AI-Art Competition Project

Ethical Issues in Software Design

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Planning the competition

The Bibliography, Interviews, and other planning stages

Bibliography and documentation

For our AI-based art competition, the bibliography served as a foundation for understanding the complex interplay of ethics, technology, and creativity. Our bibliography helped us balance creativity and responsibility.

- Competition Structure: Inspired by past AI art contests (e.g., AI-Arts.org, ML in Poland).
- Ethical Framework: Focused on bias, copyright, and accountability (e.g., Zhou et al., Aziz).
- Prompt Engineering: Built creative and ethical guidelines for participants (e.g., Crabtree, Balani).

Practical Application

Rules and Policies:
- Clear guidelines on AI tool usage and transparency.
- Accountability measures to ensure fair competition.

Ethics in Practice:
- Avoiding bias in submissions.
- Encouraging respectful and original creations.

Participant Workshops:
- Focus on prompt crafting techniques.
- Empowered participants to explore AI tools creatively and responsibly.

Interview with Professor Peter Nelson

Department Vice-Chair of Art and Art History at St Olaf College

Key takeaways:

- Ethical question on appropriation and theft and artists not being compensated for their work

- See it as one out of many tools

- Accountability for being fully transparent about one's methods and processes
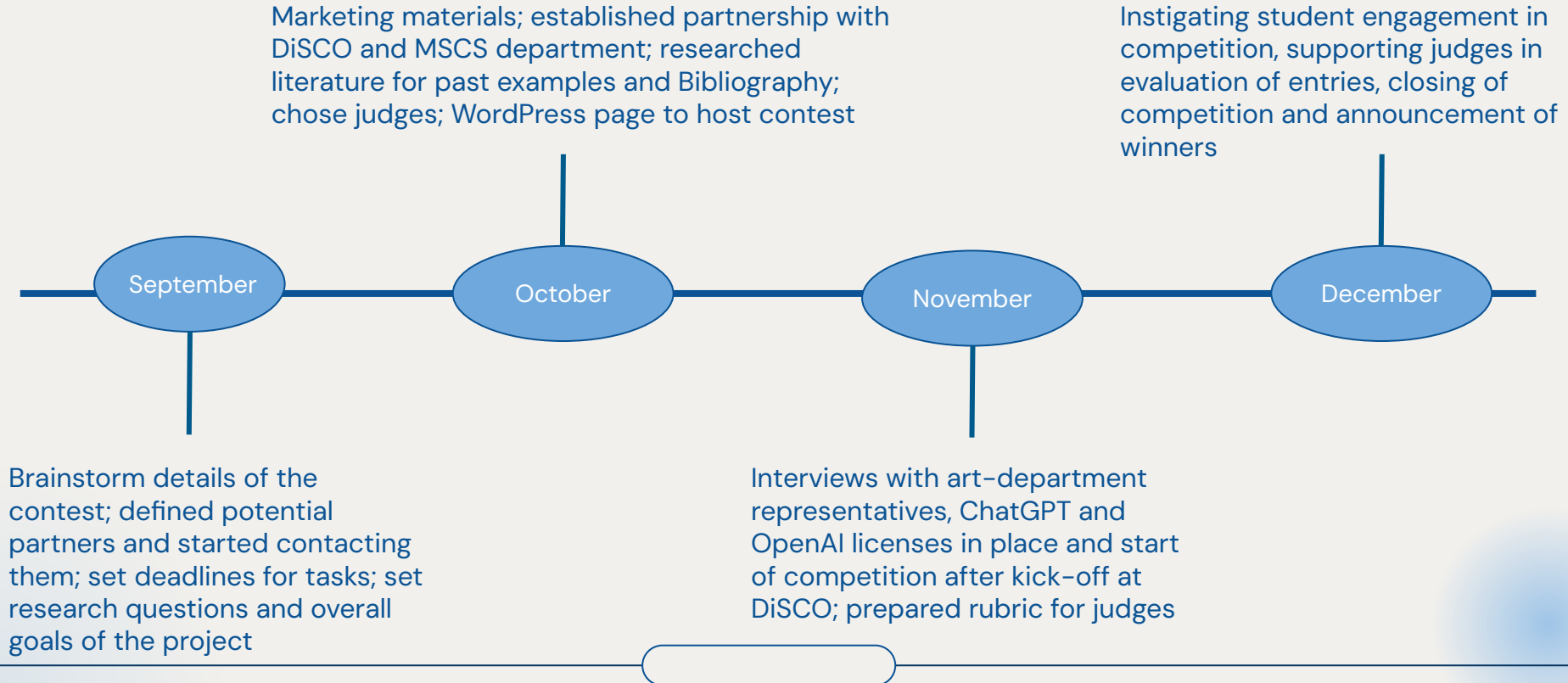
Interviews with Emerging Artists

Vazgen Ananyan
- AI-generated work will never match the value or significance of human-made art. Cultural importance, historical context, and the artist's personal experience and vision are essential qualities that AI cannot replicate.
- AI is a good Art assistant: helpful for technical questions, guidance on processes, and visualize work (<u>only</u>) in early stages.
- AI itself is described as a form of art due to its creative processes, but the interviewee hesitates to label AI-generated outputs as "art."

Fiko Insel
- AI's impact on job markets, such as the animation industry, is a concern. It can make creative work faster and cheaper, increasing competition.
- Overreliance on AI may reduce human skill development, raising the question of whether AI merely simplifies tasks or diminishes effort and creativity.
- AI, like calculators, is ultimately a human-created tool meant to assist humans.
- AI should remain controlled, secure, and used for the benefit of humanity, rather than leading to unethical or harmful consequences.

Timeline for organization of contest

Marketing materials; established partnership with DiSCO and MSCS department; researched literature for past examples and Bibliography; chose judges; WordPress page to host contest

Instigating student engagement in competition, supporting judges in evaluation of entries, closing of competition and announcement of winners

September

October

November

December

Brainstorm details of the contest; defined potential partners and started contacting them; set deadlines for tasks; set research questions and overall goals of the project

Interviews with art-department representatives, ChatGPT and OpenAI licenses in place and start of competition after kick-off at DiSCO; prepared rubric for judges

02

Advertising materials

Advertising materials

AI-themed Official Poster

- Competition Duration (Deadline extended to December 6th)
- QR Code to the Competition Website
- Contact Email
- Emphasis on Anti-plagiarism and Human-AI Collaboration
- Purpose of the Competition (implicitly declare that the AI work will not be used for commercial purposes)

Announcement Email

- Recipients: everyone in MSCS department (Math, CS, and Stats majors) as well as ones who are interested in these fields + everyone using the St. Olaf Extra platform

Advertising Materials

AI-Art Contest Kickoff Workshop at DiSCO

- November 07 at DiSCO
- Navigating the competition, rules for submission, ethical concerns
- Invited the campus community and held a space for possible discussions and helpful conversations
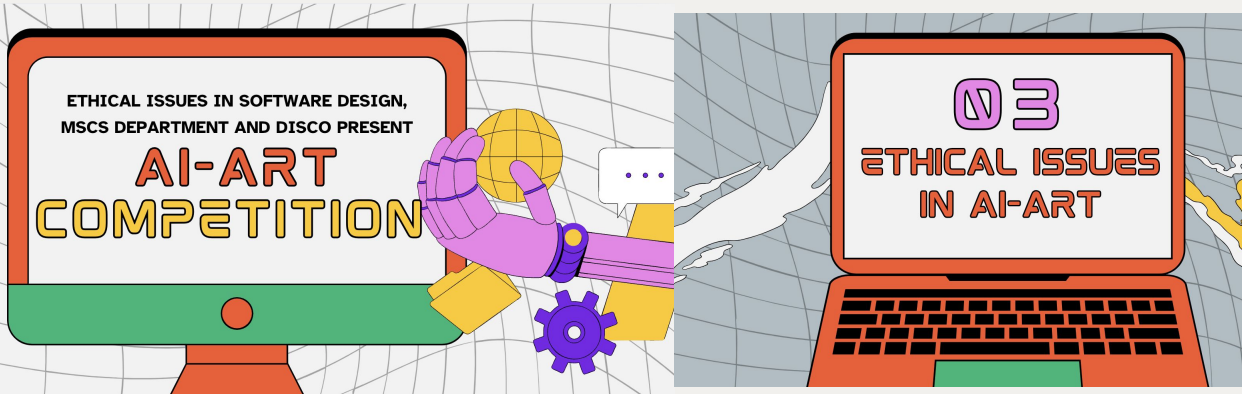
Advertising Materials
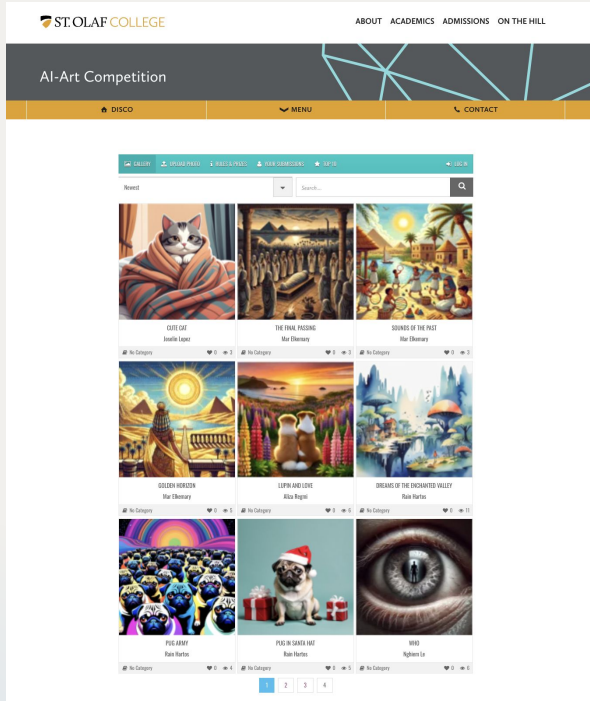
Competition Website

– Hosted within DiSCO website => anyone can view page, but requires St. Olaf College login to submit work
– Participants can submit the artworks directly to the the website
– Everyone can view the submissions and vote for their favorite piece of works
– Prize Announcement: First Winner, Second Winner, Third Winner
– Licenses purchase for Chat GPT 4 plus, Open AI Art (accessible through the DiSCO computers) + DiSCO interns supporting login and troubleshooting
– Appreciation Note to CS Department, Arts Department, and DiSCO for their support and sponsorship

03

Rules and requirements for submission of work

Rules and Requirements

- Each participant must submit 1-3 visual AI-generated artworks

- Art works should incorporate AI in whole or in part, embracing both fully AI-generated pieces and collaborations between human and AI creativity.

- To be considered to be eligible for the competition, the participants must fill in the Google form whether they describe their creative process as well as address any ethical issues emerged during the creative process. The participant also is prompted to answer some quantitative questions about their engagement with the AI-generated art as well as concerns with this field of creativity

- Ethical considerations:

  + **Artworks should not include offensive, harmful, or explicit content**
  + **AI-generated art that mimics or closely replicates specific artists without their consent may be disqualified.**

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Logistics

Data collection

- Collected participants submission by Google Form and DiSCO website.
- Google Form → Class year, Majors & concentrations, Describing creative process, AI tools, Ethical concerns, & series of questions (Quantitative).
- DiSCO → Art submission with caption and ability to vote.

Describe your idea. *

Short answer text

Describe your creative process (i.e, what steps did you follow to reach your final product(s)?)

Long answer text

What AI tool(s) did you use? Please list them and optionally describe why you chose them. *

Long answer text

Did you have any ethical concerns while creating this work?

Long answer text

Prizes

- Winners were announced on Friday (12/13)

Prizes
1. First Place Winner
2. Second Place Winner
3. Third Place Winner

05

Rules/Guidelines for the judges

Rules and guidelines

Guidelines

- Judges are responsible to take notes on participants AI-artwork and suggest feedback.
- Judges are expected to write a short reflection on their experience evaluating the competition.
- Judges are expected to take the decision as unbiased of their personal opinion as possible
- Stress the need of evaluating various artistic styles and concepts fairly. Don't penalize entrants that use unconventional methods.

Guidelines for judges

- Judges received a document containing all of participants submission (anonymous)
- After receiving all evaluation, we will calculate the overall score and select the winners.

Instruction Page

Rubric
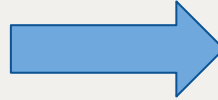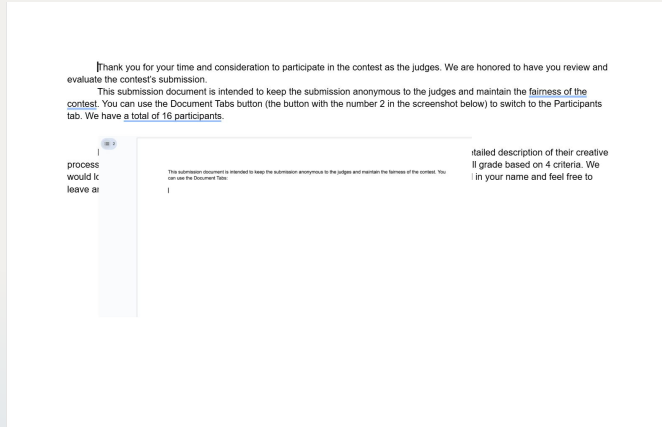
	Exceeds Expectations (9 - 10)	Meets Expectations (7 - 8)	Partially Meets Expectations (5 - 7)	Does not Meet Expectations (< 5)	Prof. Michael Haydock	Ezra Plemons	Emerging Artist Vazgen	Score: (out of 10)
Use of the Prompt	Exceptional use of prompts by being highly specific, clear, and following the artwork concept	Good use of the prompt by being generally clear, however, lacking in specificity or not following the artwork concept	Vague or somewhat unclear by not fully exploring/engaging the artwork concept	Weak or no connection to the prompt; artwork does not relate to the concept or misleading				
Creativity & Uniqueness	Exceptional and unique work by demonstrating a high level of creativity, offering new ideas	Somewhat unique by showcasing creativity, but may rely on some familiar concepts or	Limited creativity by heavily relying on established ideas with minimal exploration of new	Lacks creativity by heavily relying on existing artwork…?				

Rules

- Judges must evaluate entries without bias or favoritism. Connections to participants must be disclosed in advance.
- Judges should not share information about entries, scores, or deliberations before, during, or after the competition.
- Judges must abstain themselves from evaluating any entry where a potential conflict of interest exists.
- Judges must assess entries based solely on the competition's predefined judging criteria as mentioned earlier
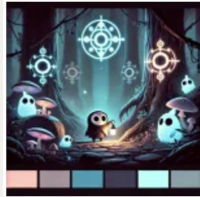
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Results

Competition winners!

First Place Winner:
Maroova Elkemary

Second Place Winner:
Paloma Guth Kronbauer

Third Place Winner:
Oliver Jackson

Top 10 most voted works

1
SARDAR QAIDI
Liberal Values
♥ 9

2
YOUSEF ABUALATTA
Architects of Infinity
♥ 7

3
MIRI YANG-STEVENS
Righteous Pretence
♥ 5

4
NICK STARCEVICH
greed
♥ 4

5
MIRI YANG-STEVENS
Sophisticated Indifference
♥ 4

6
PALOMA GUTH KRONBAUER
Fluffly Cottage
♥ 2

7
GABE GONZALEZ
Jack Black Breaking Bad
♥ 2

8
LUKE BUTLER
Leaving Home
♥ 2

9
LUKE BUTLER
Through the Mountains
♥ 2

10
LUKE BUTLER
Back to the Beginning
♥ 1

Comments by the Judges

Use of AI: "Participants showcased creative and thoughtful use of AI as a tool, balancing its capabilities with ethical considerations and transparency."

Creativity and Innovation: "Submissions were original and diverse, pushing boundaries while maintaining a strong human-centric vision."

Ethical Engagement: "Participants and the general audience, reflected deeply on issues like appropriation and AI's impact on traditional artistry, fostering important dialogue."

Overall Feedback: "This competition celebrated innovation, sparking meaningful conversations about technology's role in creativity and ethics."

Competition overall results

- Competition sparked debates on wider-campus community
- Counted with 16 participants on the DiSCO website (**33 images in total!**), and **15 participants** that both submitted on the DiSCO site and the google form (requirement to be qualified for the prize).
- 62 votes in total in multiple different works!
- DiSCO engagement perspective: Enthusiastic participation from DiSCO interns showcased their excitement for AI-driven creativity.
- CS department engagement perspective:
    1. CS department showed enthusiasm about the utilisation of AI Art Generators and financially sponsored us for the purchase of the AI tools as well as the prizes
    2. Ideas for the integration of this competition to the CS department's curriculum: integrating to the course **CSCI 300 Artificial Intelligence** instructed by Prof. Sravya (who is on a leave) => discuss this later when instructor returns (the department 100% supports this idea)
- Art department engagement perspective: not much interaction and participation.

Participant's perceptions

We asked them…

How challenging did you find this project?

from 1 = Not challenging at all to 10 = Challenging

How much did you enjoy working on this project?

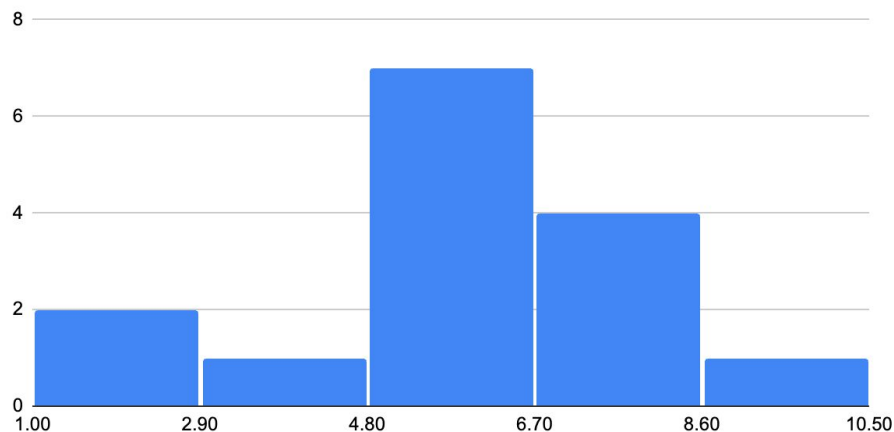from 1 = Not at all to 10 = It was enjoyable

To what extent do you agree that AI–Art tools should be implemented in educational curriculum?
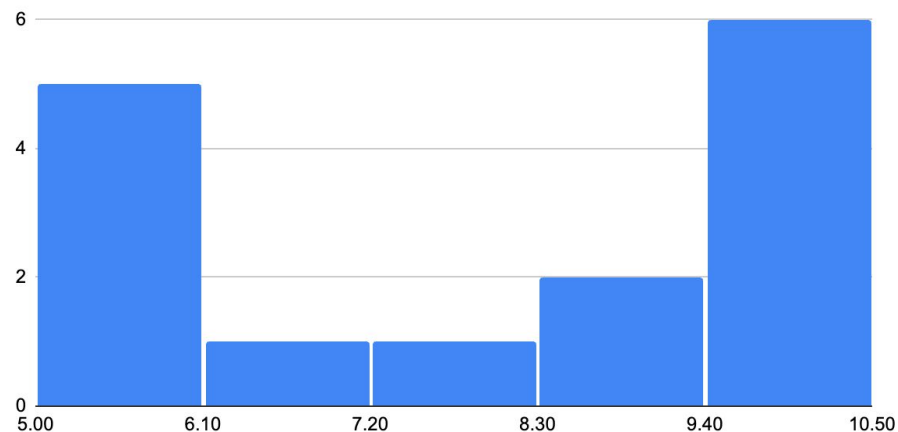
from 1 = Strongly disagree to 10 = Strongly agree
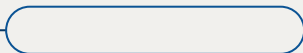
results:

How challenging did you find this project?

How much did you enjoy working on this project?

results:

To what extent do you agree that AI-Art tools should be implemented in educational curriculum?
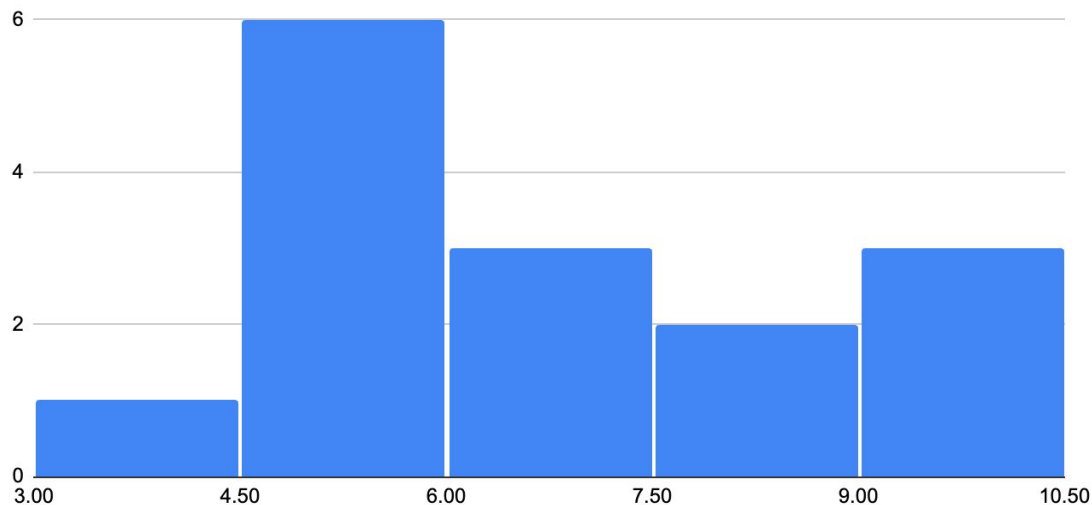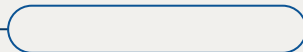
Participant's perceptions

We asked them…

Do you think you had access to all the tools you needed to engage as you wished in this competition?

From 1 = <u>I lacked tools to participate</u> to 10 = <u>I had access to absolutely all tools I needed</u>
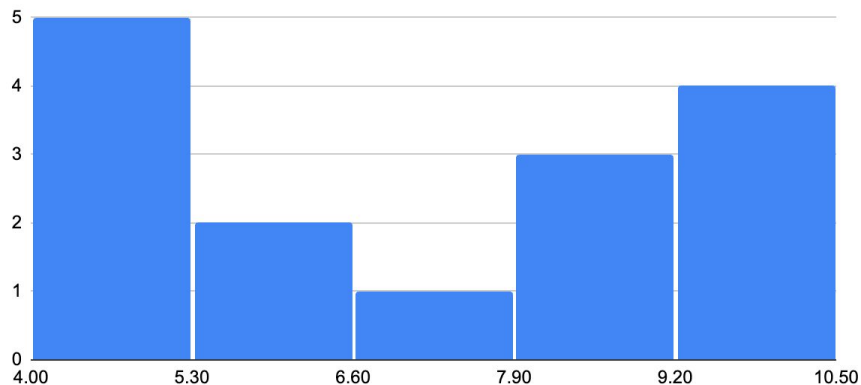
Rate your level of expertise in Art-related skills (drawing, painting, ceramics – Art skills overall)

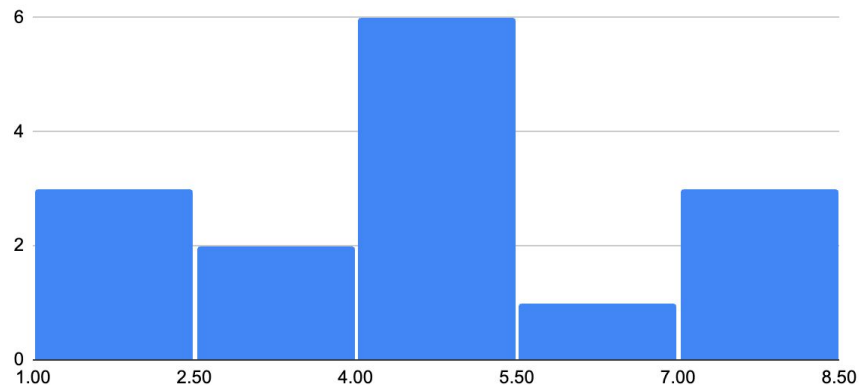From 1 = <u>Not at all experienced</u> to 10 = <u>Expert</u>

results:

Do you think you had access to all the tools you needed to engage as you wished in this competition?

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Thank you!

Do you have any questions?