



Digital tools in German Vocational Schools – AI and motivation

Dr. Daniel König – SDT Conference Geneve (01.07.2026)



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Overview

- Digitalization and work/life
- Research project KoDiA: Questions and Methods
- Results
- Summary

Ongoing digitalization of work and life

Digital competences ...

- are necessary for a participation in work and life.
- need to be available to everyone.



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Project Design

Research Questions

- How do teachers at vocational schools promote the digital competence of vocational students?
- What interests and needs do vocational students have when it comes to the use of digital media in the classroom and their participation in a digitalized world?

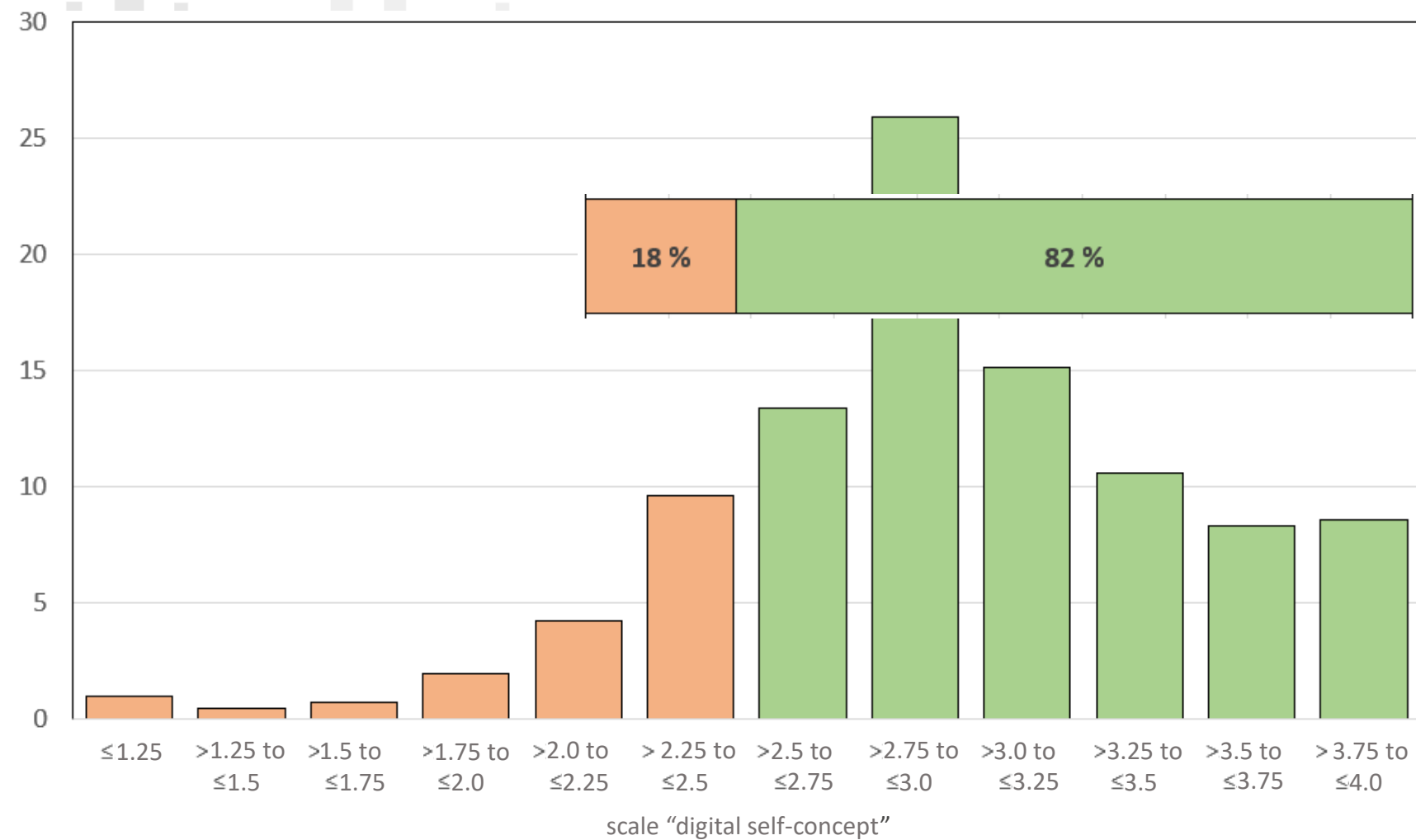
Methods

Mixed methods approach:

- four exploratory focus group discussions 20 VET teachers in Hamburg, Germany
- Online survey with 2,329 vocational students in Hamburg, Germany

General digital self-concept

(cf. Schaufel et al. 2021)



n = 2,309, $\bar{x}$ = 3.0 (scale: 1-4)
Cronbach's Alpha = .91

negative positive

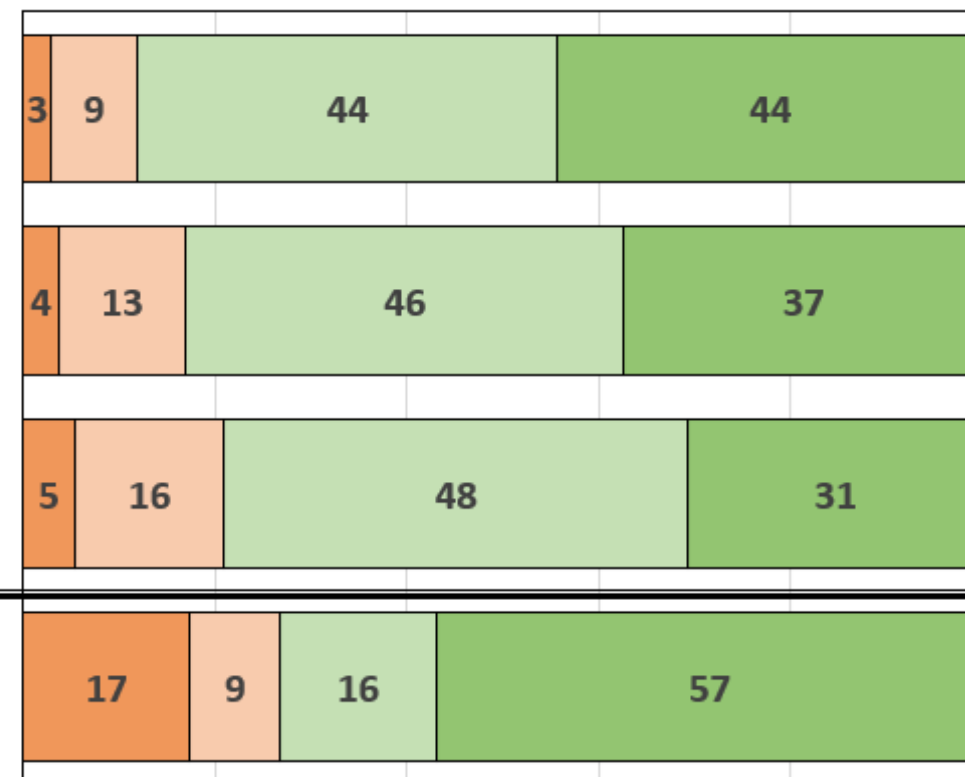
Use of digital technologies in vocational schools

I **enjoy** using WhatsApp, emails, cloud solutions etc. to work with my classmates.

I **enjoy** working with ChatGPT, DeepL or similar AI applications at vocational school.

I **enjoy** working with job-specific digital devices or software at vocational school (e.g. Photoshop).

I have a tablet or laptop that I can work with at vocational school.

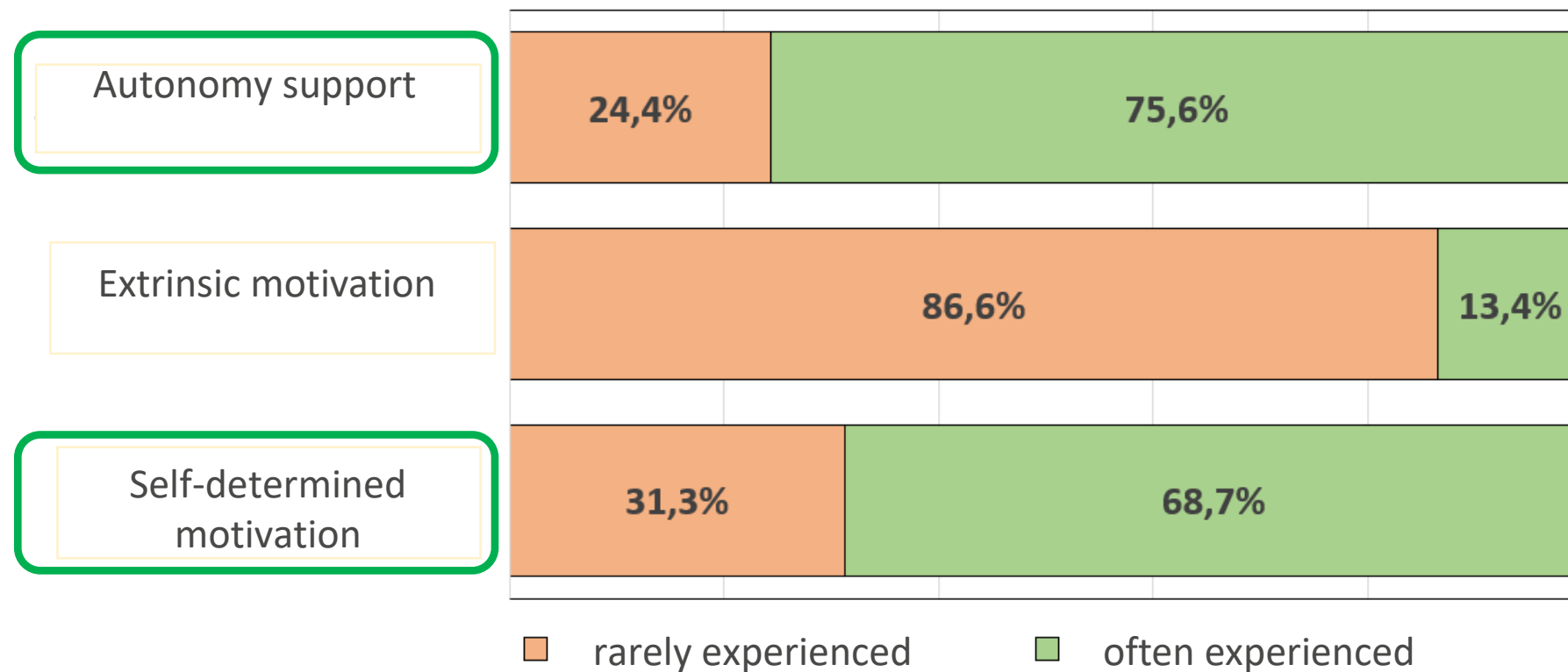


Shares in %

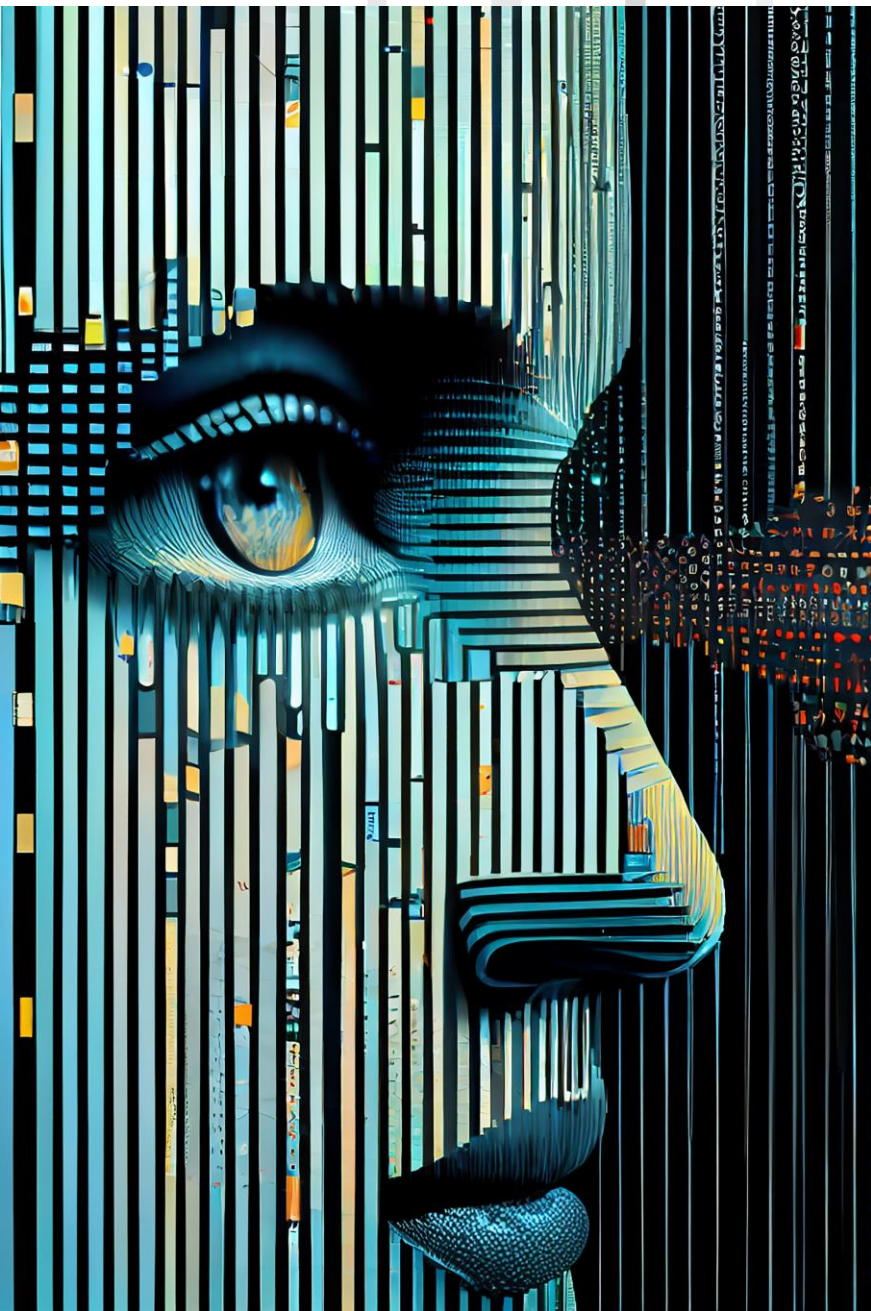
■ Do not agree at all
 ■ Tend to disagree
 ■ Tend to agree
 ■ Agree completely

n = 2,123, 1,070, 768 and 2,329

Self-determination Theory



n = 2,311, 2,321, 2,322
means $\bar{x}$ = 2.9; $\bar{x}$ = 1.9; $\bar{x}$ = 2.9
(scale: 1-4)



And then also AI....

The following competences are becoming increasingly relevant for pupils, trainees, students and employees in particular:

- Basic IT knowledge that goes beyond pure application knowledge and a **basic understanding of AI technologies**
- New understanding of the **interaction between humans and technology**, especially with regard to ethical and social aspects
- Process-oriented, **holistic thinking and acting**
- Lifelong learning and "**learning to learn**"

(Source: ACATEC Platform Learning Systems)

Results

Theoretical assumptions confirmed (cf. Deci & Ryan 2008):

Experiencing autonomy, competence and social relatedness in VET classrooms **promotes self-determined and intrinsically motivated learning** with digital technologies.

Intrinsically motivated experiences with digital technologies & higher school leaving certificates have a positive influence on the digital self-concept.

Overall insights:

What does this mean for VET classrooms?

The **use of familiar digital technologies in VET training contexts** (e.g. WhatsApp, cloud solutions, AI applications, tablets) and the use of familiar platforms in VET classrooms (such as YouTube, podcasts, memes, tiktoks etc.) increases motivation, as well as students' digital self-concepts.

VET teachers are confronted with a **variety of digital competence levels and frequently changing digital tools**.

>> Not all VET teachers are currently promoting digital competences in VET classrooms.

Promoting intrinsic motivation in VET classrooms can help students **acquire digital competences**.

I'm looking forward to your questions and comments.

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