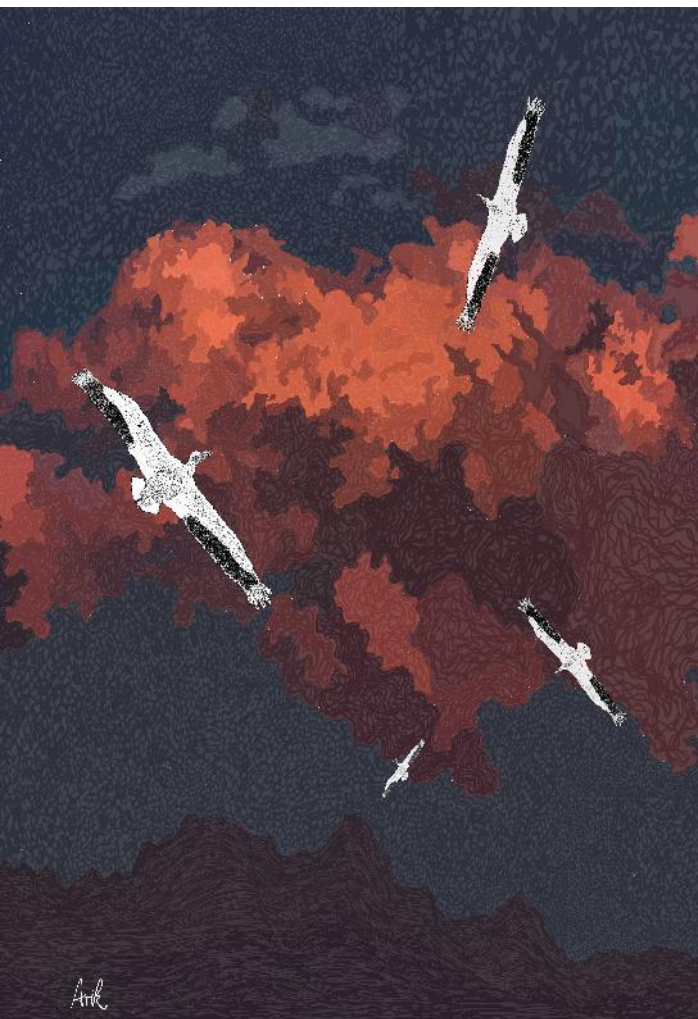




E-Tech™ CEO

The Leadership Program of the
Global Education Innovation
E-Tech Forum™

- **The E-Tech Forum™ for International Educational Leaders** is a unique initiative that connects principals, educators, and senior figures from the world of education in various countries to discuss, share knowledge, and lead international initiatives in the field of education.
- **The One World Art Program** brings together artist-teachers and art leaders from around the globe with the goal of empowering and elevating international art within mainstream schools. By collaborating with local teaching teams—both remotely and in person—the program offers unique learning experiences and exhibitions in school spaces, enriching students' global cultural understanding at every age.
- **The program focuses on art innovation**, It blends traditional art methods with modern technology, exploring how art can be used as a powerful tool to enhance students' skills. In addition, the program aims to foster creativity, innovation, and entrepreneurial thinking among students—encouraging them to develop original ideas, take initiative, and apply artistic solutions to real-world challenges.



- The program consists of virtual or in person international meetings held once or twice a month.
- Independent module meetings. Schools can join according to their managerial and personal schedules.
- Each module is conducted through co-teaching, with the original class teacher and the guest artist-lecturer. The content will follow the program's various themes and will be pre-coordinated with the school's education team.

E-Tech Forum™
Serren-Group Inventions Since 1999



Our Website for More Information and Registration:

www.e-tech.school

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School Live Art Gallery

As part of the program, each participating school will create a live art gallery, showcasing student works that blend tradition, technology, and innovation. This dynamic space will inspire creativity and celebrate global art and entrepreneurship within the school community

Art + Innovation + Entrepreneurship Class Ideas

1. Community Impact Art

Project: Students identify a local social issue and create a public art campaign (Status, posters, murals, installations).

Skills: Visual storytelling, community engagement, campaign strategy.

Entrepreneurial Angle: Plan and “sell” the idea to the city council.

2. Wearable Tech Art:

Project: Create clothing or accessories that incorporate simple electronics (LEDs, sensors, etc.).

Skills: Fashion design, basic circuitry, problem-solving.

Innovation Element: Explore how art tech can be functional and expressive.

3. Upcycled Art

Project: Make art from recycled materials and create a brand around it.

Skills: Sustainable design, craftsmanship, impact planning.

Real-World Application: Host a pop-up market or online site.

4. Art for a Cause:

Crowdfunding Campaign Project: Create art that supports a charity or social cause and design a campaign around it.

Skills: Visual communication, crowdfunding basics, empathy.

Impact Aspect: Learn how to raise money through storytelling.



5. Augmented Reality (AR) Art

Project: Students create traditional artworks that come to life using AR apps.

Skills: Drawing + digital design, storytelling, tech integration.

Innovation Focus: How can AR expand how we experience art?

6. Zine Startup Studio

Project: Design and produce a zine (small self-published booklet) on a topic they care about.

Skills: Editorial design, content creation, layout, and typography.

Entrepreneurship Link: Market and sell digital/print versions.

7. Cultural Fusion Art

Project: Explore and remix artistic styles from different cultures to create something new.

Skills: Research, creativity, respectful cultural exploration.

Entrepreneurial Touch: Brand the result as part of a global collection.

8. Video Art Mini-Documentary Series: Art & Innovation Stories

Project: Students create short documentaries about local innovators, artists, or inventors.

Entrepreneurship: Create while learning storytelling for branding and media platforms.

