

GENERATIVE AI ART

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ABSTRACT

Generative AI Art has turned the visual art world upside down...especially Dall•e 2, Stable Diffusion, and Midjourney to name a few. The one question is, “Is Generative AI Art used ethically in education?” This paper will discuss why I am researching this topic and why it needs to be addressed throughout education. Currently, I started my research in January and created a visual art curriculum for ages 4–75. I piloted this curriculum at the University of Colorado Boulder with undergraduates, graduate and PhD students, as well as participating in the STEAM Festival on campus presenting to ages 4–18. I am currently creating an Art Competition based on generative ai art for high school students this spring. This is very important to continue this research and obtain feedback about the ethics surrounding generative ai art in education.

WHY DO YOU WANT TO PARTICIPATE?

I want to participate in the IDC 2023 Workshop because I would like to present my research on Generative AI Art to the community. In January, I started developing a visual arts curriculum that incorporated generative ai art and the use of different applications within the creation of artwork. This has been a very interesting research experience, as I have developed lessons for ages 4–75. I know this is a large age difference, but really anyone at any age can create generative ai art. My team is also working with a school district to create a generative ai art competition amongst high school students this spring. This school will be the first pilot and if it goes well, we will move throughout the district for this competition. I would like to gain feedback from the workshop and community on their thoughts about this research and the ethics surrounding generative ai art.

WHAT CAN YOU CONTRIBUTE?

I currently hold a professional teaching license in Visual Arts (K-12), Career and Technical Education in Visual Design (7–12), English as a Second Language (PK-12) and over 9 years of teaching experience from K-16. I also work as a professional graphic designer and have worked in the creative industry for over 15 years. I am currently pursuing my PhD from the University of Colorado Boulder, focusing on creative technology and design. With my experience teaching visual arts, working in the professional creative industry and continuing research on generative ai art, I feel I would give different perspectives about the art community and can contribute my knowledge from education and the industry.

WHAT DO YOU WANT TO GET OUT OF THE WORKSHOP?

I want to learn from other educators about how they would like to implement generative ai art into their classrooms. I feel like this would be a great tool for language arts, not just visual arts. I want to hear from other instructors about their thoughts on ethics when creating generative ai art. I also would like to discuss how they would judge art contests with entries created by these different generative ai art applications. I think this would be invaluable to learn from other professionals working in education and how to improve my future research in generative ai art. I want to network with other educators and hope to expand the curriculum and art contests into

other classrooms across the country and world. If educators are already using this in their classroom, I would like to know how they have rolled out their curriculum and how they are using generative ai art. To be able to network and continue this collaborative effort in classrooms across the country, we can help make generative ai art lessons more successful and impactful in our classrooms for all ages.