



Philosophy, Art, and Artificial Intelligence (PHKI – FS26)

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Module Overview

This module explores the connections between **philosophy, art, and artificial intelligence (AI)**. Together we'll explore some of the most pressing questions raised by this powerful technology. We will consider how philosophers approach the concepts of AI and creativity, asking what it means for something to be called "art" when it is created by a machine. We will also examine how AI is shaping our world today and what its portrayal in film, TV, and other media reveals about society's hopes and fears. Students will be encouraged to reflect critically on their own values and beliefs and how their understanding of AI is shaped by them.

By the end of the course, students will have a deeper perspective on AI's creative potential, its societal impact, and its implications for culture.

Use of AI in Course Materials

Some of the course materials, including lecture slides, prompts, and examples, were created with the assistance of AI tools (e.g., ChatGPT, DALL-E, Gemini). All materials have been reviewed, edited, and approved by the lecturers. The purpose of this disclosure is to model the same transparency we expect from students: if you use AI tools in your assignments, you must clearly state which tools you used, how you used them, and what role they played in shaping your work.

Competencies / Learning Outcomes

Competencies to be attained:	Learning Outcomes include:
Professional Competencies	<ul style="list-style-type: none">Students can explain Critical Theory and the Turing Test and how both relate to AI.Students recognize the main features of the social and philosophical discourse on AI.Students understand how AI challenges our understanding of human agency and authenticity.
Methodological Competencies	<ul style="list-style-type: none">Students are able to access philosophical texts or other artistic media on AI.Students are able to open up artistic explorations of AI.Students are able to reflect critically on the role of AI in human creativity.Students are able to identify relevant information on a given or self-imposed topic.

	<ul style="list-style-type: none"> • Students are able to write and present dynamic presentations on discussions about AI.
Personal Competencies (Social Competencies)	<ul style="list-style-type: none"> • Students can participate in group work and critically reflect and discuss together. • Students are able to lead discussions that critically examine the various issues presented and their implications.

Aims & Expectations

Communication & Respect: The heartbeat of this module is rooted in open dialogue and patient communication. As we explore diverse and sometimes challenging concepts, it is necessary to maintain a culture of respect. Active listening and courteous discourse are not just encouraged but expected.

Preparation: Timely engagement with the course material is crucial. Students should come to each session equipped with the necessary materials and primed by their independent studies, ensuring a fruitful classroom experience.

Participation: The collective insights of the class enrich our shared learning journey. Students are urged to be active contributors to lectures, discussions, and debates. Your perspectives are invaluable to both your peers and lecturers.

Queries and Clarifications: The only "bad" question is the one left unasked. Students are always welcome, and indeed encouraged, to seek clarity during lectures. Your inquisitiveness drives deeper understanding for the entire class.

Language skills

- 1) Persuasive and argumentative communication
- 2) Written and oral communication skills
- 3) Discussion and argumentation in both the English and the German languages

Feedback & Communication

An optional, anonymous feedback survey is planned in the middle of the course. However, feel free to give feedback and ask questions by contacting your lecturers at any time. There is a forum set up for this throughout the course. In this way, other students may also benefit from seeing the questions/concerns/feedback.

Weekly Plan

Week / Date	Topic	Lecturer
W1: 17.02.2026	<p>Intro to Philosophy, Art and AI</p> <ul style="list-style-type: none"> • Philosophy and art in AI-driven societies • What we value in art and if automation threatens it • Module syllabus and assignments briefing • AI Use in PHKI 	SF
W2: 24.02.2026	<p>Human-AI Interaction & The Turing Test</p> <ul style="list-style-type: none"> • Explore Alan Turing's Imitation Game • Anthropomorphism • The Uncanny Valley 	SF
W3: 03.03.2026	<p>History of “Man vs. Machine”</p> <ul style="list-style-type: none"> • Early human stories and machines • Societal fears and desires • Patterns across history (time, location, etc.) 	CH
W4: 10.03.2026	<p>Critical Theory</p> <ul style="list-style-type: none"> • Bias, ideology, and power embedded in data and algorithms • Who benefits / is excluded / represented • Case studies on algorithmic bias in society 	CH
W5: 17.03.2026	<p>AI in Education</p> <ul style="list-style-type: none"> • Shifts in learning and assessment, • The devaluation and evolution of human skills • Authorship, originality, and academic integrity in AI era • Educational spaces (historically) being sites of cultural and artistic production and expression 	CH
W6: 24.03.2026	<p>Nature of Learning in Humans & AI</p> <ul style="list-style-type: none"> • Comparing biological neurons vs neural networks • Human learning vs. machine prediction • The “black box” problem 	GM
W7: 31.03.2026	<p>Digital Creativity</p> <ul style="list-style-type: none"> • AI Art Tools 	GM

	<ul style="list-style-type: none"> • Creative process, human agency with generative art 	
W8: 14.04.2026	<p>Supported Project Work</p> <ul style="list-style-type: none"> • Connecting projects to course themes • Hands-on support for Assignment 1 • Peer-to-peer feedback 	CH
W9: 21.04.2026	<p>Assignment 1 Presentations + Wrap-up</p> <p><i>Digital Projects (Assignment 1) due on 25.04.26</i></p> <ul style="list-style-type: none"> • Small-group presentations 	GM + CH
W10: 28.04.2026	<p>The Portrayal of AI in Media – Part 1</p> <ul style="list-style-type: none"> • Assignment 2 briefing • Common AI tropes • Societal fears and desires 	SF
W11: 05.05.2026	<p>The Portrayal of AI in Media – Part 2</p> <ul style="list-style-type: none"> • Portrayals across different genres and time periods • Public perceptions of AI 	SF
W12: 12.05.2026	<p>Current Society</p> <ul style="list-style-type: none"> • Personalization; echo chambers • Privacy erosion • AI as cultural experiences 	CH
W13: 19.05.2026	<p>Future Society</p> <ul style="list-style-type: none"> • Automation, work, environmental implications • Social contracts/UBI, responsibility, long-term consequences 	CH
W14: 26.05.2026	<p>Group Micro-vivas + Module wrap-up</p> <p><i>Micro-viva Prep Sheet due 22.05.26</i></p> <p><i>Group Videos (Assignment 2) due 20.06.2026</i></p> <ul style="list-style-type: none"> • Final oral discussions on Assignment 2 • Synthesis of philosophical, artistic, and societal insights • Reflecting on how perspectives on AI have evolved 	SF

Assignments

In the Philosophy, Art, and AI course, students will have the opportunity to engage in two assignments throughout the semester:

1) Digital Projects: Students will create a piece of digital art using an AI tool (e.g., AI image generator, text-to-speech, language model). This could be visual art, music, poetry, or mixed media. They will then write an analytical report analyzing their creation process, the role of AI in their art, and how their work reflects philosophical and cultural themes discussed in the course.

2) Group Videos: Students will examine how AI is portrayed in the media and different art forms and connect it to the various topics covered in the module. The primary objective is to analyze and discuss what these portrayals reveal about society's perceptions and viewpoints regarding AI. By critically exploring the artistic representations of AI, students will uncover valuable insights into the societal implications associated with this emerging technology. After group videos have been submitted and viewed by their lecturer, each group will participate in an oral discussion with their lecturer on the topic of their presentation.

Assignments/Marks breakdown:

- 1) Digital Projects + Report: 40% - due **25.04.26**
- 2) Micro-vivas + Group Videos: 60%
 - a. *Micro-viva Prep Sheet due 22.05.26*
 - b. *Group Videos (Assignment 2) due 20.06.2026*

We look forward to a successful and eye-opening semester with you all!