Gen AI

Disrupting Teaching and Learning

The New Value Proposition?

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IN IMAGE-IMAGE GEN AI
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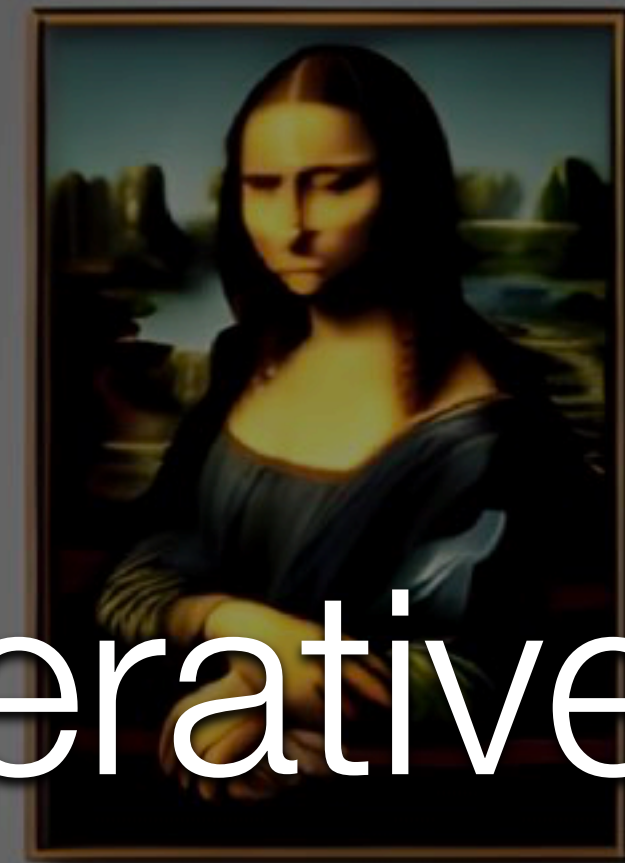THEN REFINED IN PHOTOSHOP

Objective

- Offer tools & approaches to creatively integrated Gen AI within teaching and learning environments.

Talking Points

- Define Rules of Play with Generative AI

- Create an AI Guidance Document

- Pre-Design Considerations

- Typology of Design Interventions

Rules of Play

- Yes AND

Rules of Play

- Yes AND
- Assume Bias

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- Identify Disciplinary Needs

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- Integrate When Possible

Rules of Play

- Yes AND
- Assume Bias
- Identify Disciplinary Needs
- Integrate When Possible
- Facilitate Rules of Play with learners

AI Guidance Document

- Generative AI offer incomplete prototypes of assignments or projects.

- Use of Generative AI need to be accompanied with critical reflection.

- Generative AI surface dilemmas already present in our worlds that we need to attend to.

Considerations that will inform your design

Considerations

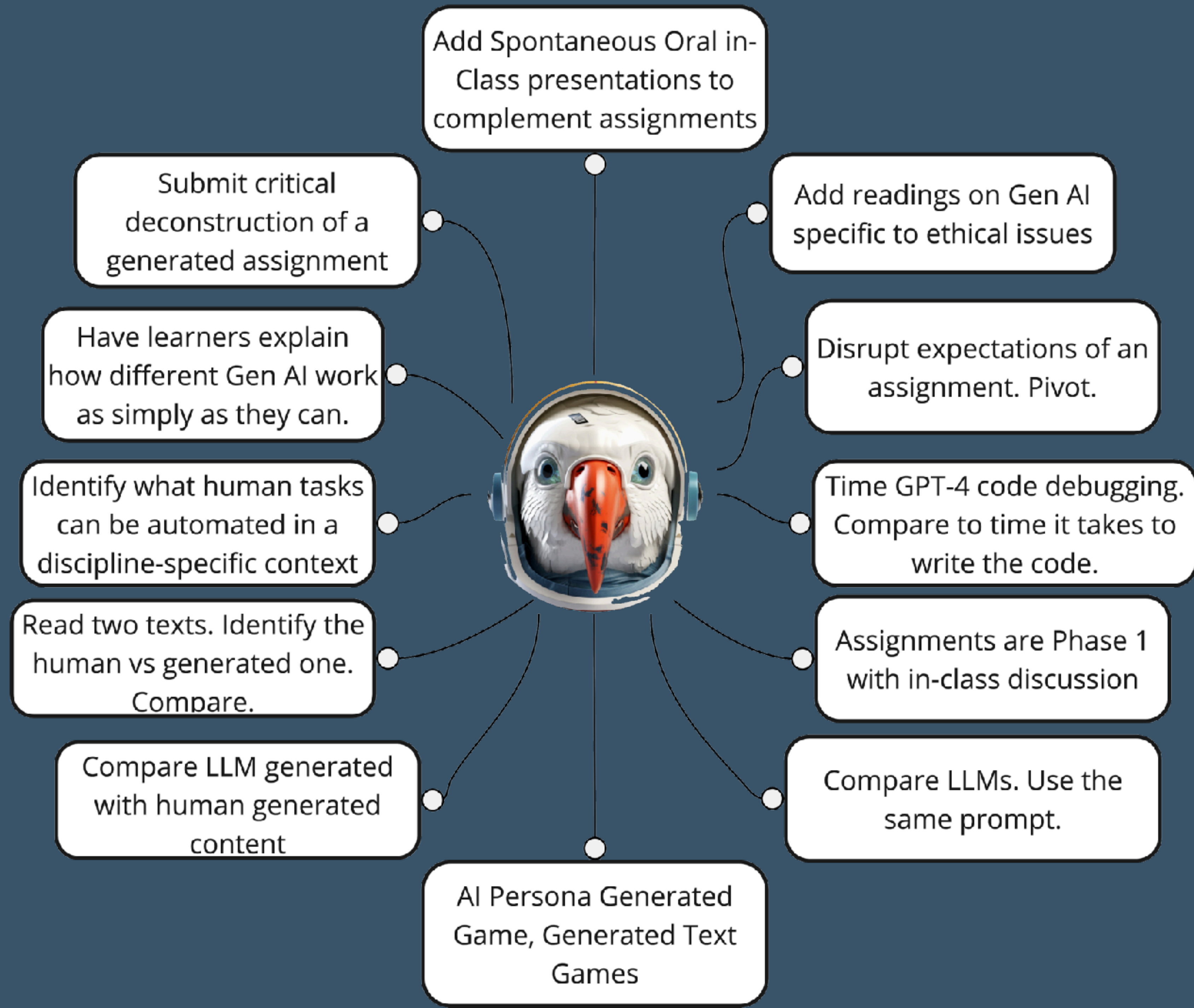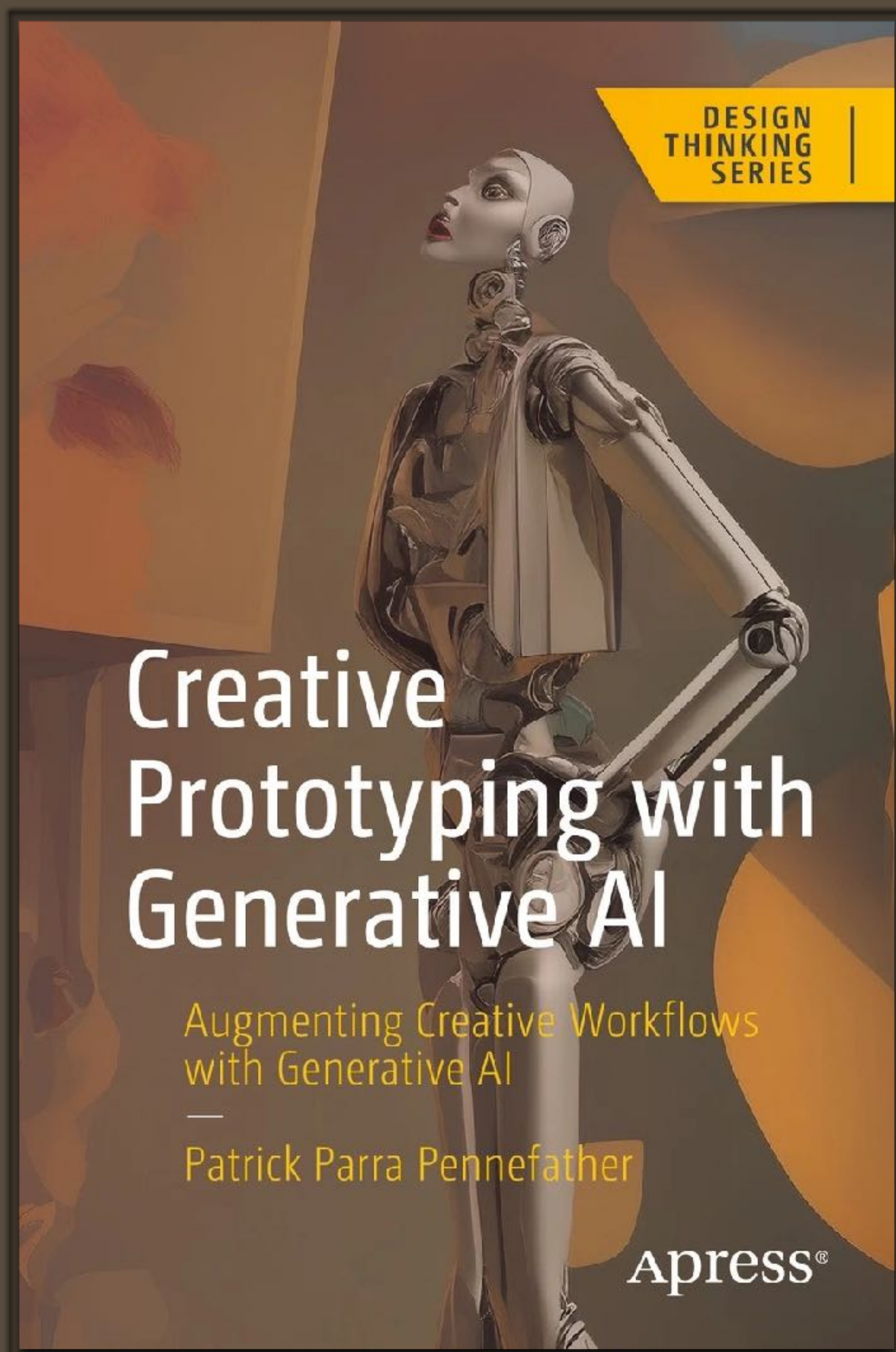- Learn more about how Gen AI is being used in your discipline

- Integrate readings related to ethics of AI

- Identify disciplinary trends with AI

- Research the research related to your discipline

- Design safeguards and opt-outs

- Add an AI Guidance section in syllabus

- Add Statement regarding use of generative AI in syllabus

- Revise learning outcomes accordingly

Design Interventions

Add Spontaneous Oral in-Class presentations to complement assignments

Submit critical deconstruction of a generated assignment

Add readings on Gen AI specific to ethical issues

Have learners explain how different Gen AI work as simply as they can.

Disrupt expectations of an assignment. Pivot.

Identify what human tasks can be automated in a discipline-specific context

Time GPT-4 code debugging. Compare to time it takes to write the code.

Read two texts. Identify the human vs generated one. Compare.

Assignments are Phase 1 with in-class discussion

Compare LLM generated with human generated content

Compare LLMs. Use the same prompt.

AI Persona Generated Game, Generated Text Games

DESIGN
THINKING
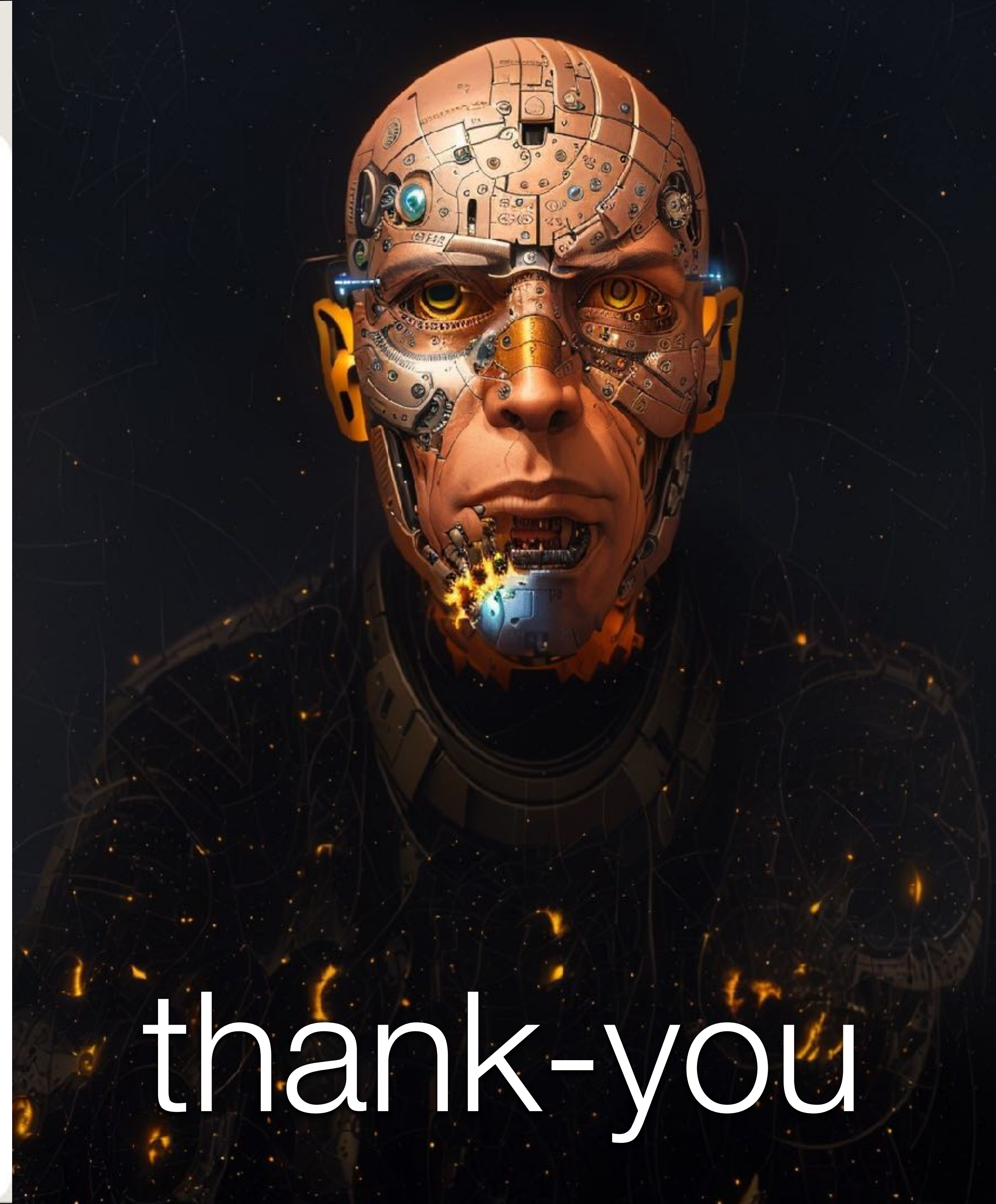SERIES

Creative Prototyping with Generative AI

Augmenting Creative Workflows
with Generative AI

—

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Teaching, Research, Composition,
Instructional Design, Writing

thank-you

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