D3.1 · CONFERENCE PROGRAMMES AND AGENDA: LUXEMBOURG

Building Trust in the Age of AI

Deepfake Verification, Ethical Practice and Responsible Creative Work

- **National Creative Trust Conference**

WHEN

Monday, 16 November 2026 · 11:00–12:30 (CET)

WHERE

1535° Creative Hub, Differdange

115, rue Émile Mark, L-4620 Differdange, Luxembourg · exact meeting room to be confirmed

FEEDBACK SURVEY

Co-funded by the European Union

DeepTech for Creative Trust

Pr. Nr: 2025-2-LU01-KA210-VET-000371932

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.

DOCUMENT INFORMATION

Document details

DOCUMENT NAME	**Conference Programmes and Agenda: Luxembourg, Activity 3: Creative Trust Conferences and Stakeholder Validation**
REVISION TYPE	Final
REVISION DATE	June 2026
AUTHORS	XU Exponential University of Applied Sciences (Germany), Luxembourg Creative Lab (Luxembourg), Budakov Films (Bulgaria)

Declaration on copyright

This document is protected through the Creative Commons Attribution-Non-Commercial-Share-Alike 4.0 International License. You are free to:

- **Share** — copy and redistribute the material in any medium or format
- **Adapt** — remix, transform, and build upon the material under the following terms:
- **Attribution** — you must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.
- **Non-commercial** — You may not use the material for commercial purposes.
- **Share Alike** — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original.

NOTICE

Any unauthorized use or reproduction of the contents of this training module will be considered a violation of copyright law and subject to legal action.

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.

ACTIVITY 3 · NATIONAL DISSEMINATION AND VALIDATION

Event at a glance

DATE AND TIME	Monday, 16 November 2026 | 11:00–12:30 (CET) | 90 minutes, including 15 minutes for Q&A
TECHNICAL PREPARATION	10:30–11:00 | arrival, set-up and projection test, as discussed with the local host
VENUE	1535° Creative Hub, Differdange | exact meeting room to be confirmed with Marcel Dostert
VENUE ADDRESS	115, rue Émile Mark, L-4620 Differdange, Luxembourg
ORGANISER	Luxembourg Creative Lab (LCL) | Activity 3 lead partner
PRESENTERS	Tsvetomir Vasilev and Kristina Chavdarova | Luxembourg Creative Lab (LCL)
PROJECT	DeepTech for Creative Trust: Countering Deepfakes and Enabling Ethical AI in the Audio-Visual Industry
PROJECT REFERENCE	2025-2-LU01-KA210-VET-000371932
FORMAT / AUDIENCE	Creative-industry professionals, VET/HEI educators and trainers, and other stakeholders | target of at least 20 documented external participants
WORKING LANGUAGE	English

Conference purpose

This event is Luxembourg's dissemination and stakeholder-validation contribution under Activity 3. It introduces educational outputs developed through Activities 1 and 2 and seeks actionable feedback on their clarity, practical value, accessibility and potential for transfer to other teaching and professional contexts.

THE CENTRAL QUESTION

How can creative professionals, educators and organisations recognise manipulated content, use AI responsibly and maintain audience confidence in digital media?

Three specific conference objectives

01 Demonstrate accessible methods for recognising and verifying deepfakes and other manipulated media in education, audiovisual production and communication (PROJECT OBJECTIVE 1)

02 Show how AI ethics, privacy, copyright, informed consent and transparency can be embedded into creative and educational practices (PROJECT OBJECTIVE 2)

03 Collect structured stakeholder feedback on the six-module training programme, course syllabi and explanatory videos to inform their final validation (PROJECT OBJECTIVE 3)

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.

How the day works

1	2	3	4	5
Accessible project presentation	Demonstrations for creative-sector professionals	Short structured validation exercise	15 minutes of audience questions	Common stakeholder questionnaire

The common stakeholder questionnaire is the same one used in all three partner countries.

CONFERENCE PROGRAMME · 11:00–12:30

Agenda at a glance

All times are local to Differdange (Central European Time, CET). The Q&A is reserved exclusively for 12:10–12:25 (15 minutes). Technical preparation at 10:30–11:00 is outside the 90-minute programme.

TIME	SESSION · FACILITATION	PURPOSE / FORMAT
10:30–11:00	**Technical set-up (before event)** Tsvetomir Vasilev / Kristina Chavdarova · LCL	Installation, projection and QR-code checks.
11:00–11:05	**Welcome and framing** Tsvetomir Vasilev · LCL	Introduce the Erasmus+ context, Activity 3 aims and participation arrangements.
11:05–11:20	**Topic 1 · DeepTech: challenges and resources** Tsvetomir Vasilev · LCL	15-minute project introduction; overview of its educational outputs.
11:20–11:35	**Topic 2 · Making sense of deepfakes** Kristina Chavdarova · LCL	Practical walkthrough of how to verify suspicious digital media.
11:35–11:50	**Topic 3 · Ethical AI and transparency** Tsvetomir Vasilev · LCL	Consent, copyright, privacy, disclosure and human oversight.
11:50–12:00	**Topic 4 · Skills for education and work** Kristina Chavdarova · LCL	Applying the resources in VET and creative-industry workflows.
12:00–12:10	**Topic 5 · Rapid stakeholder validation** Kristina Chavdarova · LCL	Guided resource review and short audience feedback exercise.
12:10–12:25	**Audience Q&A · 15 minutes** Both LCL presenters	Questions and practical discussion about the presented resources.
12:25–12:30	**Questionnaire and closing** Kristina Chavdarova · LCL	Survey QR code, voluntary attendance sheet and next steps.

WHO YOU WILL HEAR FROM

Speakers and responsibilities

NAME	ROLE	SESSIONS
Tsvetomir Vasilev	Presenter, Luxembourg Creative Lab (LCL)	WELCOME · TOPICS 1 & 3 · Q&A
Kristina Chavdarova	Presenter, Luxembourg Creative Lab (LCL)	TOPICS 2, 4 & 5 · Q&A · CLOSING

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.

NAME	ROLE	SESSIONS
Marcel Dostert	Local logistical contact, 1535° Creative Hub	LOGISTICS · NO SPEAKING ROLE ASSUMED

Tsvetomir Vasilev and Kristina Chavdarova, both representing Luxembourg Creative Lab (LCL), share the programme. Tsvetomir introduces DeepTech and addresses ethical AI; Kristina leads the verification walkthrough, resource applications and stakeholder validation. Both facilitate the Q&A. LCL organises the conference and coordinates Activity 3 feedback analysis. Marcel Dostert is the local logistical contact; a speaking role is not assumed.

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.

CONTENT · TOPICS 1–2

Project introduction and practical demonstration

01 DeepTech: From Digital Risks to Practical Learning Resources

11:05–11:20 · Tsvetomir Vasilev, Luxembourg Creative Lab

PURPOSE

Introduce the project, its target audiences and the way Activities 1–3 turn identified skills gaps into tested teaching resources.

SUGGESTED CONTENT

- Generative AI and deepfake risks
- Why authenticity matters to creators, educators and organisations
- The five targeted competences: deepfake literacy, pedagogical prompting, data protection, IP/copyright and curriculum integration
- Overview of the six-module “Ethical AI for Creative Trust” programme

AUDIENCE INTERACTION

“How do you decide whether a photo, video or voice recording can be trusted in your work?”

EXPECTED LEARNING OUTCOME

Participants can identify at least one DeepTech competence relevant to their professional or educational environment.

PROJECT LINK

Activity 1 – curriculum co-design; Activity 2 – piloting and resources; Objectives 1–3.

02 Verifying Suspicious Content: An Applied Walkthrough

11:20–11:35 · Kristina Chavdarova, Luxembourg Creative Lab

PURPOSE

Demonstrate the value of combining contextual examination, technical clues and professional judgement without assuming that automated tools can determine authenticity with certainty.

SUGGESTED CONTENT

- Use a fictional or properly authorised example
- Check the source, origin, timing, audiovisual clues and independent corroboration
- Communicate a reasoned conclusion
- Introduce the DeepTech verification checklist and explain the limitations of automated detectors

VERIFICATION WORKFLOW

Source → Indicators → Cross-checking → Responsible decision

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.

AUDIENCE INTERACTION

Ask participants which verification step they would perform first before sharing an unfamiliar video.

EXPECTED LEARNING OUTCOME

Participants can describe the basic workflow "source → indicators → cross-checking → responsible decision".

PROJECT LINK

Modules 1, 2 and 6: deepfake fundamentals, audiovisual analysis and hands-on verification; Objective 1.

Facilitation guidance

Use accessible, non-technical language and avoid unapproved identity-impersonation demonstrations involving real individuals. Clearly label simulated content and explain why the example is used for educational purposes.

CONTENT · TOPICS 3–5

Responsible practice, reuse and stakeholder perspectives

03 Responsible AI: Rights, Consent and Transparency

11:35–11:50 · Tsvetomir Vasilev, Luxembourg Creative Lab

PURPOSE

Translate legal and ethical principles into practical safeguards for media studios, educational teams and creative-sector organisations.

SUGGESTED CONTENT

- Consent for using a person's image or voice
- Privacy and protection of personal data
- Copyright and licensing
- Proportionate AI disclosure
- Human review before publication
- Documentation of decisions

AUDIENCE INTERACTION

"What should your audience be told when AI-generated elements are used in a video?"

PROJECT LINK

Modules 3, 4 and 5; ethical practice, data protection, IP and transparency; Objective 2.

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.

04 Reusable Learning Resources for Creative Practice

11:50–12:00 · Kristina Chavdarova, Luxembourg Creative Lab

PURPOSE

Explore realistic applications of the six-module programme, EQF Level 4 syllabi and short explanatory videos.

SUGGESTED CONTENT

- Briefly navigate the programme
- Demonstrate how an existing resource could support a VET classroom, higher-education module, audiovisual studio or in-company training activity
- Invite participants to consider practical transfer requirements

AUDIENCE INTERACTION

“Where could you use a DeepTech resource during the next three months?”

PROJECT LINK

Outputs from Activities 1 and 2; adaptability to evolving creative-sector skills needs; Objective 3.

05 Rapid Stakeholder Validation: Review and Respond

12:00–12:10 · Kristina Chavdarova, Luxembourg Creative Lab

PURPOSE

Obtain initial external validation observations and prepare participants to complete the written questionnaire.

FORMAT

- Two minutes to introduce review criteria
- Four minutes of paired discussion
- Four minutes of brief reflections
- Focus: clarity, usability, teaching relevance, accessibility, labour-market fit and any suggested improvements

EXPECTED EVIDENCE

Accurate anonymised notes capturing comments actually made, without assuming positive or negative conclusions in advance.

PROJECT LINK

Activity 3 – feedback collection and D3.3 Consolidated Feedback Report; subsequent refinement of D3.4 resources.

Q&A and closing

TIME	SEGMENT	DETAILS
12:10–12:25	**Audience Q&A**	Exactly 15 minutes reserved for audience questions, jointly facilitated by Tsvetomir Vasilev and Kristina Chavdarova.

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.

TIME	SEGMENT	DETAILS
12:25–12:30	**Closing**	Kristina Chavdarova invites participants to complete the questionnaire, thanks the host and outlines next steps for sharing the validated resources.

STAKEHOLDER VALIDATION · CORE ACTIVITY 3 REQUIREMENT

Stakeholder validation methodology

The conference is intended to provide more than dissemination alone. External stakeholders will review the existing project results: the six-module training programme, the course syllabi tested during Activity 2 and the explanatory videos. LCL will integrate anonymised Luxembourg feedback into the joint analysis with Germany and Bulgaria.

Common review criteria

CRITERION	QUESTION FOR STAKEHOLDERS
① **Clarity and understanding**	Are the explanations, structure and examples easy to understand?
② **Practical suitability**	Could the resources be used in VET/HEI teaching or a creative studio?
③ **Competence coverage**	Do the resources appropriately address verification, ethics, privacy, IP and transparency?
④ **Accessibility**	Do formats, language and presentation support reuse?
⑤ **Labour-market relevance**	Do the competences respond to current needs in the creative sector?
⑥ **Priority improvement**	What specific improvement, if any, would you recommend, and to which resource?

Participant questionnaire – common Activity 3 form

The same Google Forms questionnaire (Q1–Q9) is used across the three national conferences to enable comparable analysis; participants select their country from a drop-down menu. Participants should provide independent and truthful assessments; the organiser must not pre-fill or imply responses. Offer language assistance where needed if the questionnaire is available only in English.

SCAN TO PROVIDE FEEDBACK

Your feedback supports validation

Scan the QR code to open the official Activity 3 participant questionnaire. Individual, genuine responses take approximately 3–5 minutes.

Open the online survey

If a participant cannot respond during the session, offer a follow-up form link or equivalent paper form, subject to agreement with the event organiser.

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.

IMPLEMENTATION · PARTICIPATION · EVIDENCE

Organisation and supporting evidence

Participant target and attendance sheet

The project aims to document participation by at least 20 external stakeholders at the Luxembourg presentation. Actual participation must be supported by evidence; inclusion in the wider host meeting does not automatically establish attendance at the DeepTech activity.

As agreed in the 22 September correspondence, the local host will not share the general meeting attendance list. A separate, blank attendance sheet specific to the DeepTech presentation may be circulated, and participants can choose whether to complete it. Do not request unnecessary personal details; protect and retain any attendance information in line with applicable data protection requirements.

Recommended evidence file

ITEM	EVIDENCE / HANDLING
D3.1 programme	Approved agenda, event date, confirmed duration and presenter details.
External attendance	Dedicated voluntary attendance sheet and verified participant total.
Presentation materials	Slides, inventory of resources shown and links to the programme and videos.
Evaluation results	Export of authentic survey responses and anonymised summary of findings.
Audience contributions	Factual notes of questions and comments actually received.
Photos and visibility	Appropriate images taken after informing attendees, respecting image and privacy rights.
D3.2 event report	What took place, documented participation, feedback and key conclusions.

Delivery responsibilities

STAKEHOLDER	PLANNED RESPONSIBILITY
Luxembourg Creative Lab (LCL)	Organiser; Activity 3 coordination; common evaluation tools; consolidated analysis (D3.3).
LCL presenters	Tsvetomir Vasilev: Topics 1 and 3. Kristina Chavdarova: Topics 2, 4 and 5, and closing. Both co-facilitate the 15-minute Q&A.
1535° Creative Hub / City of Differdange	Local hosting and possible circulation of a dedicated attendance sheet, as described in the correspondence.
Project consortium	Review the findings, agree refinements and finalise learning resources.

QUALITY, ACCESSIBILITY AND EUROPEAN VISIBILITY

Use legible slides, sufficient contrast and clear labels for synthetic examples. Provide non-digital access to the questionnaire where feasible. Inform participants about photography and do not assume consent. Include the Erasmus+ funding statement and relevant disclaimer on dissemination materials.

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.

APPENDIX · COMMON EVALUATION · FACILITATION

Activity 3 participant feedback questionnaire

The Luxembourg conference uses the same Google Forms questionnaire as the German and Bulgarian events. Participants select their country from the drop-down menu, enabling a consistent country-level comparison, and then complete their own Q1–Q9 ratings and qualitative comments.

SCAN TO GIVE FEEDBACK

Open the online survey

NO.	QUESTION	RESPONSE FORMAT
Country	In which country are you based?	Drop-down country selection (use the actual participant location).
Q1	Which profile best describes you?	VET educator / HEI educator / creative or media professional / stakeholder / other.
Q2	Which resource(s) did you examine?	Training Programme / course syllabus / explainer video / practical tools.
Q3	How useful and understandable are the materials?	1–5 rating; optional explanation.
Q4	How suitable are they for teaching or professional practice?	1–5 rating; intended use context.
Q5	How well do the resources cover deepfake verification, ethics, privacy, IP and transparency?	1–5 rating; most important gap.
Q6	Are the resources accessible and suitable for reuse?	1–5 rating; barriers and optional details.
Q7	How relevant are the competences to current creative-sector / VET labour-market needs?	1–5 rating; specific example if available.
Q8	What is the single most important improvement you recommend?	Free text, citing a module, syllabus or video.
Q9	Could your institution or organisation use any of these resources?	Yes / maybe / no; intended application.

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.

FOR THE PRESENTERS

Brief facilitator's guide

WELCOME · 11:00 · TSVETOMIR VASILEV

"Thank you for hosting us. DeepTech for Creative Trust is an Erasmus+ partnership that supports educators and media professionals in identifying manipulated content and using AI ethically. Today, we will also invite your views on practical training resources."

TRANSITION TO THE DEMONSTRATION · 11:20 · KRISTINA CHAVDAROVA

"Digital content can look convincing and still be misleading. Our approach is straightforward: identify its origin, assess the available clues, cross-check the evidence and make a responsible decision."

INVITATION TO CONTRIBUTE · 12:00 · KRISTINA CHAVDAROVA

"We would appreciate your views on which resources you could reuse in your context and which specific improvement, if any, you would propose. There is no expected answer: your professional experience is what matters."

AUDIENCE Q&A · 12:10–12:25 · BOTH LCL PRESENTERS

Possible questions, if helpful:

1. Which verification practices are feasible for a small creative team?
2. How can AI disclosure remain clear without overloading a production?
3. How might these resources fit into an existing course or studio workflow?

CLOSING · 12:25 · KRISTINA CHAVDAROVA

"Thank you for your contributions. Your voluntary feedback will be analysed together with the responses from the other national conferences and considered when finalising transferable, accessible resources."

Final practical checks

- Confirm the exact meeting room at 1535° Creative Hub, projection equipment and any role for a local host representative.
- Confirm questionnaire language support, circulation of the dedicated voluntary attendance sheet and photography notices.
- Confirm the final slide content with Luxembourg Creative Lab.

References and documentation note

Primary basis: DeepTech Erasmus+ project application, Activity 3 "Creative Trust Conferences and Stakeholder Validation". Correspondence between Tsvetomir Vasilev and Marcel Dostert dated 22 September 2026, supplied by the project team. Published venue address: 1535° Creative Hub, www.1535.lu/fr/contact.

Document reference: D3.1 — Luxembourg National Conference Programme and Agenda. **Related outputs:** D3.2 Luxembourg Conference Report; D3.3 Consolidated Feedback Report; D3.4 Final Refined Resources; D3.5 Sustainability and Long-Term Integration Plan.

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Anefore asbl. Neither the European Union nor the granting authority can be held responsible for them.