

## Introduction

Curating Creativity.

In this workshop, students (13-16) explore the cutting edge of art and technology. They become digital curators, creating original art, collaborating with AI generators, and composing soundtracks to build an immersive virtual exhibition.

## Key Goals

- **Create:** Digital Art & Music.
- **Compare:** Human vs. AI.
- **Curate:** Virtual Gallery.
- **Reflect:** On creative ethics.

## Resources

- **Art AI:** Leonardo.ai.
- **Music AI:** Suno.
- **Design:** Canva.
- **Gallery:** Padlet.



## Virtual Art

AI Arts & Music



**Co-funded by  
the European Union**

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Target Group: 13-16 y.o.  
**SmAile Project**

## Learning Outcomes

### Knowledge:

- Artistic styles.
- Music/Visual connection.

### Skills:

- Prompt engineering.
- Multimedia curation.

## Values

- Innovation.
- Creative confidence.
- Collaboration.

### 1. The Studio

**Human vs Machine:** Students create a piece manually, then use AI to generate a version based on their description. *Does the AI capture the same emotion?*

## 2. Sonic Landscapes

**AI Music:** Composing a background track that matches the mood (tempo, instruments) of the visual art.

### 3. Exhibition

**Gallery Walk:** Presenting the final multimedia project on Padlet for peer review.

**Reflection:** "Is the AI an artist, or just a tool?"