with European policy goals in education and social inclusion.

My relevant expertise to the topic

My academic and professional background directly addresses multiple aspects of this Horizon Europe call. Key areas of relevance include:

- **Multidisciplinary research and teaching in negotiation and conflict management** in technological, global, and multicultural environments—merging insights from law, sociology, management, and instructional technologies.
- **Development of innovative digital learning tools**, including *SimLab*, a GenAI-based negotiation simulator using interactive 3D scenarios to foster transversal skills such as emotional intelligence, critical thinking, and decision-making under uncertainty.
- **Design and delivery of award-winning MOOCs** on negotiation for lifelong learners and professionals, integrating Edutainment pedagogy and scenario-based learning to enhance digital engagement and competence development.
- **Leadership in bridging academia and industry**, through international collaborations, government consulting, and the implementation of research-backed tools in high-tech, defense, and education sectors.
- **Active engagement in European innovation and gender equity initiatives**, including representing Israel in the EU Commission's working group on

Innovation, Gender, and Digitalization.

- **Leading STEM leadership programs for women** and initiatives promoting inclusive innovation in academia and industry, aligning with the call's emphasis on socially equitable and sustainable competence development.

3. Dr. Gilad Shamir

My contribution to the project, according to the project needs

As a computer science education expert with experience in AI development and implementation, I can contribute in the following ways:

- **AI Development and Technical Implementation:** I will lead the technical development of AI-based avatars, drawing on my background in software engineering and system analysis. My experience in both industry and educational technology positions me to design robust, age-appropriate AI systems that meet pedagogical goals while adhering to technical best practices.
- **Educational Technology Integration:** Having developed ministry-approved educational content and learning materials, I can ensure the EDU-AVATAR platform aligns with curriculum standards and educational objectives. My experience implementing specialized technology and AI educational programs directly in classrooms provides practical insights into effective deployment.
- **School Network Coordination:** Through my extensive work with educational boards and government ministries, I can coordinate the network of schools participating in pilot implementations. My connections in the education system will facilitate participant recruitment and stakeholder engagement and provide critical insights into school dynamics and constraints.

My relevant expertise on the topic

My academic and professional background directly addresses multiple aspects of this Horizon Europe call:

- **Pioneering Work in AI Education:** My research on neural network construction practices and machine learning education in elementary schools positions me at the forefront of AI literacy development. Published in journals such as International Journal of Child-Computer Interaction and KI-Künstliche Intelligenz, my work explores how children

understand and interact with AI systems, providing critical insights for the development of the EDU-AVATAR platform.

- **Educational Technology Policy Experience:** As a member of multiple national committees on artificial intelligence strategy in education, I bring policy-level insights into responsible AI implementation in schools. My involvement with the Ministry of Education's research committees on AI policy and digital assessment ensures alignment with emerging educational standards and governance frameworks.
- **Computational Thinking and Technology Integration:** My publications on computational thinking in remote learning settings and elementary science education provide theoretical and practical foundations for integrating complex technological concepts into everyday learning. This expertise will support the development of conflict resolution simulations that simultaneously build digital literacy and social-emotional skills.
- **Industry-Education Bridge:** With extensive experience as a senior software engineer in the high-tech industry (Applied Materials, Amdocs) and as founder of an educational technology consultancy, I bring practical knowledge of technology development processes and their application in educational contexts. This dual perspective enables me to guide the technical development of the EDU-AVATAR system with both innovation and implementation feasibility in mind.