

TRAINING PROGRAM

Application of AI in Teaching Across Disciplines

July 27-29, 2026

Castle Peak Hotel, Cebu City, Philippines

Speaker: Dr. Genaro V. Japos

Founder, Asean Research Organization

Objectives of the Training Workshop:

1. The workshop seeks to deepen faculty expertise in designing and critically evaluating AI-mediated instructional architectures that respond to complex, discipline-specific problems of practice;
2. It aims to advance participants' capacity to construct rigorous, data-informed assessment and diagnostic systems through the strategic application of generative AI, ensuring alignment with scholarly standards of Outcome-Based Education; and
3. The program intends to strengthen faculty leadership in formulating ethically grounded, policy-integrated frameworks for AI adoption, enabling the development of coherent, institutionally responsive syllabi and learning environments.

DAY 1

July 27, 2026

Foundational Frameworks & Intelligent Assessments

8:30am – 9:00am

Registration
Distribution of Training Kit

9:01am – 9:10am

Invocation & National Anthem
Introduction of the Resource Speaker

9:11am – 12:00nn

Module I: The AI-Driven Classroom Paradigm

Focus: Understanding the current landscape of Generative AI in academia.

Key Topics: Mapping AI capabilities to Bloom's Taxonomy; shifting from "memorization" to "evaluation and synthesis"; addressing critical issues of data privacy, ethical use, and bias.

Module II: Precision Prompt Engineering for Diverse Disciplines

Focus: Moving beyond basic searches to expert-level prompt design.

Key Topics: Role-Based Prompting; Chain-of-Thought frameworks.

Context: Faculty break into discipline clusters to generate custom outputs:

Business/Social Sciences: Generating localized case studies and market simulations.
STEM: Creating datasets, troubleshooting code, and visualizing complex formulas.
Humanities: Designing comparative text analyses and historical role-play scenarios.

12:01nn – 1:30pm

LUNCH BREAK

1:31pm – 4:00pm

Module III: Streamlining Assessments & Automated Workflows

Focus: Reducing administrative burnout and building robust evaluation tools.

Key Topics: Using AI to construct multi-dimensional grading rubrics; generating diagnostic pre-tests, formative quizzes, and authentic performance-based tasks.

4:01pm – 4:30pm

Hands-on Lab: Building the Digital Evaluator

Output: Designs and validates one complete assessment rubric and one diagnostic tool customized for an upcoming syllabus topic using AI.

4:31pm – 5:00pm

Q and A/Open Forum

DAY 2

July 28, 2026

Active Learning, Policy, and Institutional Integration

9:00am – 9:05am

Invocation

9:06am – 12:00nn

Module IV: Designing AI-Augmented Co-Creativity

Focus: Engaging students directly with AI as a collaborative learning partner.

Key Topics: Designing "AI-in-the-Loop" activities; teaching students critical verification (fact-checking AI hallucinations); moving from traditional essays to interactive problem-solving, debates, and prototyping.

12:01nn – 1:30pm

LUNCH BREAK

1:31pm – 3:30pm

Session V: Establishing Classroom Policies & Integrity Guardrails

Focus: Managing the gray areas of academic honesty without resorting to ineffective detection software.

Key Topics: Crafting transparent syllabus disclosure policies (e.g., using the "Traffic Light" system for AI allowances); designing AI-resistant assessments (oral defenses, process-focused portfolios, reflective journaling).

3:31pm – 4:30pm

Hands-on Lab: The Syllabus Redesign Studio

Output: Participants select one existing course syllabus and actively integrate: 1. A clear, explicit AI usage policy statement. 2. At least two AI-augmented active learning activities. 3. A modified final assessment that evaluates the learning process rather than just the final text product.

Focus: Cross-pollination of ideas. Representative faculty from different colleges present their redesigned learning activities for cross-disciplinary feedback.

4:31pm – 5:00pm

Q and A/ Awarding of Certificates

DAY 3

July 29, 2026

Departure of Participants