





Byeungji







Khafiza













Giza







EACH



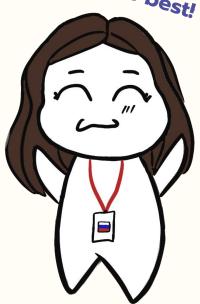




## INTRODUCTION

Our project is called **«ITeach»** and its main goal is to show the society, especially children and youth, that IT and technology are not for the elite, not only for mathematicians and technologists, IT occupies a very important place in the modern world and it's actually very close to art and creativity!











# **BLOGGING**

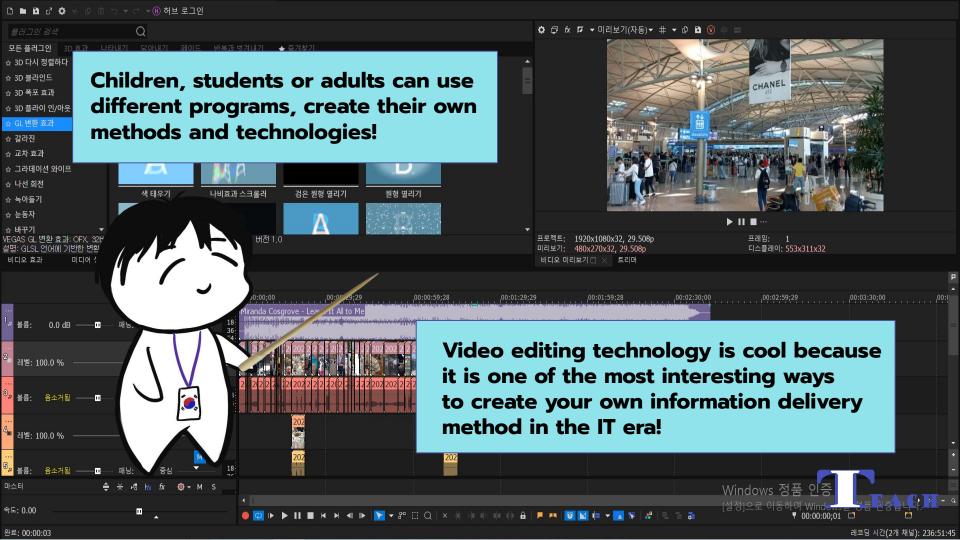


IT can be funny and



One of the creative ways to introduce IT is to take **YouTube** as an example. To summarize the definition of IT, it means "the technology of exchanging information". The biggest advantage of YouTube is that we can create our own concepts and our own information delivery method through various technologies such as filming and editing.



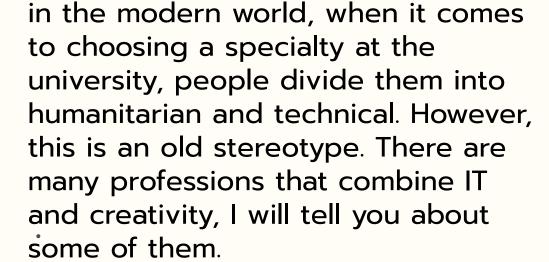




## .HUMANITARIAN IT **PROFESSIONS**



















**Designer** 

There are many professions with the help of which you will study IT and realize your creative potential at the same time!







#### **GAME DEVELOPMENT**





Nowadays video-games have become a burning topic for discussions.

Nevertheless, despite of accusations against video-games concerning their excessive violence and effect it has on children's minds, video-games as a big part of IT industry have a strong link to creativity.













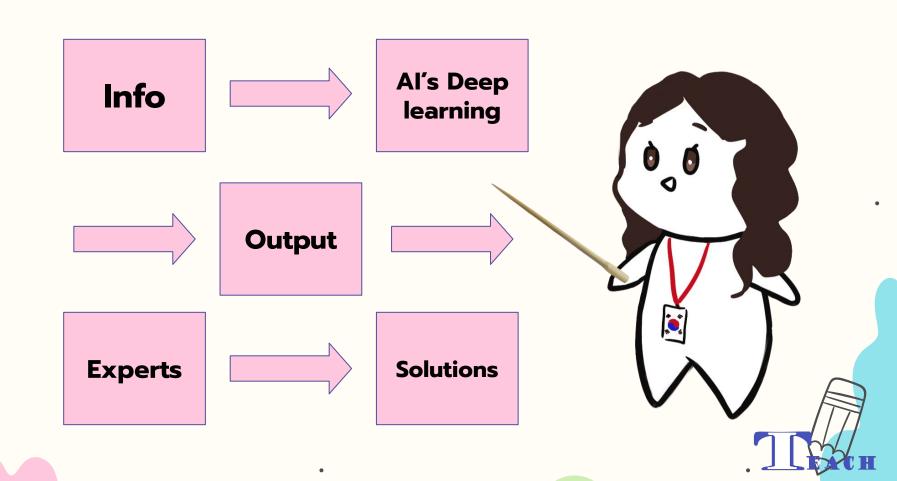
### DEEP LEARNING

Al can be used



Today it is important for youngsters to grow up healthy enough physically, but it is also important to have a healthy mind. Unfortunately, not every young student has a counselor at school, so I would like to suggest a way to grasp the psychological state of students using artificial intelligence.







## **OTHER IDEAS**

Our Uzbek colleagues advised us to promote our project on YouTube in the and other social medias. With their help, we also learned about a wonderful international project - Technovation Girls Uzbekistan, which provides young girls with a chance to try themselves at developing apps and other creative areas of IT.













In our project, we combined knowledges about IT of youth representatives of 3 peoples of the world. We are very grateful for this opportunity and an unforgettable experience!











Byeungji



**lvan** 

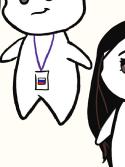


















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