AI & VR Art
Pre-Visit Activity

Learning Goal: Explore how AI mimics artistic styles, ethical questions, and creativity.

Hook	10 mins	**Can You Spot the AI Deepfake?** • Play the Game "Real or Fake? The AI Deepfake Game" - try to tell which images are real and which are generated by AI. • Encourage them to note their score, any patterns they notice, and what made certain images hard or easy. **Discussion:** • Which images tripped you up the most, and why? • What visual clues (like shadows, symmetry, reflections) helped or misled you? What might be the consequences if AI-generated images are used in misinformation campaigns or identity manipulation?
Warm-Up Game: Kahoot	10 mins	• Run the "AI Image Generation" Kahoot. • Debrief: highlight misconceptions or surprising facts.

Activity: Style Swapper - AI Remix Challenge	30 mins	• Hand out or project "**Style Cards**" (e.g., Impressionism, Cubism, Pop Art). **(refer to handout on our website)**
		 • Give the creative prompt (e.g., *"A futuristic school playground"*).
		
		 Task: Students create an artwork in their assigned style, as if they were an AI imitating it.
		     o Option A: Paper & drawing supplies
		     o Option B: Digital tools (Pixilart, Canva, or Procreate if available)
		 • Share creations in small groups, then discuss: *"How did the style change the interpretation?"*

Ethical Debate Starter	10 mins	• Introduce 3 ethical concerns (Copyright, Bias, Deepfakes).
		
		 Activity: "Four Corners" - students move to Agree/Disagree corners in response to:
		     o "It's fine if AI copies an artist's style."
		     o "Deepfakes are a bigger threat than opportunity."
		     o "AI art can ever truly be original."
		 • Short discussion at each corner.

Reflection	5 mins	• Students write on a sticky note: "One way AI could improve art is... / One danger of AI in art is..."

Post-Visit Activity

Learning Goal: Reflect on VR as an art medium, ethics, and future creative possibilities.

Hook	5 mins	• Play short video: VR Art example. • Ask: *"How is this different from traditional art?"*
Guided Discussion	15 mins	Use 3 big themes with whole-class or small-group rotation: • **Immersion vs Intention:** Does VR art make the viewer a participant? • **Accessibility & Equity:** Who gets to create or experience VR art? • **Creative Boundaries:** What responsibilities do VR artists have?

Creative Sprint: "Sketch in Space"	25-30 mins	• Theme: *"Create an artwork that defies gravity, changes with the viewer's movement, or evolves over time."*
		• Students work in groups:
		   1. Brainstorm (5 min)
		   2. Sketch/draft concept (10 min)
		   3. Decide on viewer interaction (5 min)
		   4. 1-minute pitch to peers (5–10 min)
		Variation prompts:
		• *"Paint a soundscape the viewer walks through."*
		• *"Design art that changes colour with mood."*

Wrap-Up Reflection	10-15 mins	• Whole-class share: *"Would you rather make art with AI or VR, and why?"*
		• Reflection task: Students write 150 words or record a 1-min vlog on:
		   ○ What surprised me about creating for VR?
		   ○ How does VR change what it means to be an artist?
		   ○ One idea I'd love to explore further…