

Virtual Art Exhibition

SMaILE Project

Key Information

Target Group: 13 - 16 y.o.

Duration: 4 Weeks (2 sessions/week)

Key Learning Goals:

- Artistic Expression:** Analyze styles and create original digital art.
- AI Collaboration:** Generate comparative art and soundscapes using AI tools.
- Curatorial Skills:** Design a professional virtual exhibition.
- Reflection:** Critically evaluate the role of AI in the creative process.

Learning Outcomes

By the end of the project, students will be able to:

KNOWLEDGE & UNDERSTANDING:

- Recognize artistic styles and understand how AI mimics them.
- Understand the relationship between visual art and musical atmosphere (tempo, mood).

SKILLS & ABILITIES:

- Use advanced digital tools (Canva, AI Generators) for multimedia creation.
- Curate a cohesive digital exhibition presentation.
- Compare human-made art with AI-generated versions critically.

ATTITUDES & VALUES:

- Appreciate the ethical complexities of AI in art.
- Value collaboration and constructive peer feedback.

European Dimension / Erasmus+ Connection

- Digital Transformation:** Bridging traditional arts with modern tech.
- Cultural Heritage:** Reinterpreting European art history.
- Inclusion:** Offering diverse modes of expression (visual, auditory).



1. Resources and Tools

- **Visual AI:** Leonardo.ai, Artguru.
- **Music AI:** Suno, AIVA.
- **Presentation:** Padlet, Canva.
- **Hardware:** Laptops, Headphones.

Activity Overview

Week	Focus	Activities
1	Research	Style Analysis: Studying art movements. Prompting: Learning to describe art to AI.
2	Creation	The Studio: Creating manual digital art and generating AI comparisons.
3	Sound	Sonic Landscapes: Composing AI music to match the art's mood.
4	Exhibition	Curation: Finalizing presentations. Gallery Walk: Peer review and reflection.

2. Research & Creation (Weeks 1-2)

Goal: The Human vs. The Machine.

- **Human Art:** Students create a digital piece inspired by a specific movement (e.g., Surrealism).
- **AI Art:** Students write prompts to generate a similar piece.
- **Comparison:** Analyze differences in emotion, technique, and "soul".

3. Music Integration (Week 3)

Goal: Multi-sensory experience.

- **Task:** Generate a background track for the artwork.
- **Experimentation:** Adjust variables like Tempo (fast/slow), Instruments (electronic/acoustic), and Mood.
- **Selection:** Justify why the chosen track fits the visual art.

4. The Exhibition (Week 4)

Goal: Professional presentation.

- **Digital Presentation:** Create a slide deck/video in Canva including:
 - Artist/Style context.
 - Human vs. AI artwork comparison.
 - Integrated background music.
 - Reflection on the creative process.
- **Gallery Walk:** Share on Padlet. Students leave comments and "likes".
- **Assessment:** Complete Group Reflection and Self-Assessment Rubrics.