

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.

Resources

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



Key Goals

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



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Virtual Art

AI Arts & Music

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?"