# Survey Report on Generative AI Usage and Perceptions

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# Introduction

## Section 1: Demographics

The survey collected demographic data on age, gender, country of residence, educational background, and occupation. Respondents were asked to indicate their age group, categorized as below 18, 18-24, 25-29, or 30 and above. This classification helps to understand the age distribution within the sample.

Gender identification was also recorded, with participants selecting from male, female, other, or preferring not to disclose. Additionally, the survey included a question on country of residence, allowing respondents to choose from Greece, Poland, Serbia, Sweden, or specify another country.

Educational background was assessed by asking participants to indicate their highest level of education, choosing from secondary school, undergraduate degree, postgraduate degree, or another specified qualification. Lastly, respondents provided information about their current occupation, selecting from student, employed part-time, employed full-time, unemployed, or another specified category.

### Poland

The dataset includes 83 respondents, all residing in Poland. The age distribution is fairly balanced, with 32 respondents (27.7%) under the age of 18, followed by 16 respondents (19.3%) in the 18-24 category. The 25-29 age group accounts for 18 respondents (21.7%), while 17 respondents (20.5%) are 30 years or older.

In terms of gender, the respondents are equally split between males (38, 45.8%) and females (38, 45.8%). Additionally, 4 respondents (4.8%) identified as "Other", while 3 respondents (3.6%) preferred not to disclose their gender.

Regarding education, the majority of respondents (38, 45.8%) have completed secondary school, while 31 respondents (37.3%) hold a postgraduate degree. A small number (3 respondents, 3.6%) have an undergraduate degree, and 11 respondents (13.3%) reported other educational backgrounds, including specialized technical or professional degrees.

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In terms of employment status, the largest group consists of those employed full-time (37 respondents, 44.6%). Additionally, 3 respondents (3.6%) reported being employed part-time, while 25 respondents (30.1%) are students. Unemployment accounts for 7 respondents (8.4%), and 11 respondents (13.3%) indicated an "other" category, with 6 of them specifically stating they are high school students ("Uczeń w liceum").

## Greece

The dataset consists of 19 individuals residing in Greece, with a nearly balanced gender distribution: 9 males and 10 females. The age groups are divided into 2 individuals aged 18-24, 9 individuals aged 25-29, and 8 individuals aged 30+.

In terms of educational background, the respondents are almost evenly split between undergraduate (8 individuals) and postgraduate (8 individuals) degrees, while 2 individuals have only a secondary school education, and 1 individual reported "Other." The 30+ age group has a higher concentration of postgraduate degree holders, whereas the 18-24 group mainly consists of undergraduate students. In the 25-29 group, there is a mix of individuals with undergraduate, postgraduate, and secondary education, indicating a transitional phase where some continue higher studies while others enter the workforce.

Employment data shows that 16 out of 19 individuals are employed full-time, while 3 individuals are students. The 30+ group is predominantly employed, which aligns with their higher level of education and work experience. The 18-24 group consists entirely of students, while the 25-29 group includes both students and full-time employees, reflecting a phase where many transition from education to employment.

## Sweden

The dataset represents 21 individuals residing in Sweden, with a majority falling into the 18-24 age group (15 individuals). The 25-29 group consists of 5 individuals, while only 1 person is 30+. This suggests that the sample is predominantly young, with a strong presence of individuals in early adulthood.

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In terms of gender distribution, the dataset includes 8 males, 12 females, and 1 individual identifying as "Other." This indicates a slight female majority, with a diverse representation of gender identities.

Educational background varies, but the majority hold undergraduate degrees (12 individuals), followed by secondary school education (6 individuals). Only 3 individuals have postgraduate degrees.

Employment status in the dataset is mixed, with 9 individuals working full-time, 5 employed part-time, and 7 identifying as students. Given the large proportion of individuals in the 18-24 group, the number of students is expected, as many are likely continuing their education.

### Serbia

The dataset represents 12 individuals residing in Serbia, with the majority falling into the 25-29 age group (8 individuals), while 4 individuals are aged 18-24. Notably, there are no respondents aged 30 or above, indicating that the sample primarily consists of young adults who are either in the early stages of their careers or still pursuing education. Gender distribution is evenly split, with 6 males and 6 females represented in the dataset. Regarding educational background, the dataset shows an equal distribution between undergraduate (5 individuals) and postgraduate (5 individuals) degree holders, while 2 individuals have only completed secondary school education. Employment data indicates that 6 individuals are employed full-time, 2 are working part-time, and 4 are students. The fact that one-third of the respondents are still studying aligns with the presence of the 18-24 age group, who are more likely to be in university.

# Section 2: Technology usage

## Frequency of Technology Usage in Daily Life

This sub-section measures how often individuals use technology in their daily lives, focusing on devices such as smartphones, computers, and tablets. The response options include "Rarely" (less than once a week), "Occasionally" (a few times a week), "Frequently" (every day), and "All the time" (almost all day). These choices

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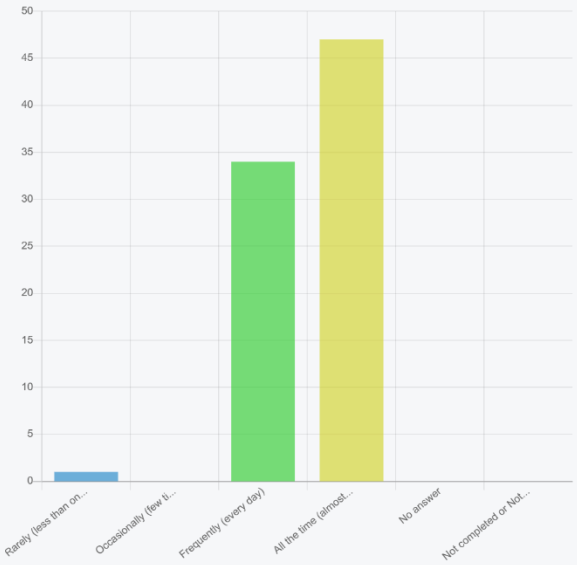
allow respondents to indicate the extent of their technology usage, ranging from minimal interaction to continuous use throughout the day. The question provides insight into technology engagement levels, which can be relevant for understanding digital habits, dependence on devices, or the role of technology in daily activities.




## Poland

Based on the responses from 82 participants, the majority report a high level of technology usage in their daily lives. A significant 47 out of 82 respondents (57%) stated that they use technology "All the time (almost all day)." This suggests that over half of the respondents are heavily reliant on digital devices such as smartphones, computers, and tablets for work, communication, entertainment, or other daily activities. Meanwhile, 34 out of 82 respondents (41%) indicated that they use technology "Frequently (every day)." While they may not be constantly connected, they still engage with technology as part of their daily routine. Only 1 out of 82 respondents (1%) reported using technology "Rarely (less than once a week)." This is a very small portion, highlighting that technology has become a near-essential part of modern life for most people. Overall, the data reflects a strong integration of technology in daily routines, with 98% of respondents using it either frequently or all the time. This suggests that digital devices play a crucial role in communication, work, learning, and entertainment.

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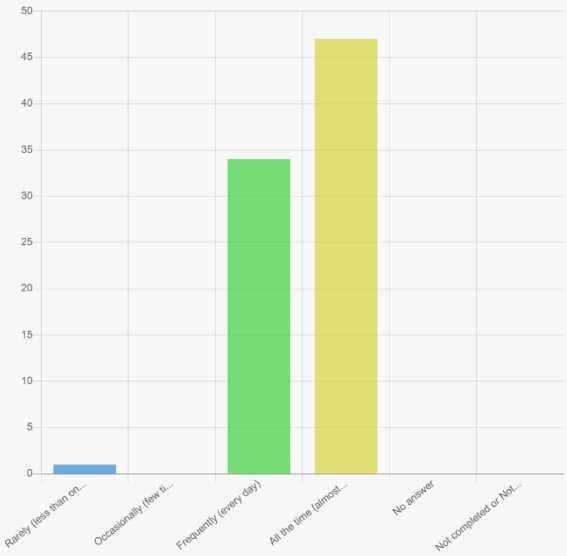
## Greece




The majority of respondents, 12 in total, reported using technology *all the time (almost all day)*, indicating a strong dependence on digital devices such as smartphones, computers, or tablets. An additional 6 participants stated they use technology *frequently (every day)*. While not as intense as continuous usage, this still reflects regular and routine interaction with technology. Only one respondent reported using technology *occasionally (a few times a week)*, indicating that limited usage is quite rare in this group. Overall, the data clearly highlights that the vast majority of participants are highly engaged with technology in their daily lives, which may influence their readiness or capacity to adopt new digital innovations such as Generative AI.

## Sweden

The provided data highlights the frequency of technology usage and the types of digital services regularly accessed by respondents. Among the 21 recorded responses, 20% (5 out of 21) use technology "all the time (almost all day)", while 80% (16 out of 21) use it "frequently (every day)."

## Serbia

The majority of respondents indicate that they use technology "all the time (almost all day)," with 10 out of 12 individuals (83.3%) selecting this option. This suggests that technology plays an integral role in their daily lives, likely for work, communication, entertainment, and other essential activities.

Only one respondent (8.3%) reported using technology "frequently (every day)," which still signifies regular engagement but with slightly less intensity compared to

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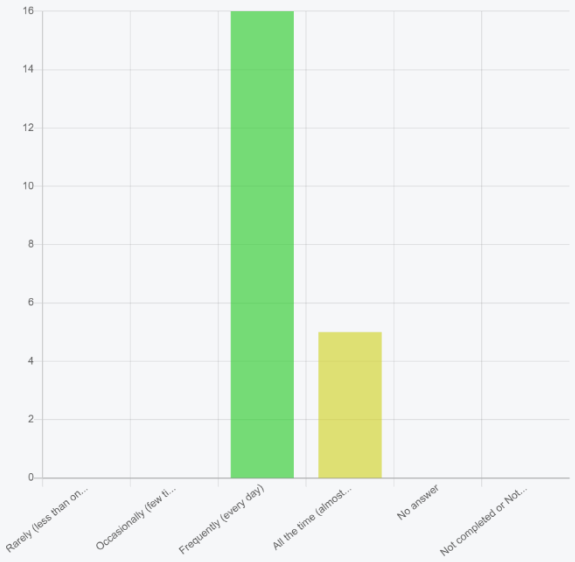
those who use it all day. Meanwhile, just one individual (8.3%) selected "occasionally (a few times a week)," indicating a significantly lower reliance on digital devices.




These findings highlight the pervasive role of technology in modern life, particularly among those who rely on it heavily for both personal and professional use. The overwhelming preference for constant technology use suggests a growing dependence on digital tools, reinforcing the importance of digital literacy and responsible technology use in daily routines.

## Types of services

This sub-section measures the different types of digital services that play a significant role in daily life, with individuals using them for various purposes. The response options include social media, educational tools, AI-based apps (such as chatbots and image generators), entertainment platforms (streaming services and VR), and gaming platforms (Steam, PlayStation Network, Xbox Live). Additionally, an "others" option allows respondents to specify any additional services they use. These choices help identify the range of digital interactions, from communication and learning to entertainment and gaming. Understanding usage patterns across these categories provides insight into user preferences, digital habits, and the role of online services in everyday activities.

### Poland

Among the analyzed categories, social media is the most frequently used service, with 75 out of 83 respondents (90%) reporting regular engagement. Educational tools are used by 50 out of 83 respondents (60%), indicating a strong preference for learning and professional development resources. In terms of emerging

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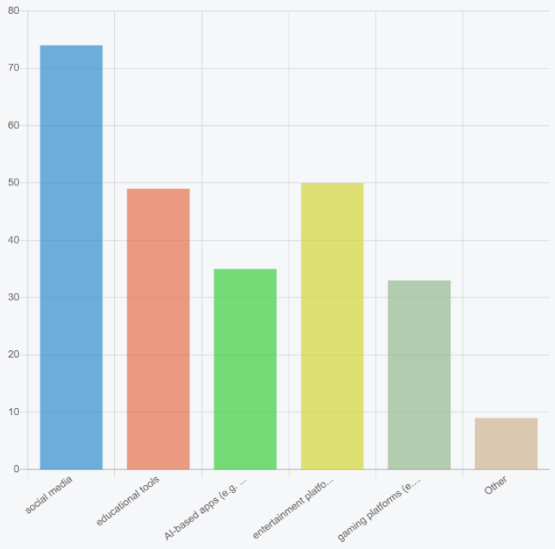
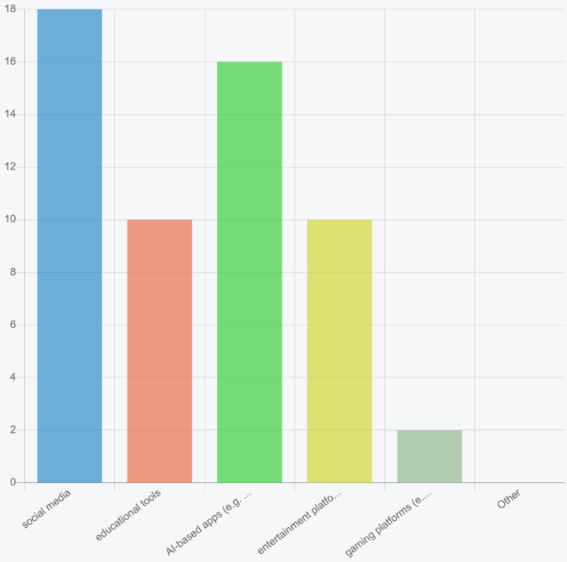
technologies, AI-based applications, including chatbots and image generation tools, are used by 35 out of 83 respondents (42%). This reflects a moderate level of adoption, likely influenced by the growing integration of AI tools in both personal and professional settings. While AI-powered services are gaining popularity, they remain less commonly used than social media and educational tools.




Entertainment platforms, such as streaming services and VR platforms, are used by 51 out of 83 respondents (61%), making them the second most popular category after social media. Finally, gaming platforms, including Steam, PlayStation Network, and Xbox Live, are used by 33 out of 83 respondents (40%). While gaming remains an important digital activity, it has a lower adoption rate compared to entertainment streaming services and social media.

## Greece

The data reveals that social media is the most commonly used service among respondents, with 17 out of 19 participants indicating regular usage. AI-based apps, including chatbots, image generation tools, and music generators, are used by 15 out of 19 respondents. Educational tools are regularly used by 10 participants, showing that just over half of the respondents integrate technology into learning processes. Entertainment platforms like streaming services and VR platforms also see use by 10 participants, indicating a balance between active and passive forms of engagement with technology. On the

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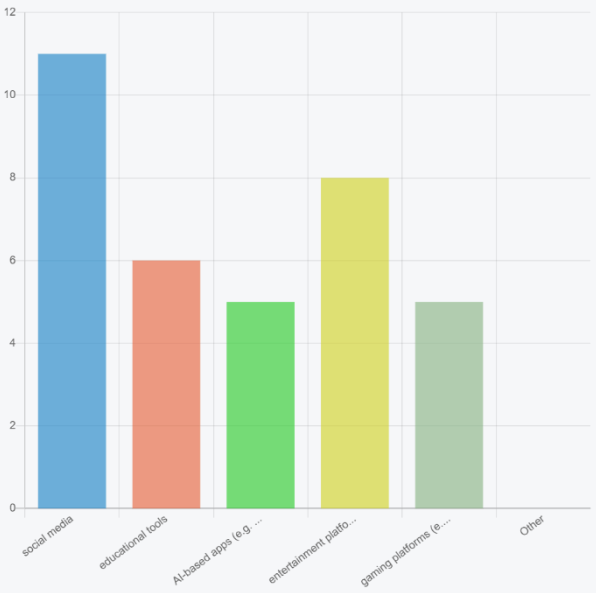
other hand, gaming platforms such as Steam, PlayStation Network, or Xbox Live are used by only 2 participants.

## Sweden

The dataset consists of 21 responses indicating the types of services users engage with regularly. Below is a breakdown of the findings based on the frequency of usage for each category.

Educational tools emerged as the most commonly used service, with 16 out of 21 respondents (76.2%) reporting regular use. This suggests that a significant portion of users engage with online learning platforms, digital courses, or educational apps. AI-based applications, including chatbots, image generation tools, and music generators, are used by nearly half of the respondents (47.6%). The data highlights the increasing role of artificial intelligence in everyday digital experiences. Only 5 out of 21 respondents (23.8%) reported using social media regularly. While social media is generally considered a dominant digital service, its lower usage in this dataset may suggest that the surveyed users prioritize educational and AI-based tools over social platforms. Entertainment platforms, such as streaming services and VR platforms, are used by only 4 respondents (19.0%). Gaming platforms, including Steam, PlayStation Network, and Xbox Live, are the least commonly used category, with only 2 respondents (9.5%) indicating regular usage. Only one user (4.8%) reported using services outside the predefined categories.




## Serbia

The most commonly used service among respondents is social media, with 11 out of 12 individuals (91.7%) indicating regular usage. Entertainment platforms, including streaming services and VR platforms, are also widely used, with 8 out of 12 respondents (66.7%) reporting regular engagement. Gaming

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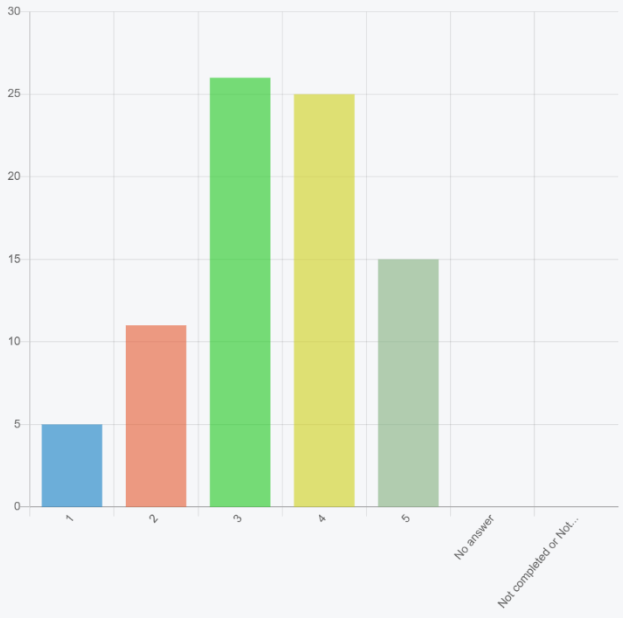
platforms, such as Steam, PlayStation Network, and Xbox Live, are regularly used by 5 out of 12 respondents (41.7%). AI-based applications, including chatbots, image generation tools, and music generators, are used regularly by 5 out of 12 participants (41.7%). This reflects the rising adoption of AI technologies in various domains, such as creativity, productivity, and entertainment. Educational tools, on the other hand, are used by 6 out of 12 respondents (50%).

# Section 3: Awareness of Generative AI (GenAI)

## Familiarity with Generative AI tools and technologies

This sub-section assesses the level of familiarity individuals have with Generative AI tools and technologies. Respondents are asked to rate their familiarity on a scale from 1 to 5, where 1 represents "not at all familiar" and 5 indicates "very familiar."

### Poland




The distribution of responses reflects a broad range of familiarity, with a notable concentration in the moderate-to-high range. The majority of respondents fall within Levels 3 and 4, with each category accounting for 30% of responses—26 and 25 individuals, respectively. This suggests that most participants have at least a moderate understanding of Generative AI, likely stemming from personal use, educational experiences, or workplace exposure. A smaller but still significant portion of the sample, 15 respondents (22%), reported Level 5 familiarity, indicating a high degree of expertise or frequent interaction with these technologies. In contrast, only 5 respondents (6%) reported Level 1 familiarity,

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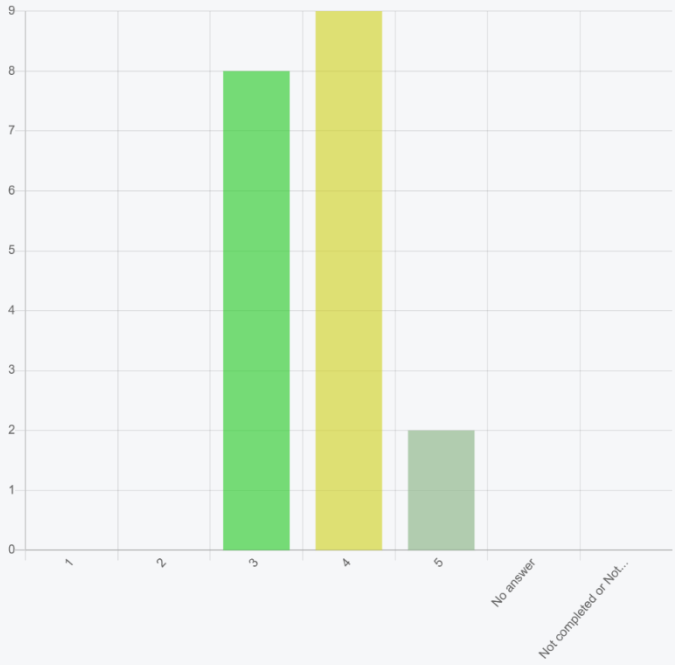
demonstrating that very few individuals have no experience with Generative AI tools. Meanwhile, 11 respondents (12%) selected Level 2, indicating a basic but limited understanding of these technologies. Overall, the findings reveal that more than 80% of participants (Levels 3, 4, and 5) have at least a moderate familiarity with Generative AI, with 52% indicating strong knowledge (Levels 4 and 5). The relatively low percentage of respondents at the lower end of the scale (Levels 1 and 2) reinforces the idea that most individuals in this sample have been exposed to these technologies to some degree.

## Greece




Among the 19 participants, the majority rated their familiarity with Generative AI tools and technologies at level 4, with 9 individuals selecting this option. This suggests that nearly half of the respondents have a fairly solid understanding or regular exposure to such tools. Eight participants rated their familiarity at level 3, indicating a basic or introductory level of knowledge. Only 2 respondents chose level 5, reflecting a more advanced or in-depth familiarity. These results point to a generally moderate level of awareness, with most individuals being somewhat acquainted with Generative AI, though few consider themselves highly proficient.

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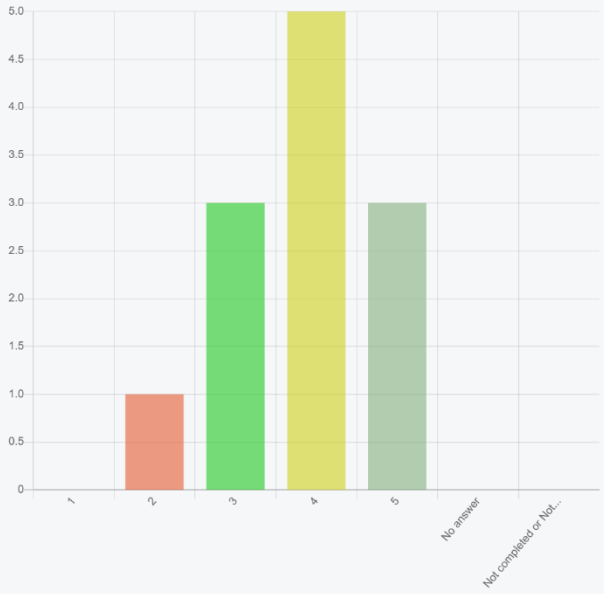
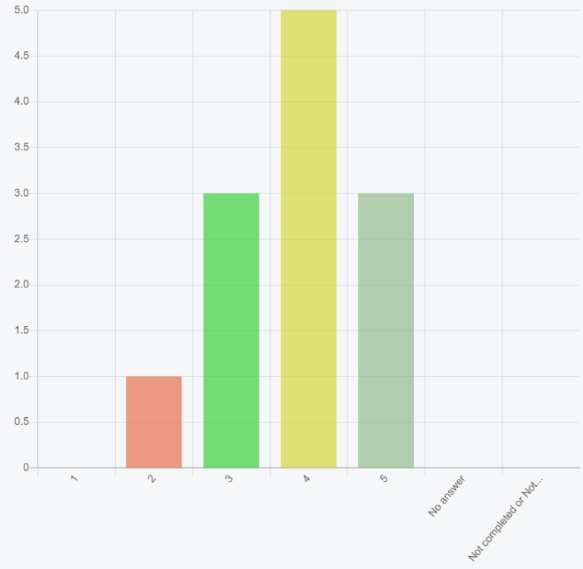
## Sweden

Among the 21 participants from Sweden, 23.8% (5 out of 21) rated their familiarity with Generative AI at the highest level (5), while the majority, 47.6% (10 out of 21), rated it at 4. The remaining 28.6% (6 out of 21) had lower familiarity levels, with a rating of 3. This suggests that most respondents have a relatively high awareness of Generative AI technologies, with over 70% (15 out of 21) rating their familiarity at 4 or 5. However, a notable portion still has moderate familiarity, highlighting opportunities for further education and exposure to AI advancements.




## Serbia

Three participants rated their familiarity as a 5, indicating a high level of knowledge and likely regular use of AI-based tools, such as chatbots, image generation systems, and music generators. Five (5) respondents rated their familiarity as a 4, which suggests that they have a solid understanding of Generative AI tools. While they may not be experts, they are likely well-acquainted with these technologies and use them with ease, indicating a good level of proficiency and engagement. Three (3) participants gave a rating of 3, reflecting a moderate level of

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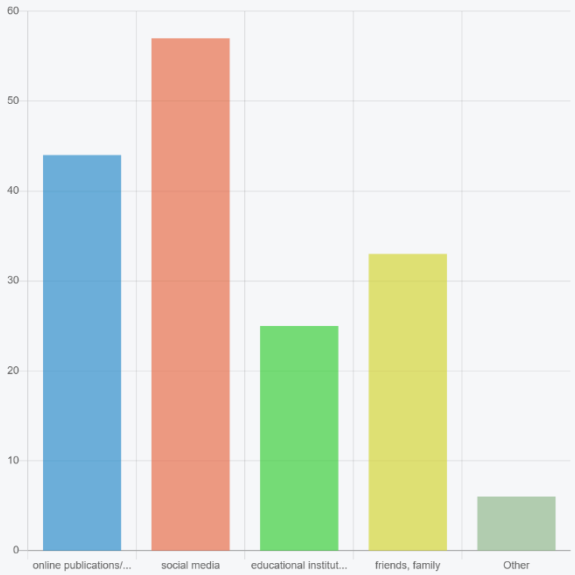
familiarity having some exposure to Generative AI but may not be as comfortable or frequent in their use of the tools, indicating a basic or introductory understanding.

Finally, one respondent rated their familiarity as a 2, suggesting limited experience with or knowledge of Generative AI tools.

## Primary sources of information about Generative AI

To gain a clearer understanding of where individuals primarily obtain their information about Generative AI, this sub-section measures the main sources of knowledge on the topic. This question allowed for multiple selections and included a range of options such as online publications, articles, and blogs; social media platforms; educational institutions; friends and/or family; and an open-ended "other" category for any additional sources not listed.

### Poland




Out of 83 respondents, 44 individuals, which accounts for 53.7%, indicated that they use online publications, articles, or blogs as a primary source of information about Generative AI. The most common source of information was social media, selected by 57 out of 83 respondents, or 69.5%. This highlights the widespread use of platforms like Twitter, YouTube, LinkedIn, and others for learning about Generative AI. Educational institutions were chosen by 25 respondents, making up 30.5% of the total. While not as dominant as online or social sources, this still shows that nearly one-third of people rely on schools, universities, or formal training programs to gain knowledge in this area. Friends and family were cited by 33 people, representing 40.2% of all responses. This indicates that informal, interpersonal networks play a meaningful role in the spread of knowledge about Generative AI. Lastly, 6 out of 83 respondents, or 7.3%, included input in the “Other” category. Their responses ranged from

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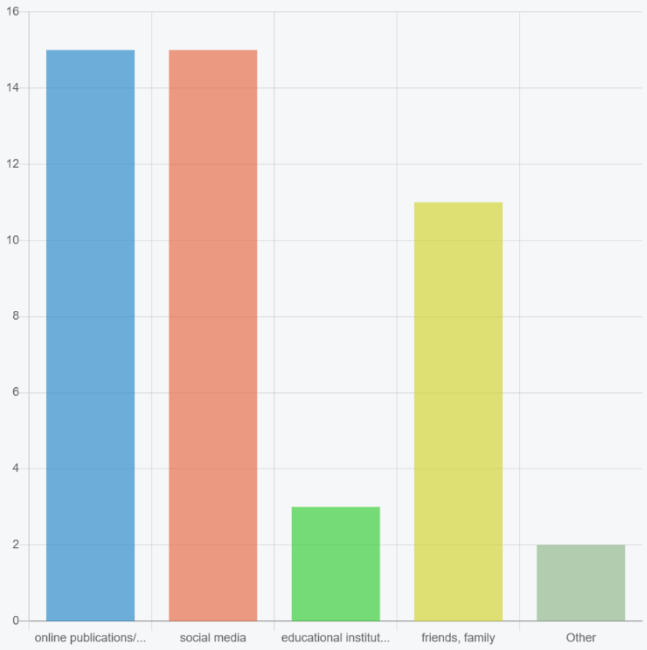
learning through practical use and job-related experiences to attending industry events or school.

## Greece




Among the 19 respondents, online publications such as articles and blogs are a leading source of information about Generative AI, with 15 participants indicating they rely on them. Social media is equally prominent, also cited by 15 participants. This highlights the significance of platforms like Twitter, LinkedIn, and Instagram, where real-time updates, user opinions, and bite-sized content make information about Generative AI easily accessible and widely disseminated. Friends and family are a source of information for 11 participants, demonstrating that informal, word-of-mouth communication still plays a notable role in how individuals become aware of or deepen their understanding of AI technologies suggesting the influence of social trust and peer networks in shaping perceptions and awareness. Only 3 participants cited educational institutions as a source, indicating that formal academic channels currently play a relatively minor role in spreading knowledge about Generative AI.

## Sweden

The data suggests that online publications, articles, and blogs are the most trusted sources of information on Generative AI, with 52.4% (11 out of 21) of respondents relying on them. This preference indicates that structured and potentially credible sources are favoured over informal channels. However, 42.9% (9 out of 21) turn to social media, demonstrating its growing role in AI knowledge dissemination, likely

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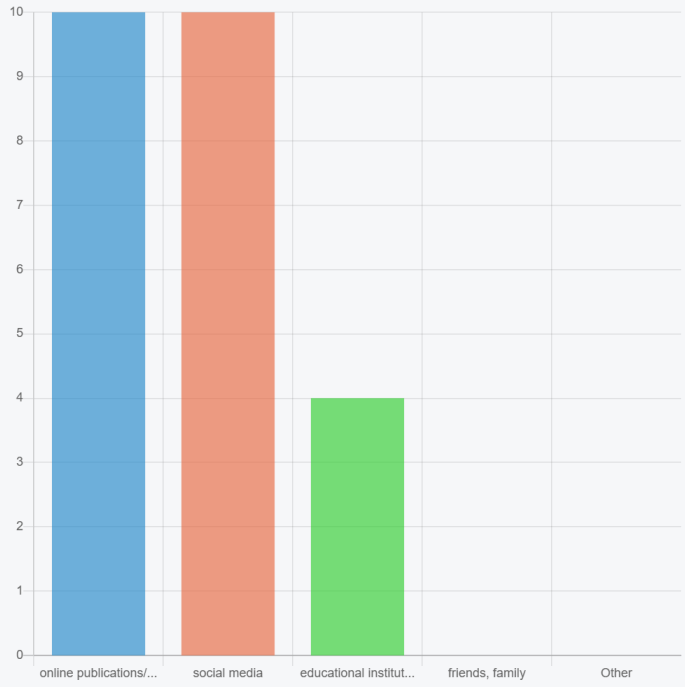
due to its accessibility and real-time updates. Additionally, educational institutions serve as a source of AI information for 47.6% (10 out of 21) of respondents, reflecting the increasing integration of AI into formal learning environments. In contrast, only 19% (4 out of 21) rely on friends and family, suggesting that personal networks play a relatively minor role in AI education.

## Serbia




Both online publications, articles, and blogs, as well as social media, are the most common sources, with 10 out of 12 respondents indicating they rely on these channels. Educational institutions are a secondary source, with 4 respondents citing them as a key information channel. While this is a smaller portion of the group, it indicates that some individuals seek more structured, formal education on the subject, such as through academic courses or research papers. Interestingly, none of the respondents listed friends or family as a source of information about Generative AI.

## Generative AI Tools Known or Used

To explore participants' familiarity with various Generative AI tools, they were asked to indicate which tools they know or use. This question included a range of popular options such as ChatGPT, DALL·E, Bing Image Creator, Gamma, SlidesGPT, Quizard, and Copilot, along with an "Other" option to capture any additional tools not listed

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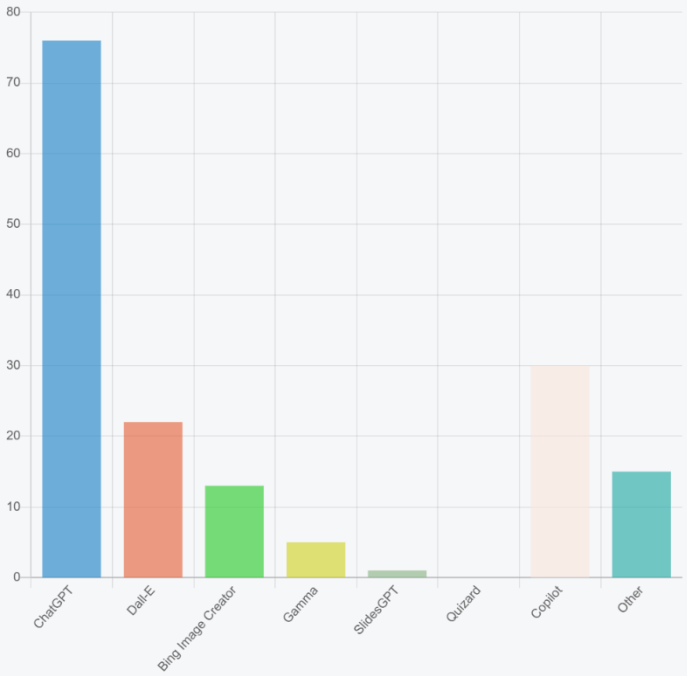
helping identify the most recognized and utilized Generative AI applications among respondents, shedding light on current trends in AI tool adoption.

## Poland

The dataset reveals a strong preference for certain Generative AI tools, with ChatGPT being the most widely used. Out of 83 respondents, 76 reported using ChatGPT, leading to an impressive 91.6% adoption rate indicating that ChatGPT has become the dominant AI tool.




Following ChatGPT, DALL·E is the second most recognized tool, with 26 users (31.3%) stating they know or use it. This highlights a significant drop compared to ChatGPT, implying that while AI-generated images are gaining traction, they are not as commonly used as text-based AI. Bing Image Creator follows with a usage rate of 18.1%, showing moderate adoption among respondents.

Other AI tools, such as Copilot (8.4%) and Gamma (4.8%), have relatively low adoption. Specialized tools like SlidesGPT (3.6%) and Quizard (0%) have even lower recognition, which could indicate limited awareness or applicability among users. Notably, Quizard received zero responses, suggesting that it has yet to establish a strong user base.

Interestingly, 24.1% of respondents reported using AI tools not listed in the main options, adding names under the "Other" category. Among these, Midjourney and Google Gemini were the most frequently mentioned, each appearing five times.

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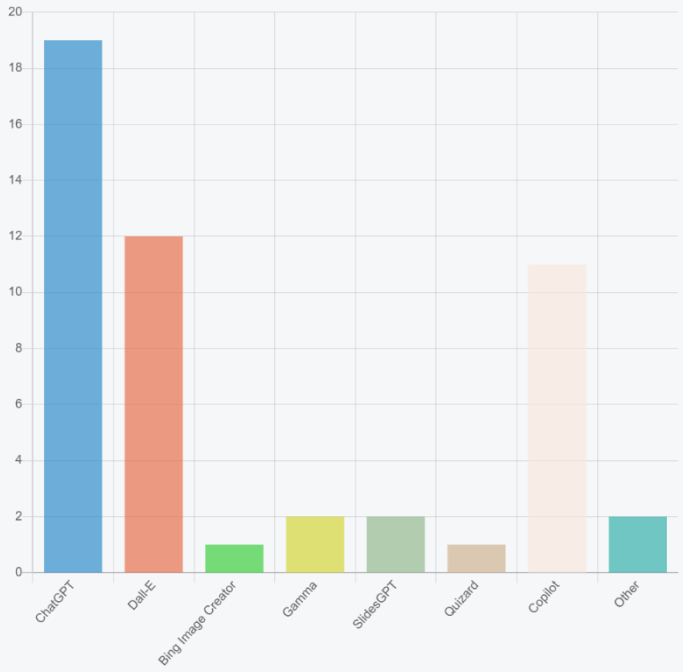
Other notable mentions included Stable Diffusion (3 users), Claude (3 users), and Adobe Firefly (2 users). The diversity of responses in this category suggests that many users explore multiple AI tools based on their specific needs.

Despite the growing adoption of AI, some respondents explicitly stated that they do not use any Generative AI tools. Five users provided responses such as "Żadne" (none) or "nie używam" (I do not use AI)", indicating that while AI tools are becoming mainstream, they are not yet universally adopted.

In conclusion, ChatGPT dominates the Generative AI landscape, with DALL·E and Bing Image Creator being the next most popular choices. While many users experiment with niche AI tools, others have yet to adopt AI or prefer alternatives outside mainstream options. The presence of tools like Midjourney, Stable Diffusion, and Gemini among responses indicates that the Generative AI ecosystem remains diverse and continues to evolve.

## Greece




Among the 19 participants, ChatGPT stands out as the most widely recognized and used Generative AI tool, with all 19 individuals indicating familiarity or usage. DALL·E, OpenAI's AI-powered image-generation tool, is known or used by 12 participants, reflecting significant awareness of visual generative AI, though it remains less prevalent than text-based tools like ChatGPT. Bing Image Creator, despite serving a similar purpose as DALL·E, is recognized by only 1 participant, suggesting lower visibility or preference compared to other AI image-generation tools. Gamma and

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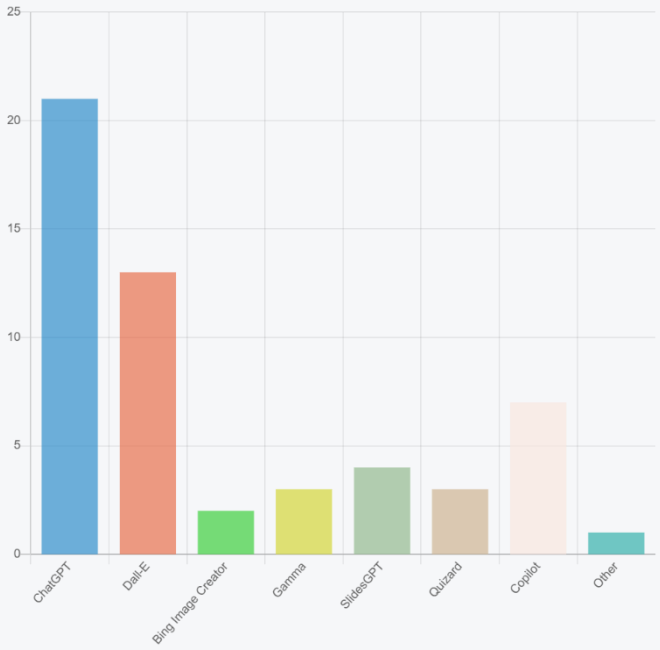
SlidesGPT, AI-assisted tools for creating presentations, each have 2 participants familiar with them. This suggests that while AI is commonly explored for writing and visual content, its adoption in productivity and presentation tools remains more limited. Quizard, an AI-powered quiz generator, was identified by 2 participants, indicating some awareness but limited usage of AI-driven educational tools. Microsoft Copilot, which integrates AI into productivity software like Word and Excel, is known or used by 11 participants. The "Other" category was selected by 9 participants, with responses specifically mentioning Perplexity, Midjourney, and Wiserwork highlighting a growing interest in diverse AI platforms beyond the more commonly recognized ones, and reflecting a broader exploration of the generative AI landscape.

## Sweden




ChatGPT is the most widely recognized and used Generative AI tool, with 100% (21 out of 21 respondents) marking "Yes." indicating that ChatGPT is the dominant AI tool among the participants, likely due to its versatility and widespread adoption. Following ChatGPT, DALL-E is the second most known tool, with 13 out of 21 respondents (62%) stating they know or use it. This suggests that AI-generated images are gaining traction, but not as universally as text-based AI like ChatGPT. Similarly, Copilot has been recognized or used by 7 out of 21 people (33%), making it the third most familiar tool. In contrast, Bing Image Creator is less popular than DALL-E, with only 3 out of 21 respondents (14%) knowing or using it. This suggests that DALL-E is the preferred AI image-generation tool among users. Gamma and SlidesGPT, both designed for AI-powered

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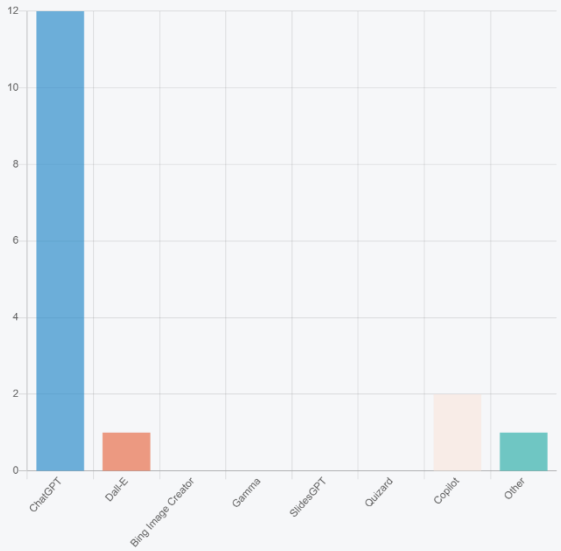
presentations, are among the least known, with only 3 (14%) and 4 (19%) respondents, respectively, indicating familiarity. Quizard, an AI tool for quizzes and learning, is among the least recognized, with only 3 respondents (14%) knowing or using it. Lastly, under the "Other" category, only one respondent mentioned Gemini, indicating limited awareness of Google's AI tools compared to OpenAI's offerings.

### Serbia




The responses show that ChatGPT is used by all 12 participants, highlighting its widespread adoption and popularity among users. It is the most well-known and frequently utilized Generative AI tool, with respondents likely relying on it for various tasks such as conversation, problem-solving, and creative assistance. DALL-E, a tool for generating images from text prompts, is known by only 1 respondent. SlidesGPT, which focuses on generating presentations and slides, and Quizard, a tool for creating quizzes and educational content, were not mentioned by any respondents, suggesting that these tools are either not well-known or not widely used by the group. Two (2) respondents indicated familiarity with Copilot. Finally, the "Other" category includes a mention of "Deepseek," a tool identified by one (1) respondent.

# Section 4: Perceptions of Generative AI

## Main benefits of Generative AI in daily life

To understand the perceived value of Generative AI in everyday life, participants were asked to select the main benefits they associate with its use. This sub-section measures a variety of options, including improved efficiency in tasks, personalized learning and education, enhanced creativity, entertainment, support in decision-

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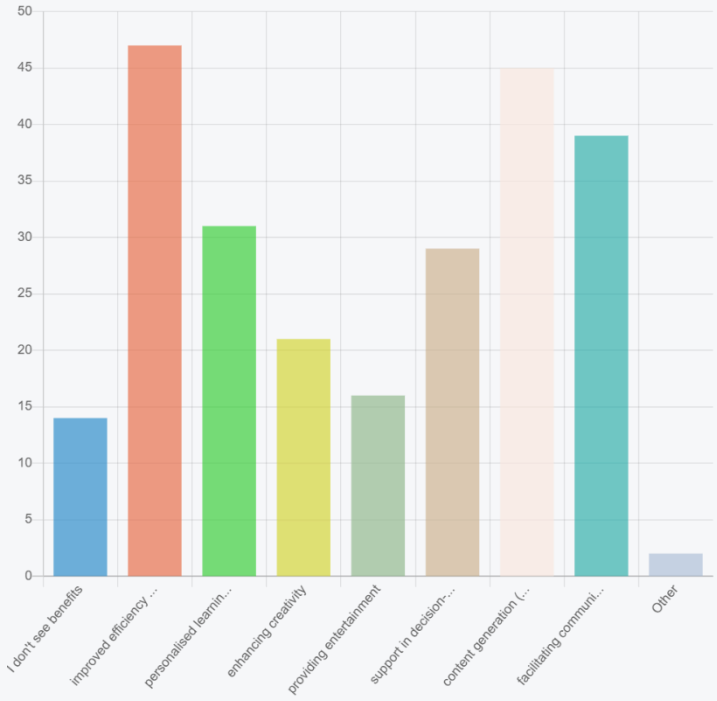
making, content generation (such as images, text, or music), and facilitated communication through tools like chatbots and translators. Respondents could also indicate if they saw no benefits or specify other advantages not listed. The insights from this question help highlight how individuals are integrating Generative AI into their daily routines and the specific areas where it has the greatest impact.

## Poland




Among the 83 respondents, the most widely recognized benefit of Generative AI was improved efficiency in tasks, with 47 participants (57%) acknowledging its impact indicating that a significant portion of users see AI as a tool for optimizing workflows, automating repetitive processes, and increasing overall productivity in their daily lives. Another major advantage highlighted was content generation (e.g., images, text, music), with 45 respondents (54%) recognizing its usefulness. Facilitating communication, such as through chatbots and translation tools, was identified as a benefit by 39 respondents (47%). Additionally, personalized learning and education was seen as a key advantage by 31 respondents (37%), showing that AI is playing an increasing role in tailoring educational experiences and providing customized learning support. Enhancing creativity was acknowledged by 21 respondents (25%), demonstrating that some users find AI valuable in sparking new ideas, generating artistic content, and aiding in creative projects.

In terms of entertainment, 29 respondents (35%) indicated that AI provides value in this area, likely through recommendations, media generation, and interactive

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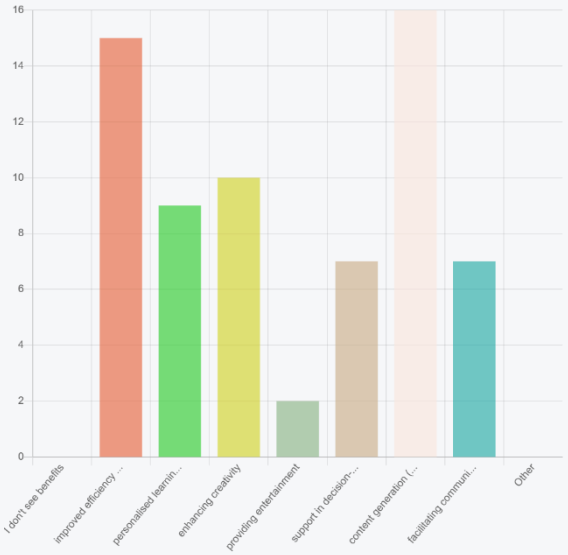
experiences. A smaller subset, 16 respondents (19%), specifically mentioned AI's role in providing entertainment. However, 14 respondents (17%) expressed skepticism, stating that they do not see any benefits of Generative AI in their daily lives. This highlights that while AI adoption is growing, there are still concerns or doubts regarding its practicality and relevance for some individuals.

## Greece




All 19 participants acknowledged at least one benefit of Generative AI, indicating a universal recognition of its usefulness in daily life. The most widely recognized advantage is content generation, with 16 out of 19 participants (84%) selecting it. This suggests that users primarily value AI for creating text, images, and music. Close behind, 15 participants (79%) highlighted improved efficiency in tasks, emphasizing AI's role in automating and streamlining various processes. Enhancing creativity was chosen by 10 participants (53%), demonstrating that AI is seen as a tool that fosters innovation and artistic expression. Similarly, personalized learning and education were selected by 9 participants (47%), reflecting AI's growing role in customized and adaptive learning experiences. Support in decision-making processes and facilitating communication, such as through chatbots and translation tools, were each recognized by 7 participants (37%), indicating that while AI is helpful in these areas, it is not yet as widely embraced as content creation and efficiency. Providing entertainment was the least recognized benefit, with only 2 out of 19 participants (11%) selecting it.

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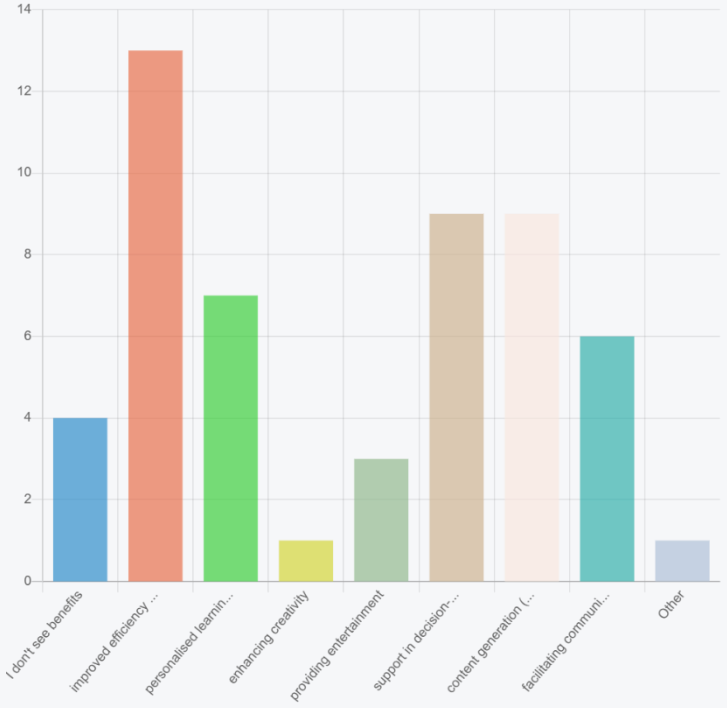
## Sweden




The dataset reveals key insights into respondents' perceptions of Generative AI, particularly regarding its benefits and concerns. When examining the advantages, the most frequently cited benefit is improved efficiency in tasks, acknowledged by 52.4% (11 out of 21) of respondents. This suggests that a significant portion of users see AI as a tool that enhances productivity and streamlines daily activities. Other notable benefits include content generation (42.9%) and support in decision-making processes (33.3%), indicating that many individuals rely on AI for assistance in creative and analytical tasks. Additionally, 28.6% of respondents highlighted AI's role in facilitating communication, such as through chatbots and translation tools. However, benefits related to creativity (9.5%) and entertainment (9.5%) were less frequently mentioned, suggesting that these applications may be seen as secondary to more functional uses. Interestingly, 14.3% (3 out of 21) reported that they do not see any benefits of Generative AI in their daily lives, highlighting some skepticism or lack of engagement with the technology.

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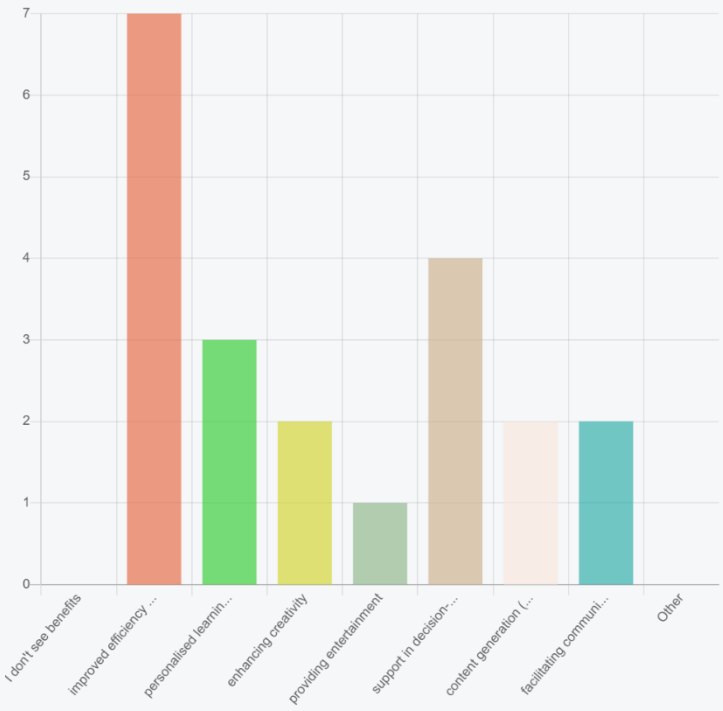
## Serbia




The responses indicate several key benefits of Generative AI in daily life, with the most prominent being improved efficiency in tasks, which was cited by 7 out of 12 respondents. This suggests that many individuals see AI as a valuable tool for streamlining their daily activities, reducing time spent on repetitive tasks, and enhancing overall productivity. Support in decision-making processes was highlighted by 4 respondents, indicating that AI plays a role in helping individuals make informed decisions. Personalized learning and education emerged as a benefit for 3 respondents. Enhancing creativity was mentioned by 2 respondents, highlighting AI's role in supporting creative endeavors. Facilitating communication (e.g., chatbots, translation tools) was also recognized by 2 participants and lastly, providing entertainment was noted by only 1 respondent.

## Concerns about Generative AI

To gain insight into potential apprehensions surrounding the use of Generative AI, participants were asked to identify their main concerns. This sub-section includes options such as ethical implications, privacy and security concerns, the risk of job displacement, over-reliance on AI tools leading to reduced human skills, and the spread of misinformation. Respondents could also indicate if they had no concerns or specify additional worries under the "Other" category. The responses help shed light on the broader societal and individual issues that may influence the acceptance and responsible use of Generative AI technologies.

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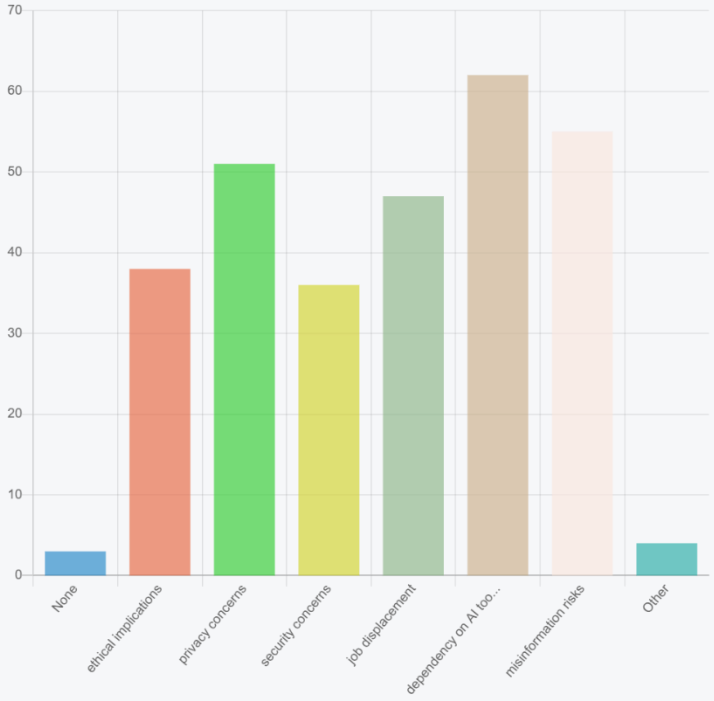
## Poland




The most prevalent concern was Dependency on AI (Skills Loss), with 63 out of 83 respondents (75.9%) selecting this issue indicating that a large majority of people fear that over-reliance on AI could reduce human skills, creativity, and critical thinking. The second most cited issue was Misinformation Risks, which was selected by 56 people (67.5%). Privacy Concerns followed closely, with 52 respondents (62.7%) expressing worries about how AI systems collect, store, and share personal data. Another major issue was Job Displacement, cited by 48 respondents (57.8%) indicating that more than half of the participants believe AI will significantly impact employment, either by replacing jobs or shifting workforce demands. Industries such as customer service, content creation, and software development are particularly vulnerable to AI-driven automation. Ethical Implications (39 respondents, 47.0%) and Security Concerns (36 respondents, 43.4%) also ranked highly, highlighting concerns about AI fairness, bias, and cybersecurity threats such as AI-driven fraud, hacking, and unauthorized access to data. Only 3 out of 83 individuals (3.6%) reported having no concerns about Generative AI indicating that nearly everyone sees at least one risk associated with AI technology. Beyond the predefined concerns, some respondents provided additional worries in the "Other" category, such as environmental impact, with concerns about high energy consumption and water usage, particularly in large-scale AI training models. Another concern raised was the gap between AI's perceived capabilities and its actual effectiveness, which could lead to false expectations and misguided policy decisions.

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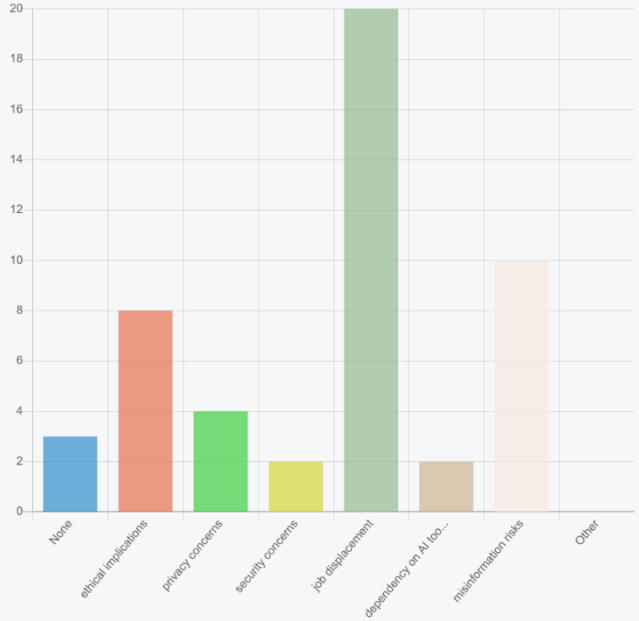
Certain concerns were frequently mentioned together, showing interconnected fears. People who are concerned about AI replacing human skills are also highly concerned about AI spreading misinformation, highlighting worries about AI taking over content creation without human oversight. A strong correlation exists between Privacy & Ethical Concerns, suggesting that many respondents believe AI's handling of personal data has serious ethical implications. Those concerned about Job Displacement often also fear that AI will make people too dependent on automated tools, reducing the need for human expertise. Conversely, concerns like Security & Environmental Impact did not show strong overlap, indicating that these are viewed as separate issues.

## Greece

All 19 participants expressed at least one concern regarding Generative AI, with none selecting "No concerns," indicating a widespread awareness of potential risks. The most frequently cited concerns were dependency on AI tools and misinformation risks, both selected by 12 participants (63%). This suggests a strong apprehension about AI reducing human skills and the spread of inaccurate or misleading information. Ethical implications were identified by 9 participants (47%), reflecting concerns over biases, moral responsibility, and the ethical use of AI-generated content. Privacy concerns were also selected by 9 participants (47%), showing that data security and user protection remain important issues. Security concerns were slightly less prominent, with 8 participants (42%) acknowledging risks related to AI's vulnerability to cyber threats and misuse. Job displacement was a concern for 6 participants (32%), indicating that while some recognize AI's impact on employment, it is not as pressing a worry as misinformation or reliance

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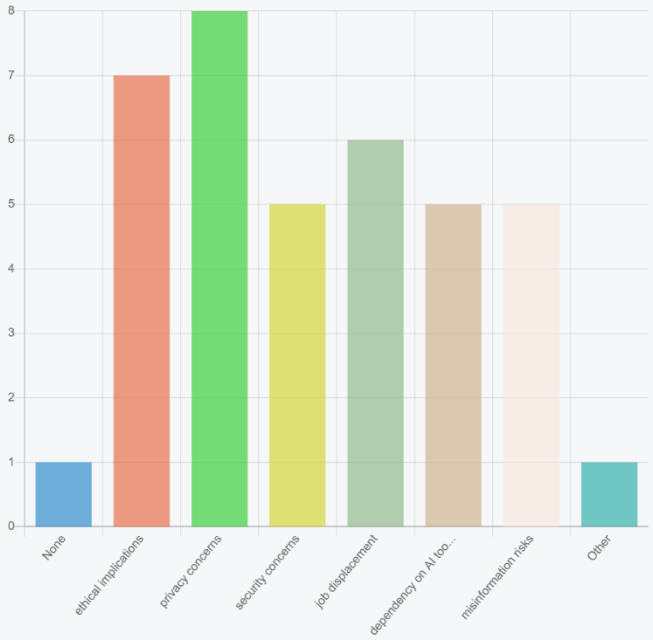
on AI. In the "Other" category, a participant noted in Greek concerns about "lack of creativity" and "recycling of saturated information," suggesting that AI-generated content may be seen as repetitive and less innovative.

## Sweden

When it comes to concerns, the most prevalent issue raised is job displacement, with 76.2% (16 out of 21) of respondents expressing worries about AI replacing human roles. This reflects a widespread apprehension about the potential economic and workforce impact of AI technologies. Ethical implications (42.9%) and misinformation risks (33.3%) are also significant concerns, emphasizing fears regarding AI's role in spreading inaccurate information and the broader moral dilemmas associated with its use. Privacy concerns were mentioned by 19.0% of respondents, while security risks were less frequently cited at 9.5%. A small proportion of respondents (9.5%) also expressed worries about dependency on AI tools, fearing that over-reliance on such technologies might diminish human skills. Interestingly, 14.3% of respondents reported having no concerns about Generative AI, indicating that some users either trust the technology or do not perceive significant risks.

## Serbia

The responses reveal a range of concerns about Generative AI, with ethical implications and privacy concerns being the most widely cited. Ethical implications were the primary concern for 8 out of 12 respondents, reflecting widespread anxiety about the moral and societal consequences of AI. Privacy concerns were also noted by 8 respondents, indicating a significant worry about how AI tools might access, process, and potentially misuse personal data. The ability of

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AI to collect vast amounts of information raises critical questions about data security and user consent, especially in an era of increased surveillance. Security concerns were mentioned by 5 respondents, pointing to fears about the potential for AI systems to be hacked, misused, or even weaponized. As AI becomes more integrated into various sectors, ensuring its security is crucial to prevent malicious uses that could cause harm. Concerns about reducing human skills were also expressed by 5 respondents, highlighting the fear that increased reliance on AI could lead to a decline in critical thinking, creativity, and other essential human abilities.

Misinformation risks were cited by 5 respondents as well, reflecting worries about AI's potential to create convincing yet false or misleading content. In the Other category, one respondent expressed concern about environmental issues, raising awareness about the energy consumption of AI systems and the environmental impact of large-scale AI deployment. Finally, "None" was selected by 1 respondent, indicating that not all participants have concerns about Generative AI.

## Overall attitude toward Generative AI

To assess the general sentiment toward Generative AI, participants were asked to rate their overall attitude using a Likert scale ranging from 1 to 5, where 1 represents a very negative perception and 5 represents a very positive one. This sub-sections measures how individuals feel about Generative AI as a whole, offering valuable context to support the interpretation of responses to both benefits and concerns related to its use.

### Poland

The most frequent response is 3, indicating a neutral stance toward Generative AI. A significant portion of respondents selected this rating, suggesting that while they do not fully embrace AI, they also do not completely reject it. Many individuals may recognize both the benefits and risks of AI, leading them to take a balanced, cautious approach. The second most common rating is 4, which suggests a moderately positive attitude toward AI. A substantial number of people seem to see AI’s benefits

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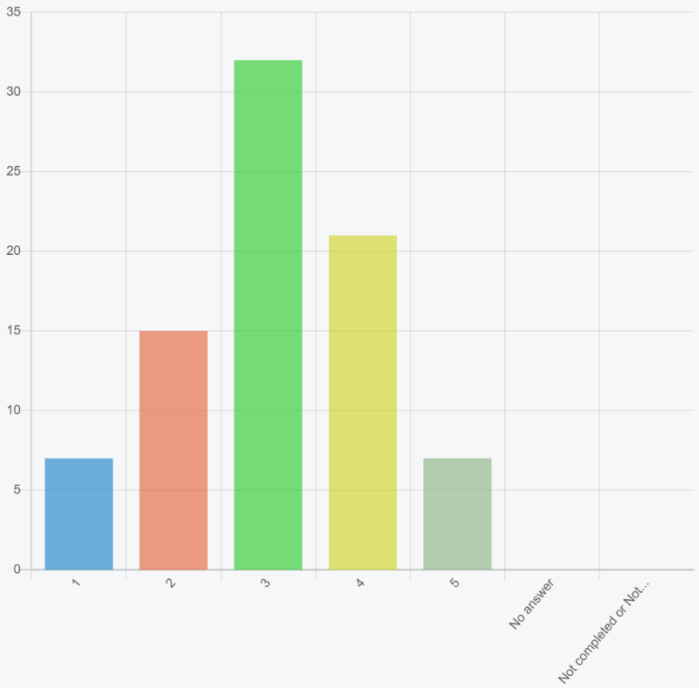
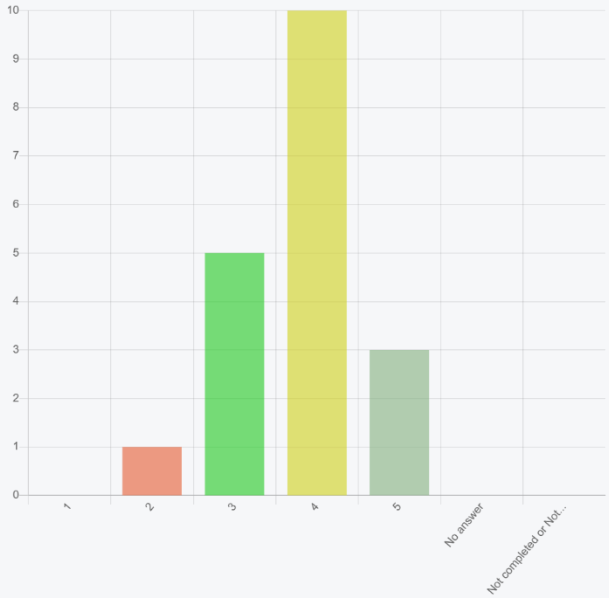
and potential but may still have some concerns, particularly regarding privacy, misinformation, and job displacement, as seen in previous analyses. On the negative side, several respondents rated their attitude as 1 or 2, indicating scepticism or strong concerns about AI's role in society.




## Greece

The overall attitude toward Generative AI among the 19 participants appears to be generally positive, with most ratings clustering around 4. The most frequent response is 4, selected by 10 participants, indicating a favourable but not overly enthusiastic perception. A perfect score of 5 was given by 3 participants, reflecting a highly positive outlook.




Meanwhile, 5 participants rated Generative AI a 3, suggesting a more neutral stance, and only 1 participant gave a score of 2, representing the most sceptical view in the group. With the majority of responses leaning toward 4 and 5, the data suggests that participants generally recognize the benefits of Generative AI while possibly acknowledging its limitations or risks. The absence of ratings below 2 further indicates that most individuals view AI as more beneficial

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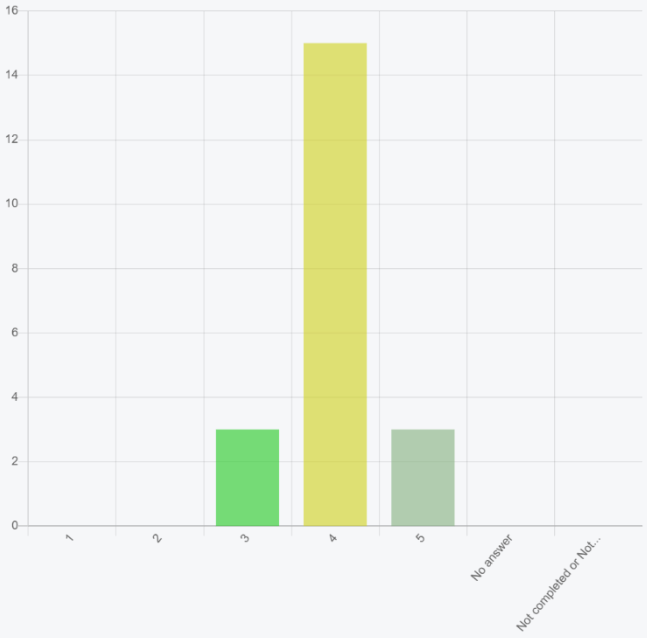
than problematic, even if some concerns remain.

## Sweden




Respondents' overall attitudes toward Generative AI reveals a predominantly positive outlook. The majority of participants rated their attitude as 4 out of 5 (66.7% or 14 out of 21), indicating a generally favourable perspective with some reservations. Meanwhile, 14.3% (3 out of 21) rated their attitude at the highest level of 5, showing strong enthusiasm and acceptance of Generative AI. However, 14.3% (3 out of 21) provided a more neutral rating of 3, suggesting a degree of scepticism or mixed opinions about its impact and applications. These results suggest that most respondents see Generative AI as a beneficial technology, though some may have concerns or uncertainties about its broader implications. The presence of multiple 5 ratings highlights that a portion of users are highly supportive, while the 3 ratings indicate that not all participants are entirely convinced of its advantages. This trend aligns with previous findings, where respondents acknowledged the efficiency and content-generation benefits of AI while also expressing concerns about job displacement and ethical issues.

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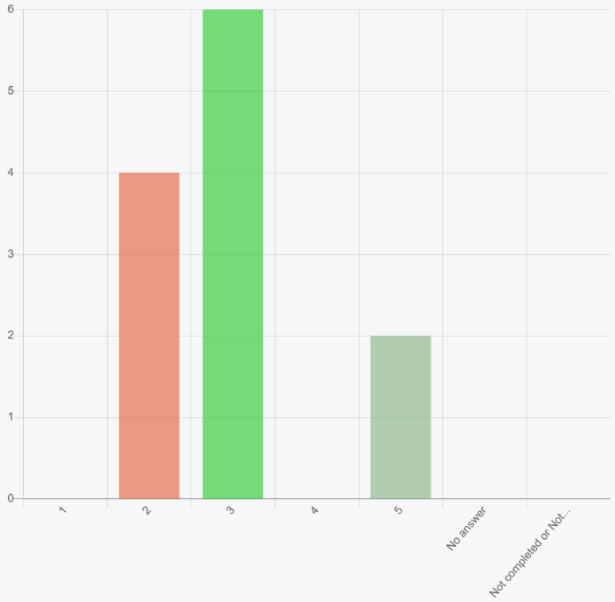
## Serbia




A majority of participants, 4 out of 12, expressed a critical or cautious view, rating their attitude as 2. Five (5) respondents gave a rating of 3, reflecting a neutral or moderately positive stance toward Generative AI. A smaller group of 2 respondents expressed a strongly positive attitude, rating their view as 5.

# Section 5: Adoption of Generative AI

## Frequency of Generative AI tools usage

To understand the frequency of engagement with Generative AI tools, participants were asked how often they use such tools in their daily lives. This single-choice question offered a range of options, including: never used, rarely (less than once a month), occasionally (once or twice a month), frequently (weekly), and very frequently (daily or almost daily). The responses provide insight into the level of adoption and integration of Generative AI in participants' routines.

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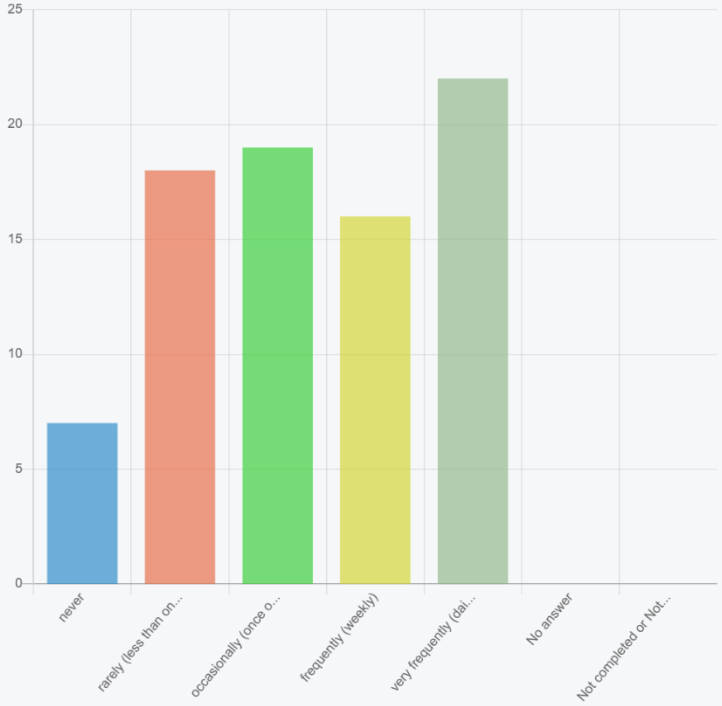
## Poland

The most common response is "very frequently (daily or almost daily)," with 23 out of 83 respondents (28%) indicating that they use Generative AI on a near-daily basis. This suggests that for many, AI has become an essential tool in their daily routine, likely for tasks such as content creation, coding, and workflow automation. Close behind is "occasionally (once or twice a month)," chosen by 19 out of 83 participants (23%), showing that a substantial number of users turn to AI for specific tasks but do not depend on it regularly. The "frequently (weekly)" category includes 16 out of 83 respondents (19%), indicating that these individuals incorporate AI into their routines on a regular but not daily basis. The "rarely (less than once a month)" category, with 18 out of 83 people (22%), highlights that a notable segment of the population interacts with AI only sporadically, possibly experimenting with it but not fully integrating it into their workflow. Finally, 7 out of 83 respondents (8%) reported never using Generative AI. This group may include individuals who are either sceptical of AI, unaware of its benefits, or simply do not have a practical need for it. While this is the smallest group, it demonstrates that despite AI's increasing adoption, there remains a portion of the population that has yet to engage with it. In summary, the data suggests that Generative AI usage is widespread, with 47% of respondents using it at least weekly and another 23% engaging occasionally. Meanwhile, 22% use AI rarely, and only 8% never use it at all.

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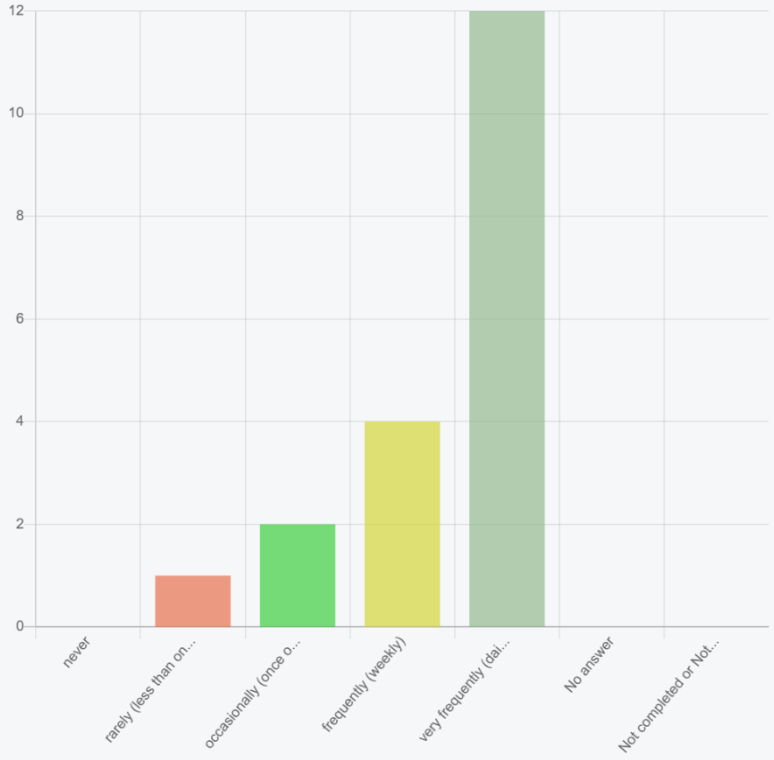
## Greece




The majority of respondents, 12 out of 19 (63%), reported using Generative AI tools very frequently (daily or almost daily). This indicates that for a significant portion of users, these tools have become an essential part of their daily workflow, likely serving professional, educational, or creative purposes. A smaller but still substantial group, 4 out of 19 respondents (21%), indicated that they use Generative AI tools frequently (weekly). These users likely incorporate AI into their work or personal tasks on a consistent but less intensive basis. In contrast, 2 out of 19 respondents (11%) reported using Generative AI tools occasionally (once or twice a month). Finally, 1 out of 19 respondents (5%) indicated that they rarely (less than once a month) use Generative AI tools.

## Sweden

The usage patterns of Generative AI tools suggest a growing integration into users' routines, with the majority engaging with them frequently (weekly) and a smaller subset using them very frequently (daily or almost daily). This indicates that while Generative AI is becoming a staple for many, it has not yet reached the level of daily necessity for most users. Approximately 50% of respondents report using Generative AI tools frequently (weekly), making this the most common usage pattern. Meanwhile, 25% of users engage with AI tools very frequently (daily or almost daily),

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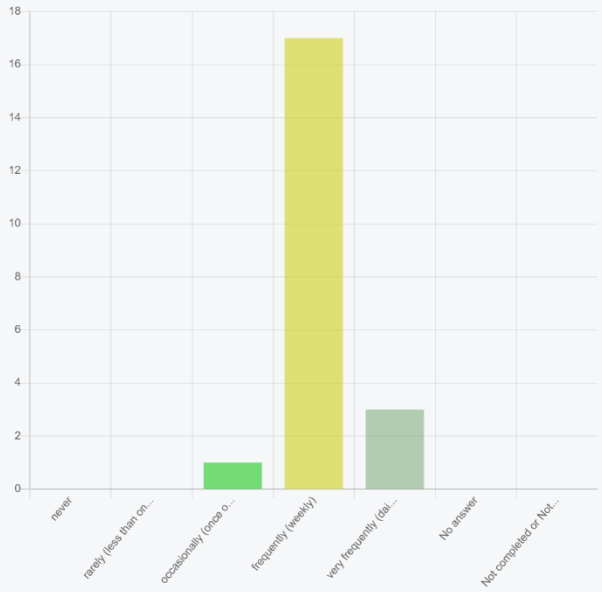
highlighting a strong reliance on the technology among a subset of users. Additionally, a smaller group, around 5%, use AI tools occasionally (once or twice a month), indicating a moderate level of interest but less consistent engagement.




### Serbia

Occasional use (once or twice a month) is the most common, with five (5) participants engaging with the technology intermittently for specific tasks or projects. Rare use (less than once a month) follows closely, with four (4) individuals reporting minimal interaction with Generative AI, suggesting that it is not a significant part of their routine. Very rare use was noted by one (1) participant, indicating that the technology is only used in exceptional circumstances and does not form a regular part of their digital toolkit. On the other hand, two (2) respondents reported using Generative AI frequently (weekly), implying that these tools are integrated into their activities more regularly, likely for ongoing tasks or projects that require consistent use of AI.

## Sectors where Generative AI tools are used

To explore the practical applications of Generative AI across different areas of life, participants were asked to indicate the sectors in which they have used such tools. This sub-section measures options such as education, entertainment, personal development, work-related tasks, and social media, along with an "Other" category for additional contexts not listed. The data collected helps highlight the diverse ways Generative AI is being utilized across various domains and its relevance to different aspects of daily activities and professional tasks.

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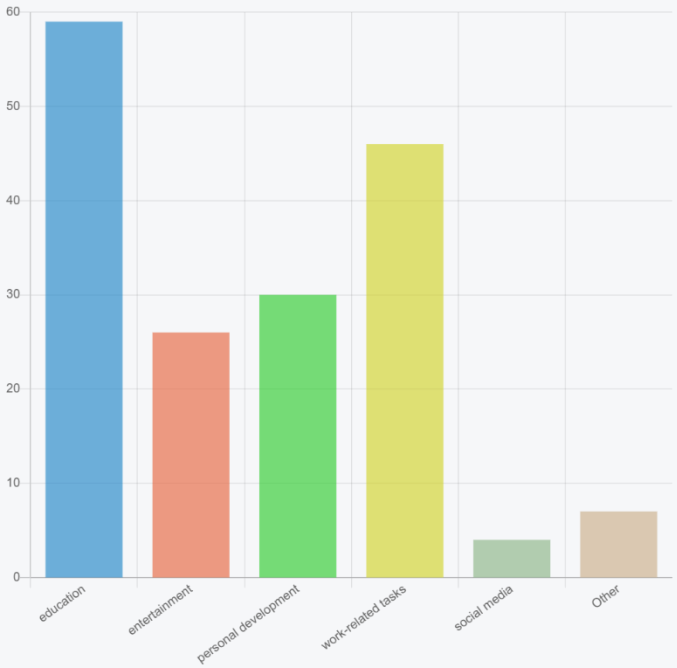
## Poland




The data shows that generative AI tools are most frequently used in work-related tasks and education, with 47 and 50 respondents respectively indicating usage in these areas. This suggests that a significant number of individuals are leveraging AI to support their professional responsibilities as well as their academic or learning activities. Personal development also appears as a prominent area, with 30 individuals reporting usage of AI tools to aid in self-improvement or skill-building. This may include using AI for writing assistance, learning new topics, or enhancing productivity. Entertainment saw 26 respondents acknowledging AI usage, indicating a solid level of adoption for creative or leisure purposes such as music, video, or storytelling. Social media had the lowest reported use, with only 4 individuals marking it as a sector where they've engaged with AI. This might suggest either a lack of awareness or fewer direct applications that respondents recognize as involving generative AI in this context. The "Other" category includes a few open-ended responses such as using AI to explore solutions to programming and personal life issues, as well as generating text. Overall, the data reflects a strong inclination toward practical and educational applications of generative AI, while entertainment and personal growth also play meaningful roles. The low figures in social media and sparse but diverse "Other" responses hint at untapped potential or less recognized usage in these areas.

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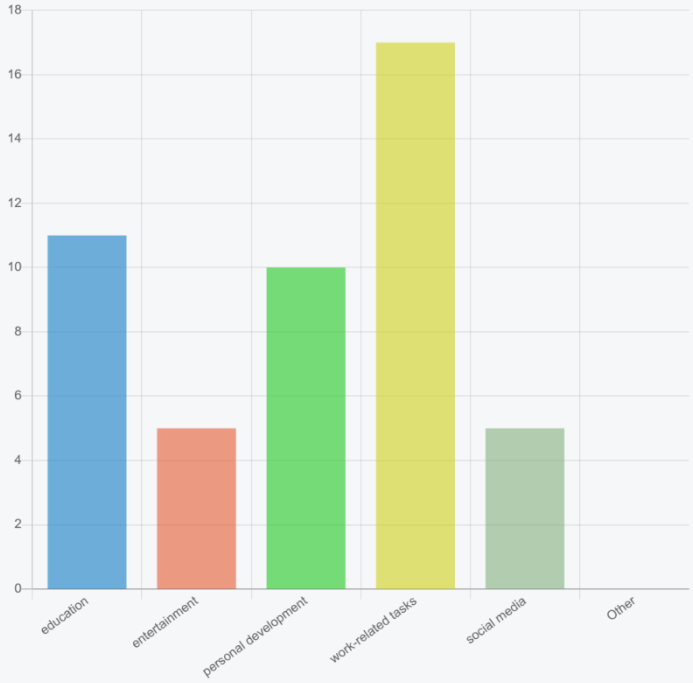
## Greece




The most common area of usage is work-related tasks, with 17 out of 19 respondents (89.5%) indicating that they use AI tools in their professional activities. This highlights the widespread reliance on AI for productivity, automation, and efficiency improvements in the workplace. Education is another significant sector, with 11 out of 19 respondents (57.9%) reporting the use of AI tools for learning purposes. This suggests that AI is playing an increasingly important role in academic research, tutoring, and content generation for students and educators. The use of AI tools for personal development is also notable, with 10 out of 19 respondents (52.6%) leveraging AI for self-improvement. This includes applications such as skill-building, self-coaching, and goal tracking. In contrast, AI adoption in social media and entertainment is relatively lower, with only 5 out of 19 respondents (26.3%) indicating usage in each of these sectors. While AI-driven features are commonly embedded within social media platforms and content creation tools, fewer respondents report actively using AI tools for these purposes.

Interestingly, 5 respondents (26.3%) reported that they do not use AI tools in any of the mentioned categories, indicating that AI adoption is not yet universal indicating that some individuals either do not see the need for AI tools in their daily activities or have not yet explored their potential benefits.

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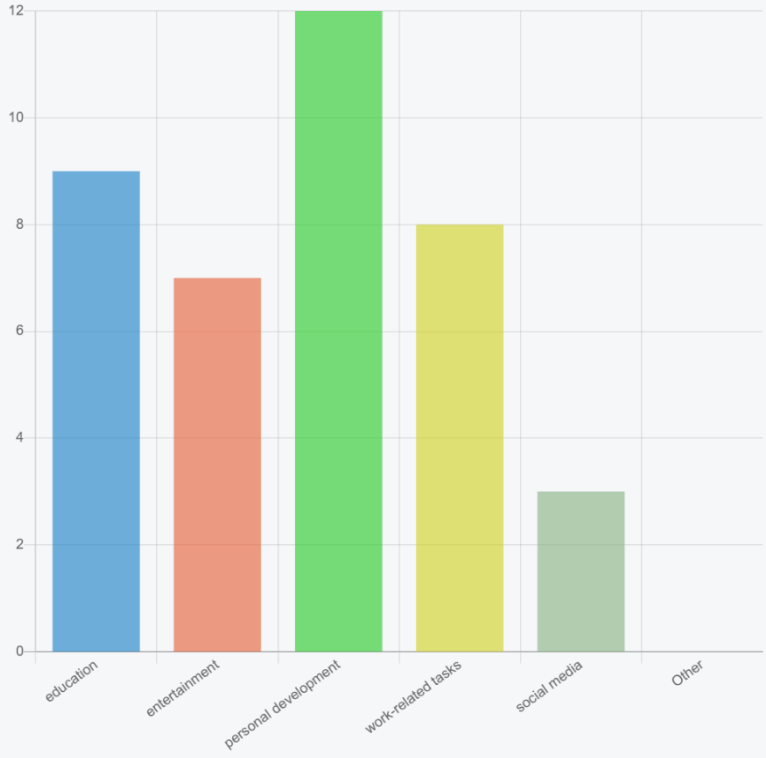
## Sweden




The data indicates that Generative AI tools are primarily used for personal development (55%) and work-related tasks (50%), highlighting their growing role in self-improvement and professional productivity. Many users rely on these tools for tasks such as content generation, skill-building, and workflow automation, which aligns with the increasing integration of AI in workplaces and learning environments. Education is another significant sector, with 40% of respondents indicating usage. The ability to generate study materials, assist with writing, and provide explanations makes AI particularly useful for students and educators alike. Entertainment (25%) and social media (20%) show lower adoption rates compared to other sectors. While AI-generated content is gaining traction, traditional media formats and user-generated content continue to dominate these spaces. Overall, the data reveals that Generative AI is becoming a key tool in productivity and learning, while its role in entertainment and social media remains more limited.

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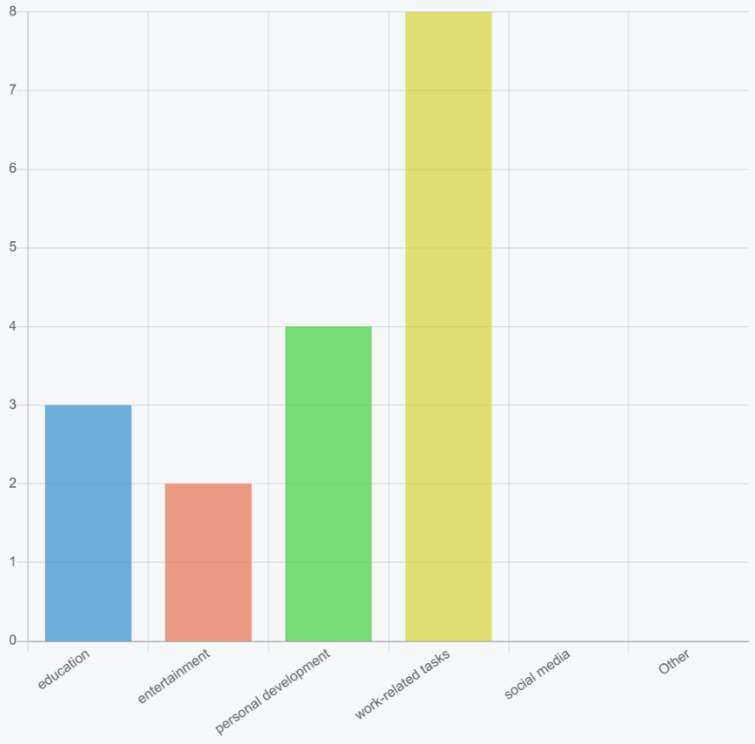
## Serbia

Generative AI tools are primarily used in work-related tasks, with 8 out of 12 respondents utilizing these tools for professional purposes. This indicates that Generative AI plays a significant role in enhancing productivity, creativity, and efficiency in work-related activities. The education sector follows, with 3 respondents using Generative AI tools for learning or teaching. Entertainment is another sector where Generative AI tools are used, with 2 respondents reporting usage in this area. Interestingly, no respondents reported using Generative AI tools for social media purposes, highlighting that AI tools may not yet be integrated widely in personal social media use.




## Main barriers preventing Generative AI tools usage

To identify the factors that may be limiting the use of Generative AI tools, participants were asked to select the main barriers preventing them from engaging with these technologies. This sub-section measures options such as lack of knowledge, trust issues related to accuracy or reliability, privacy and data security concerns, accessibility challenges, cost-related concerns, and fear of becoming too dependent on technology. Respondents could also indicate if they faced no barriers or specify other reasons under the "Other" category. Understanding these obstacles provides valuable insight into what may be hindering broader adoption and how these issues might be addressed moving forward.

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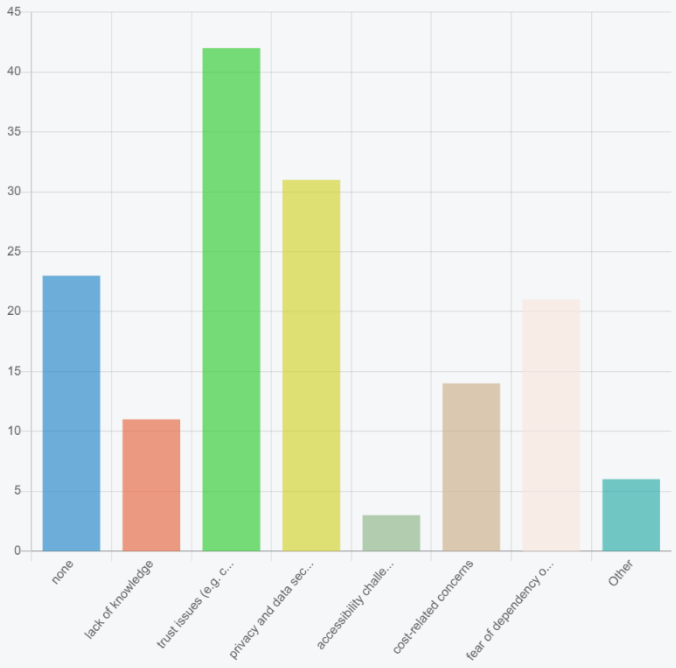
## Poland




The most prominent barrier preventing people from using generative AI tools is concern about accuracy and reliability, noted by 43 respondents. Privacy concerns also rank highly, with 31 people expressing discomfort regarding how their data might be used or stored by AI platforms. In an age where digital privacy is an increasing concern, it's not surprising that individuals are hesitant to engage with tools that may collect and process personal or sensitive information. This barrier appears to be more about systemic trust rather than the technology itself. Interestingly, 23 individuals indicated no significant barriers to using generative AI, suggesting that nearly a quarter of the participants either feel comfortable with the tools or already actively use them. In contrast, lack of knowledge was flagged by 11 respondents, highlighting that while not the top concern, there is still a need for user education, possibly through tutorials or accessible onboarding experiences. Although less frequent, cost-related concerns (mentioned 14 times) and fear of dependency on technology (21 times) reveal more nuanced worries. Some users may feel that reliance on AI could reduce their critical thinking skills or creative abilities. Only 3 people noted accessibility challenges, which may reflect either relatively good access among this group or low awareness of inclusive design issues. The "Other" responses further enrich the picture. In addition to reiterating cost-related issues, several users raised ethical concerns, a lack of personal need, or value-based opposition to generative AI. These responses suggest that for some, the hesitation is rooted not in practical barriers but in deeper personal or philosophical beliefs. Together, these results present a layered view of

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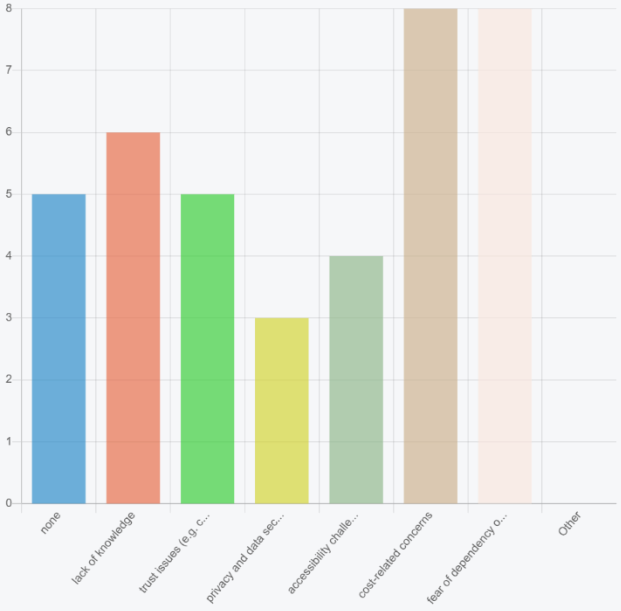
generative AI adoption, driven as much by emotional and ethical factors as by technical or practical ones.

## Greece




The most commonly reported barriers are cost-related concerns and fear of dependency on technology, with 8 out of 19 respondents (42.1%) citing each as a major issue. The high percentage of cost-related concerns suggests that many users find AI tools expensive or perceive premium features as inaccessible. Simultaneously, the fear of becoming overly dependent on AI indicates a broader concern about losing essential human skills or over-reliance on automation in daily tasks. Another significant challenge is lack of knowledge, reported by 6 out of 19 respondents (31.6%). Similarly, concerns about accuracy and reliability, reported by 5 out of 19 respondents (26.3%), highlight a general scepticism about AI-generated content, with users questioning its trustworthiness and factual correctness. Privacy and data security concerns were cited by 3 out of 19 respondents (15.8%), indicating that while some individuals are wary of data breaches or AI misuse, this is not the most widespread concern. However, accessibility challenges, noted by 4 out of 19 respondents (21.1%), suggest that technical barriers, such as interface complexity, device compatibility, or language limitations, may prevent some individuals from effectively using these tools. Interestingly, 5 respondents (26.3%) reported that they face no barriers to using AI, indicating that a significant portion of the group is comfortable with the technology and its applications. Overall, the findings suggest that financial constraints, knowledge gaps, and concerns about over-reliance on AI are the primary factors limiting AI adoption. Addressing these concerns through affordable pricing

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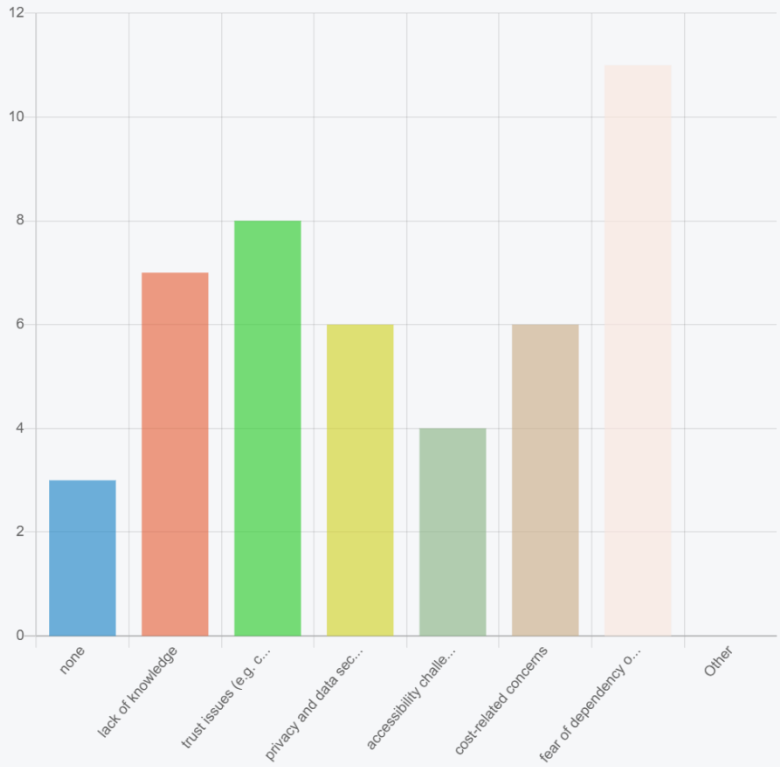
options, better user education, and assurances of human-AI balance could encourage wider adoption and trust in Generative AI tools.

## Sweden




Trust issues related to accuracy and reliability remain the most frequently reported barrier, with 38% of respondents (8 out of 21) expressing concerns. This suggests that a significant portion of users are hesitant to fully adopt Generative AI due to potential errors, misinformation, or inconsistencies. Lack of knowledge is another major challenge, affecting 33% of users (7 out of 21). This suggests that many individuals feel uncertain about how to effectively use these tools. Privacy and data security concerns were cited by 29% of respondents (6 out of 21), indicating that a notable portion of users remain cautious about sharing sensitive information with AI systems. Accessibility challenges affect 19% of users (4 out of 21), suggesting that some individuals struggle with usability, platform compatibility, or other technical barriers. Cost-related concerns are another significant factor, with 29% of respondents (6 out of 21) reporting financial constraints as a limiting factor. While many AI tools offer free versions, premium features often require paid subscriptions. Fear of dependency on technology was reported by the highest proportion of respondents, with 52% (11 out of 21) expressing concerns. This suggests that over half of the users worry about becoming

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overly reliant on AI for decision-making, creativity, or productivity. Interestingly, 10% of respondents (2 out of 21) reported facing no barriers in using Generative AI, indicating that a small but confident group of users have seamlessly integrated these tools into their work or personal activities. To encourage greater adoption, addressing concerns about accuracy, privacy, and affordability will be crucial. Additionally, focusing on user education and emphasizing AI as a support tool rather than a dependency can help more users feel confident in leveraging Generative AI effectively.

## Serbia

The main barriers preventing respondents from using Generative AI tools are related to concerns about trust, privacy and data security, cost, and fear of dependency on technology. Concerns about accuracy or reliability were identified by 4 respondents, highlighting that some individuals hesitate to use Generative AI tools due to doubts about the quality and dependability of the generated content. Privacy and data security concerns were also raised by 4 respondents, reflecting common apprehension about how personal data might be handled when using AI technologies. Cost-related concerns were another barrier for 4 respondents, suggesting that the affordability of Generative AI tools may prevent individuals from adopting them, particularly if there are paid subscription models or associated costs. Fear of dependency on technology emerged as a concern for 5 respondents, indicating that many individuals worry about becoming overly reliant on AI tools, potentially diminishing their own skills or abilities. Additionally, 5 respondents mentioned other barriers, such as ethical and environmental concerns. These respondents may be wary of the broader societal and environmental impacts of widespread AI adoption. Interestingly, 1 respondent cited lack of knowledge as a barrier, suggesting that unfamiliarity with Generative AI tools can limit their use. However, no respondents identified accessibility challenges or no significant barriers to using these tools.

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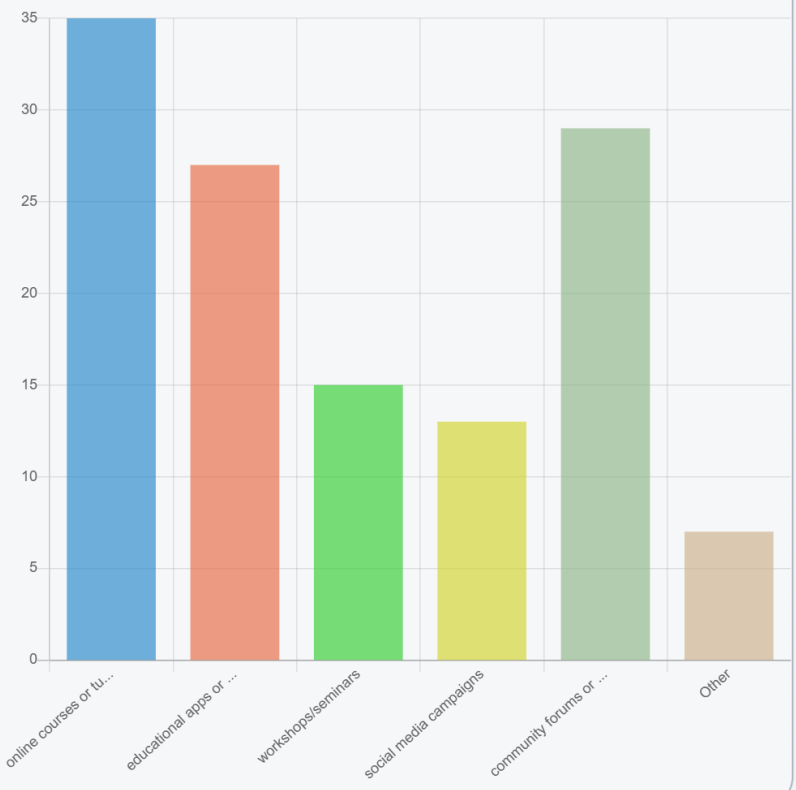
# Section 6: Suggestions for Increasing Adoption

## Preferred methods for learning about Generative AI

To better understand how individuals prefer to learn about Generative AI, participants were asked to indicate their preferred learning methods. This multiple-choice question offered a variety of options, including online courses or tutorials, educational apps or tools with AI integration, workshops or seminars, social media campaigns, and community forums or discussion groups such as Reddit or Discord. An "Other" option was also included for any additional learning methods not listed. The responses help highlight the most effective and accessible channels for educating people about Generative AI technologies.

### Poland

The results indicate that the most preferred method for learning about Generative AI is through online courses or tutorials, with 47 respondents selecting this option. This suggests a strong inclination toward structured, self-paced learning opportunities that often provide credibility, depth, and in some cases, certification. Such platforms may appeal to individuals looking for

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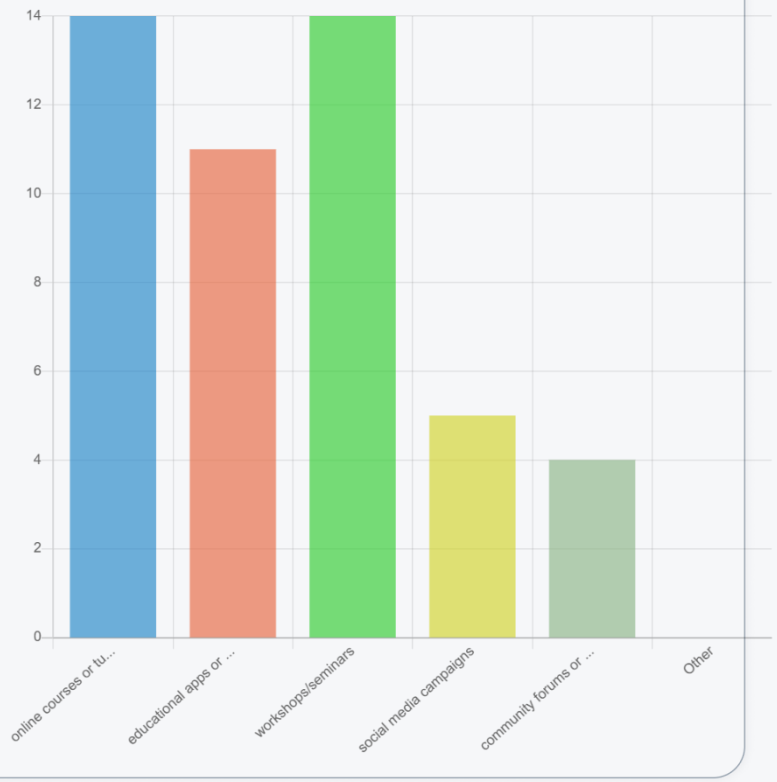
comprehensive content they can access at their convenience. Community forums and discussion groups, such as Reddit or Discord, were chosen by 29 respondents. This reflects the value many place on peer-to-peer learning, where users can exchange real-world experiences, ask questions, and explore different perspectives in a more informal, interactive setting. Educational apps or tools with AI integration were selected by 27 participants. This response highlights the appeal of technology-enhanced learning tools that make use of AI features to personalize the experience or make the content more engaging. Workshops and seminars received 15 votes, indicating a smaller but still notable interest in guided, in-person or live-online educational experiences. Social media campaigns were the least popular among the main options, with 13 people selecting this method.

In the open-ended responses, four participants indicated alternative preferences. Two specifically mentioned independent learning (*samodzielne poznawanie*), while two others noted a lack of interest or need in learning about AI.

## Greece

The most prevalent methods for learning about Generative AI are online courses or tutorials and workshops/seminars, with 14 out of 19 respondents (73.7%) selecting each. Following closely, educational apps or tools with AI integration were chosen by 11 respondents (57.9%), highlighting the demand for interactive and adaptive learning experiences. AI-driven applications allow learners to engage with the technology in a practical way, making this method a strong

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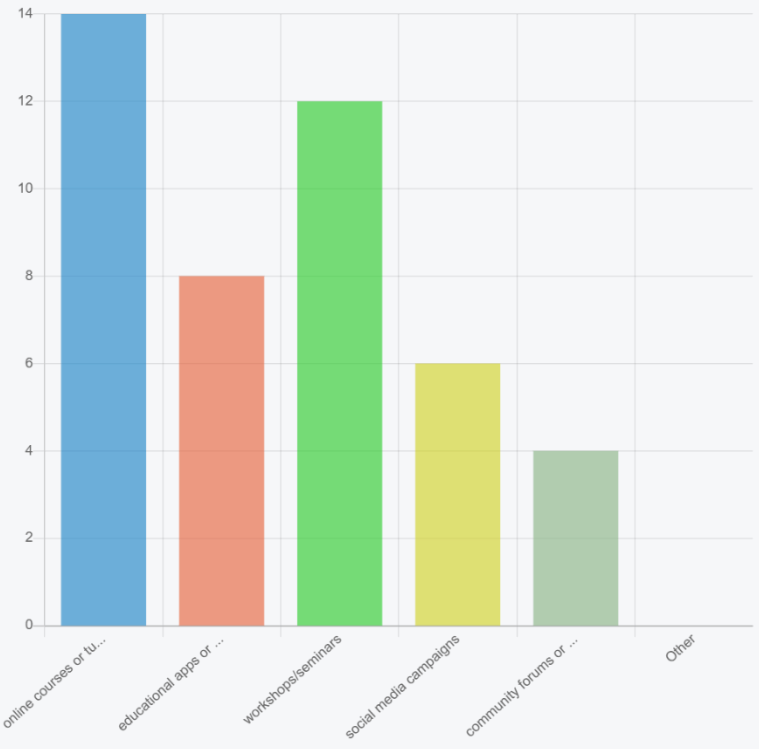
complement to traditional learning formats. In contrast, social media campaigns were only selected by 5 respondents (26.3%), indicating that while social media can spread awareness, it is not widely seen as a primary source for learning. Similarly, community forums and discussion groups (e.g., Reddit, Discord) were the least preferred method, with just 4 respondents (21.1%) choosing them. This suggests that while peer-to-peer discussions can be valuable, they are not the primary choice for most learners when it comes to structured education on Generative AI. Overall, these findings emphasize that formal and interactive learning approaches, such as courses, workshops, and AI-integrated tools, are the most effective ways to educate individuals about Generative AI. While social media and online forums serve as supplementary sources, expanding access to structured and hands-on learning experiences will be key in supporting AI education.

## Sweden




The most preferred method for learning about Generative AI is online courses or tutorials, chosen by 14 out of 21 respondents (67%). Online courses allow learners to acquire knowledge at their own pace while benefiting from expert guidance, making them a popular choice for those looking for a comprehensive understanding of Generative AI. Workshops and seminars are another widely favored option, selected by 12 out of 21 respondents (57%). This indicates a strong preference for interactive, hands-on learning experiences where participants can engage with

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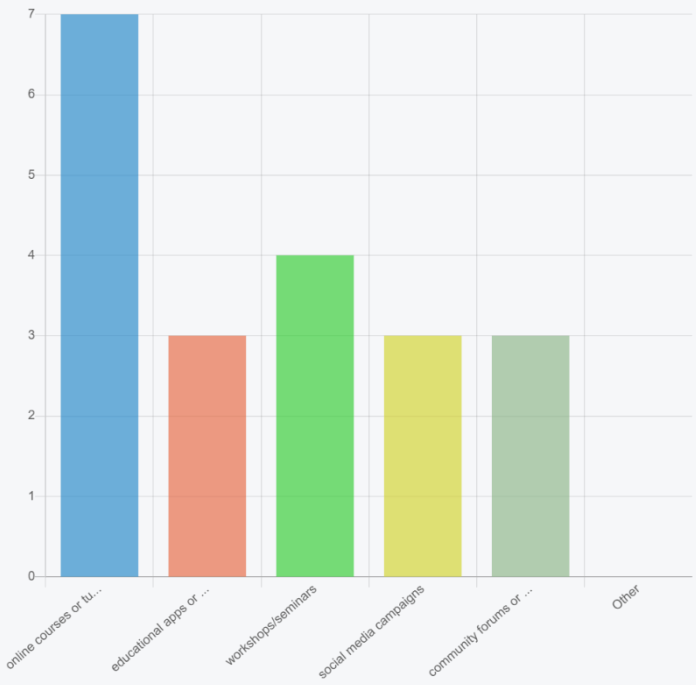
industry professionals and fellow learners. Educational apps or tools with AI integration were chosen by 8 out of 21 respondents (38%), highlighting a preference for technology-driven, interactive learning methods. These tools likely appeal to those who prefer

experiential learning, as they offer a more engaging and dynamic way to explore AI concepts. Social media campaigns were preferred by 6 out of 21 respondents (29%), showing that while social media plays a role in AI education, it is not the dominant method for most learners. Community forums and discussion groups (e.g., Reddit, Discord) were selected by 4 out of 21 respondents (19%), indicating that while some individuals value peer discussions and real-time knowledge-sharing, this method is less commonly relied upon for structured learning. Overall, the findings suggest that most users prefer structured and expert-led learning approaches such as online courses and workshops. However, there is also a significant interest in interactive tools and community-driven discussions, indicating that a diverse range of learning resources is necessary to accommodate different preferences and learning styles.

## Serbia

The preferred methods for learning about Generative AI reveal a variety of learning preferences among the respondents. Online courses or tutorials are the most favored method, with 7 respondents selecting this option. Workshops or seminars were chosen by 4 respondents, highlighting an interest in more formal, interactive settings where participants can engage directly with experts and peers in real-time discussions or activities. Educational apps or tools with AI

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integration also attracted 3 respondents, suggesting that hands-on, practical learning through AI-powered apps or tools is a valuable way for some to understand Generative AI concepts. Community forums or discussion groups (such as Reddit or Discord) were selected by 3 respondents, pointing to a preference for informal learning through peer-to-peer interaction, where individuals can exchange ideas, ask questions, and collaborate on solutions. Finally, social media campaigns were the least popular method, with only 3 respondents choosing this option. This suggests that while social media can be a helpful resource for learning, respondents tend to prefer more structured or community-driven educational methods.

## Analysis

The data shows a strong dependence on technology across Poland, Greece, Serbia, and Sweden, with most respondents using digital devices daily. In Poland and Serbia, the majority reported near-constant usage (57% and 83.3%, respectively), while Greece showed a similar trend, with nearly all participants engaging with technology frequently. Sweden had high daily usage as well, though with a slightly greater balance between constant and frequent users. Overall, the findings highlight the essential role of digital tools in communication, work, and entertainment. With minimal reports of low technology use, the data underscores a growing reliance on digital devices, emphasizing the need for digital literacy and responsible usage across all regions.

Social media is the most widely used service in Poland (90%), Greece (89%), and Serbia (91.7%), highlighting its central role in communication and entertainment. Entertainment platforms also see high engagement, particularly in Poland (61%) and Serbia (66.7%), while gaming usage varies, with lower adoption in Greece (10.5%) and Sweden (9.5%). AI-based applications are gaining traction, with strong adoption in Greece (79%) and moderate usage in Poland (42%) and Serbia (41.7%). Sweden stands out with a focus on educational tools (76.2%) and AI apps (47.6%), while social media (23.8%) and entertainment (19%) see lower engagement. Overall, social

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media dominates across most countries, AI and educational tools are on the rise, and entertainment remains significant, though usage patterns vary by region.

Across all four countries, familiarity with Generative AI varies, but Poland and Sweden show the highest levels of awareness. In Poland, over 80% of respondents report at least moderate familiarity (Levels 3-5), with 52% having strong knowledge (Levels 4-5). Similarly, in Sweden, 71.4% of participants rate their familiarity at Levels 4 or 5, indicating widespread exposure. Greece follows with most respondents (89%) falling within Levels 3-4, though only two individuals consider themselves highly proficient (Level 5). Serbia shows the lowest familiarity, with only three respondents at Level 5 and one participant at Level 2, suggesting less engagement with AI technologies compared to the other countries. Overall, while all countries demonstrate a growing awareness of Generative AI, Poland and Sweden lead in higher familiarity, while Greece and Serbia have more respondents in the moderate-to-lower range.

Across Poland, Greece, Sweden, and Serbia, social media and online publications emerge as the dominant sources of information about Generative AI, though their prominence varies by country. In Poland, social media is the most common source (69.5%), followed by online publications (53.7%), while in Serbia, both sources are equally popular (83.3%). Similarly, in Greece, these two channels are tied, with 15 out of 19 respondents relying on them, while in Sweden, online publications hold a slight edge (52.4%) over social media (42.9%). Educational institutions play a stronger role in Sweden (47.6%) and Poland (30.5%) compared to Greece (15.8%) and Serbia (33.3%), suggesting that formal education is more integrated into AI learning in certain regions. Friends and family significantly influence AI knowledge in Poland (40.2%) and Greece (57.9%), whereas their impact is minimal in Sweden (19%) and absent in Serbia. These differences highlight varying degrees of reliance on structured versus informal sources across countries, reflecting differences in digital culture, education systems, and social influence.

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Across all four countries—Poland, Greece, Sweden, and Serbia—ChatGPT emerges as the most widely recognized and used Generative AI tool, with near-universal adoption ranging from 91.6% in Poland to 100% in Greece, Sweden, and Serbia. DALL·E is the second most popular tool but with varying degrees of recognition, from 31.3% in Poland to only one user in Serbia. Bing Image Creator shows moderate usage in Poland (18.1%) but is far less known in Greece, Sweden, and Serbia. Productivity-focused AI tools such as Copilot, Gamma, and SlidesGPT have relatively low adoption across all countries, with Greece showing the highest awareness of Copilot (57.9%). Notably, Serbia had no respondents indicating the use of SlidesGPT or Quizard, while Greece had minimal engagement with these tools. The "Other" category highlights additional AI tools being explored, with Poland reporting the broadest range, including Midjourney, Stable Diffusion, and Claude, while Greece and Serbia had fewer mentions. These differences suggest that while text-based AI tools dominate worldwide, interest in image-generation and specialized AI tools varies significantly by country, possibly influenced by professional needs, local tech adoption, and accessibility.

Across all four countries—Poland, Greece, Sweden, and Serbia—improved efficiency in tasks and content generation emerge as the most widely recognized benefits of Generative AI. In Poland, 57% of respondents see AI as a tool for optimizing workflows, while in Greece, an even higher 79% recognize its role in automation. Similarly, in Sweden (52.4%) and Serbia (58.3%), efficiency is a key driver of AI adoption. Content generation, including text, images, and music, is particularly valued in Greece (84%) and Poland (54%), whereas in Sweden (42.9%) and Serbia, it holds a secondary position. Facilitated communication through chatbots and translation tools is more commonly recognized in Poland (47%) and Sweden (28.6%) than in Serbia (16.7%) and Greece (37%). Personalized learning and education receive moderate recognition across all countries, with Greece (47%) showing the highest interest, followed by Poland (37%) and Serbia (25%). Creativity is a less prominent benefit, ranging from Poland's 25% to Sweden's low 9.5%, suggesting that AI's role in artistic expression is still emerging. Entertainment sees the least engagement, with only 11% in Greece and 9.5% in Sweden recognizing it as a major

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AI benefit. Interestingly, skepticism remains, with 17% in Poland and 14.3% in Sweden stating they see no benefits, while in Greece, all respondents acknowledged at least one advantage. These findings highlight regional differences in AI adoption, with some countries prioritizing productivity and content creation, while others remain more cautious about its everyday value.

Concerns about Generative AI vary across Poland, Greece, Sweden, and Serbia, but common themes emerge. Dependency on AI and skills loss is the top concern in Poland (75.9%) and Greece (63%), reflecting fears about reduced human creativity and critical thinking. Misinformation risks are also significant in both countries, with 67.5% in Poland and 63% in Greece fearing AI-generated falsehoods. In Sweden, the biggest concern is job displacement (76.2%), highlighting economic anxieties, whereas in Serbia, ethical implications (66.7%) and privacy concerns (66.7%) are the most cited, reflecting worries about AI fairness and data security. Privacy is a major issue in Poland (62.7%) and Greece (47%) but is less pressing in Sweden (19%). Security concerns are noted in Serbia (41.7%), Poland (43.4%), and Greece (42%) but are minimal in Sweden (9.5%). Interestingly, Serbia and Poland raise environmental concerns, while Sweden has the highest percentage (14.3%) of respondents with no AI-related concerns. These variations suggest that while AI's societal impact is a shared worry, different countries prioritize distinct risks based on their economic, ethical, and technological perspectives.

Attitudes toward Generative AI vary across Poland, Greece, Sweden, and Serbia, reflecting different levels of optimism and skepticism. In Poland, the most common rating is 3, suggesting a neutral stance, though many also selected 4, showing a moderate appreciation of AI’s benefits despite concerns. Greece and Sweden exhibit the most positive outlooks, with the majority of respondents in both countries rating AI at 4 (Greece: 53%, Sweden: 66.7%), and some even selecting 5 (Greece: 15.8%, Sweden: 14.3%), indicating strong enthusiasm. Serbia, however, shows the most skepticism, with the most frequent rating being 2 (33.3%), reflecting caution or concern, while a neutral stance (3) is also common (41.7%), and only a small minority (16.7%) rated AI as 5. Overall, Sweden and Greece lean toward optimism, Poland

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maintains a balanced view, and Serbia exhibits the most reservations about AI's impact.

Generative AI usage varies significantly across Poland, Greece, Sweden, and Serbia, reflecting different levels of adoption and integration into daily routines. Greece shows the highest usage, with 63% of respondents using AI daily and another 21% using it weekly, indicating that AI tools are an essential part of work and personal tasks. Poland follows with 28% using AI daily and 19% weekly, showing a strong but slightly less intense engagement, with a substantial portion (23%) using it only occasionally. Sweden presents a more balanced adoption, with 50% using AI weekly and 25% daily, suggesting frequent but not universal reliance. In contrast, Serbia has the lowest AI usage, where the most common response is occasional use (42%), followed by rare use (33%), and only 17% using it weekly, indicating that AI has not yet become a regular tool for most users. This comparison highlights that while AI is widely embraced in Greece and Poland, Sweden is in a transitional phase, and Serbia remains in the early stages of adoption.

Generative AI tools are predominantly used for work-related tasks and education across all four countries, though the extent of adoption varies. Greece leads in workplace usage, with 89.5% of respondents integrating AI into their professional activities, followed by Poland (57%), Serbia (67%), and Sweden (50%), indicating that AI is widely seen as a tool for productivity and efficiency. Education is another major sector, with Poland (60%) and Greece (57.9%) showing strong adoption, while Sweden (40%) and Serbia (25%) report lower engagement in this area. Personal development is a key AI application in Sweden (55%) and Poland (36%), but is also notable in Greece (52.6%), suggesting a growing interest in AI-assisted self-improvement. Entertainment sees moderate usage, with Poland (31%), Greece (26.3%), Sweden (25%), and Serbia (17%) reporting engagement, reflecting AI's role in creative fields. However, social media usage is consistently low, with Poland (5%), Greece (26.3%), Sweden (20%), and Serbia (0%) showing minimal interaction, indicating that AI is not yet a major tool for personal social media engagement.

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Overall, AI is most valued for professional and educational purposes, while its role in entertainment and social media remains limited across all countries.

Across all four countries, trust issues regarding accuracy and reliability are a major barrier, with Poland (43 respondents), Sweden (38%), Serbia (33%), and Greece (26.3%) all expressing concerns about AI-generated content's consistency and correctness. Fear of dependency on AI is particularly significant in Sweden (52%) and Greece (42.1%), indicating worries about over-reliance on automation, while Poland (21%) and Serbia (42%) also report similar concerns. Privacy and data security issues are another common barrier, especially in Poland (31 respondents), Sweden (29%), and Serbia (33%), showing that many users remain cautious about data handling by AI platforms. Cost-related concerns are most prominent in Greece (42.1%), followed by Sweden (29%), Serbia (33%), and Poland (14 respondents), suggesting that affordability affects adoption in some regions more than others. Lack of knowledge hinders users in Sweden (33%), Greece (31.6%), Poland (11 respondents), and Serbia (8%), highlighting the need for better education on AI tools. Accessibility challenges are less frequently mentioned but still present in Sweden (19%) and Greece (21.1%), whereas Serbia reports none. Notably, Poland (23 respondents), Greece (26.3%), and Sweden (10%) report a portion of users who face no barriers, showing that a growing segment is comfortable with AI. Overall, trust, privacy, cost, and education emerge as the biggest obstacles to widespread Generative AI adoption, while dependency fears and ethical concerns also play a role in limiting its use.

Across all four countries, online courses or tutorials are the most preferred method for learning about Generative AI, with Poland (47 respondents), Greece (73.7%), Sweden (67%), and Serbia (7 respondents) all showing strong interest. This highlights the demand for structured, self-paced learning that provides credibility and depth. Workshops and seminars are also highly valued, particularly in Greece (73.7%) and Sweden (57%), where learners prefer interactive, expert-led sessions. Educational apps or AI-integrated tools are a popular choice in Poland (27 respondents), Greece (57.9%), Sweden (38%), and Serbia (3 respondents), showing an interest in hands-on,

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technology-driven learning experiences. Community forums and discussion groups (e.g., Reddit, Discord) are more popular in Poland (29 respondents) but are less favored in Greece (21.1%), Sweden (19%), and Serbia (3 respondents), suggesting that while peer-to-peer learning is useful, it is not the primary choice for structured education. Social media campaigns are the least preferred method across all countries, with Poland (13 respondents), Greece (26.3%), Sweden (29%), and Serbia (3 respondents) showing limited reliance on these platforms for in-depth learning. Overall, the findings suggest that structured courses, interactive workshops, and AI-powered tools are the most effective ways to educate individuals about Generative AI, while forums and social media play more of a supplementary role.

## Conclusion

The findings highlight a strong dependence on digital technology across Poland, Greece, Serbia, and Sweden, with social media being the most widely used platform. AI tools and educational applications are gaining traction, particularly in Sweden and Greece, reflecting a shift toward more advanced digital engagement. These trends emphasize the importance of digital literacy and responsible technology use, ensuring users can navigate the evolving digital landscape effectively.

Generative AI awareness varies, with Poland and Sweden showing higher familiarity, while Greece and Serbia demonstrate moderate engagement. ChatGPT is the most recognized AI tool across all countries, though adoption of image-generation and productivity-focused AI remains inconsistent. Key barriers to AI adoption include trust issues, privacy concerns, and dependency fears, particularly in Sweden and Greece. Addressing these concerns through education and transparency will be essential for fostering greater AI acceptance.

Efficiency, automation, and content generation are the most valued benefits of AI, but concerns about misinformation, ethics, and security remain prevalent. Sweden expresses the most concern over job displacement, while Greece and Sweden exhibit the highest optimism toward AI's impact. Serbia remains the most cautious,

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reflecting a more reserved stance on AI integration. These findings suggest that AI adoption is shaped by regional economic, ethical, and societal perspectives.

Education plays a crucial role in improving AI literacy, with online courses, workshops, and AI-integrated tools being the most preferred learning methods. Poland and Sweden show a stronger reliance on formal education, while Greece and Serbia engage with a mix of formal and informal learning. As AI continues to evolve, promoting accessible education and addressing key concerns will be critical in ensuring responsible adoption and maximizing the benefits of this technology.

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