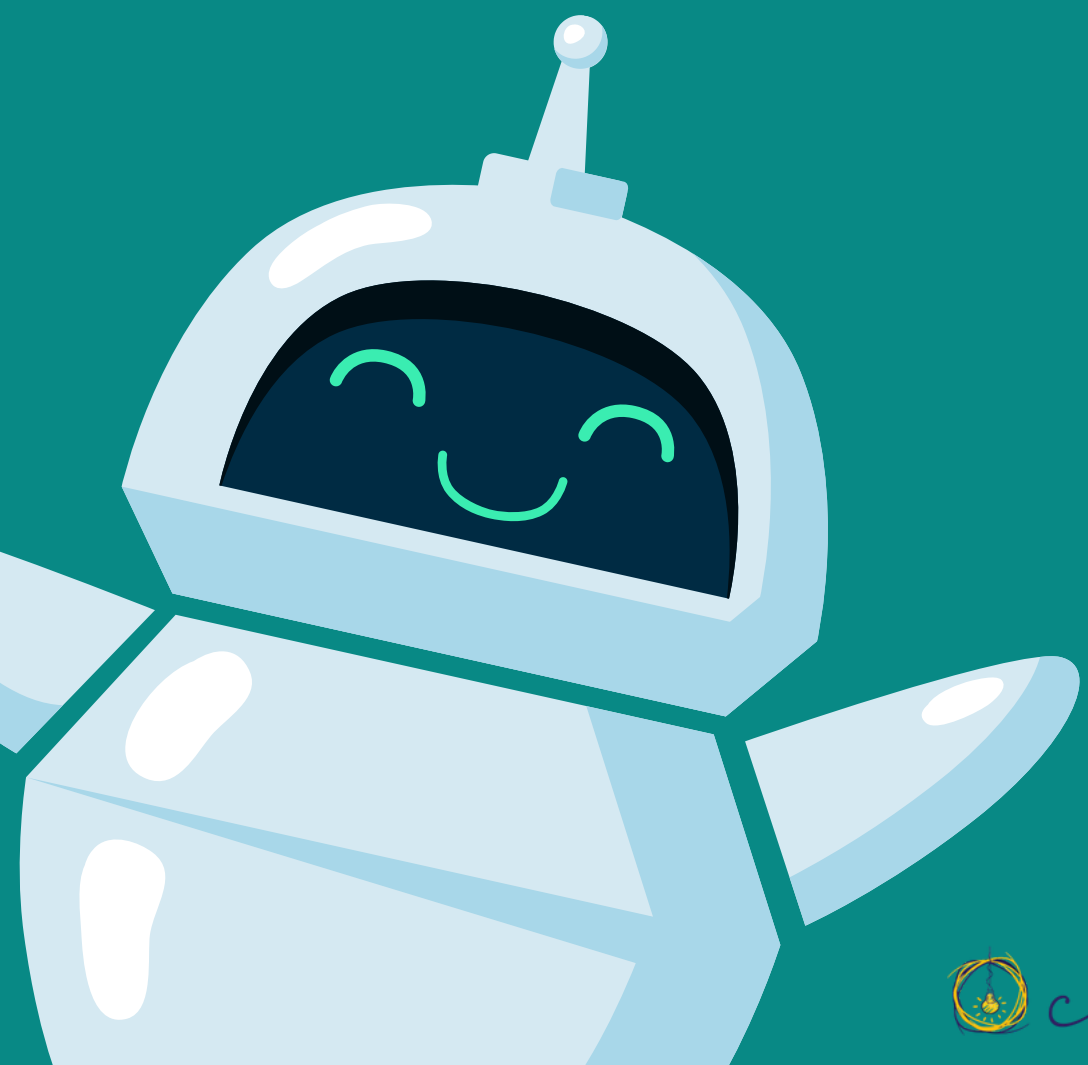
Art-i-Fy: Expressing Creativity with AI

Erasmus+ Youth Exchange
2024-3-BG01-KA152-YOU-000291470

Non-Formal Methods for AI Education



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Co-funded by the European Union

About this Handbook

This handbook was created as a result of the project **Art-i-Fy: Expressing Creativity with AI**, implemented under the Erasmus+ programme (Project No. 2024-3-BG01-KA152-YOU-000291470). The project was coordinated by Can You Association (Bulgaria) in partnership with:

- **Fejlődő Fiatalok Egyesülete** – Hungary
- **Kuźnia Talentów** – Poland
- **CINEGIOVANI APS** – Italy
- **XX Element Project – Associação Cultural** – Portugal
- **Next Generation** – Turkey
- **ASOCIACIÓN CULTURAL L' AYALGUINA** – Spain

The project aimed to show young people how artificial intelligence can be used for creativity and self-expression. Through non-formal learning methods, participants explored AI tools for creating images, texts, music, videos, and storytelling while developing critical thinking skills.

A key focus was on emotions and how they can be transformed into creative outputs. As a result, each participant produced an original artistic work using AI, combining personal expression with collective creativity.

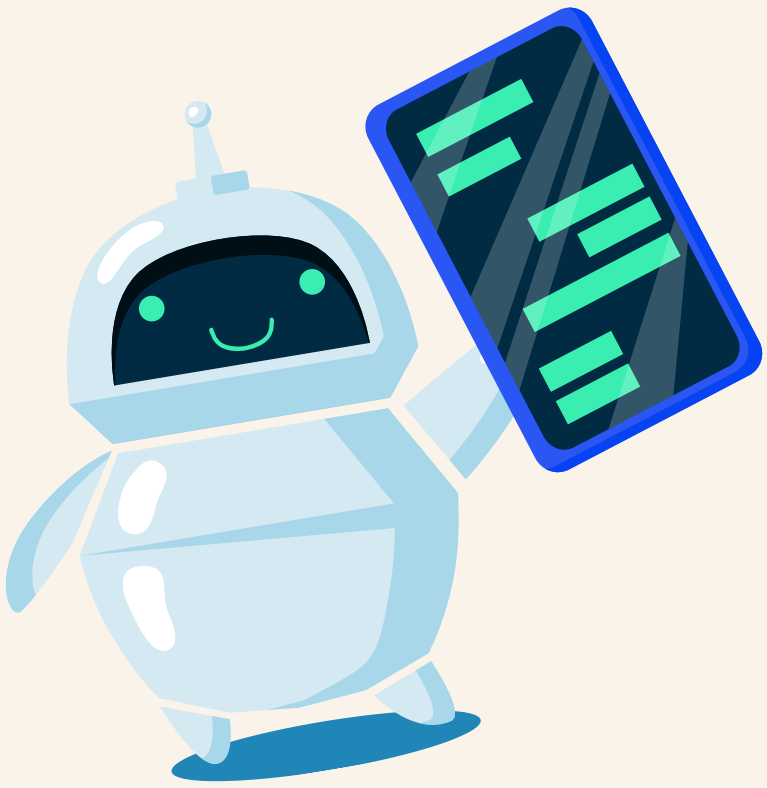
This handbook presents the non-formal methods used during the exchange to inspire educators and youth workers to integrate AI tools into creative and educational activities.

In today’s digital world, artificial intelligence is becoming a part of young people’s daily lives, often used for simple tasks or quick solutions. However, its true potential goes far beyond that. Educating youth to use AI tools not only for practical purposes but also for creativity and self-expression opens new opportunities for learning, innovation, and artistic exploration. By understanding how AI can support the creative process, young people can transform their ideas and emotions into meaningful projects, develop critical thinking, and become active creators rather than passive consumers of technology.

How to start

To start using AI tools, it’s important to first get familiar with them and understand how they work. Select a topic you want to explore with the students —this could be creating images, texts, videos, songs, stories, voices, or even a combination of all. Then, choose the tools you want to introduce and explain how they function.

Although many young people already use AI in some way, they often rely only on the most popular platforms, leaving many creative tools unexplored. Take the time to research different options, select the most suitable ones, and then present them to the group.



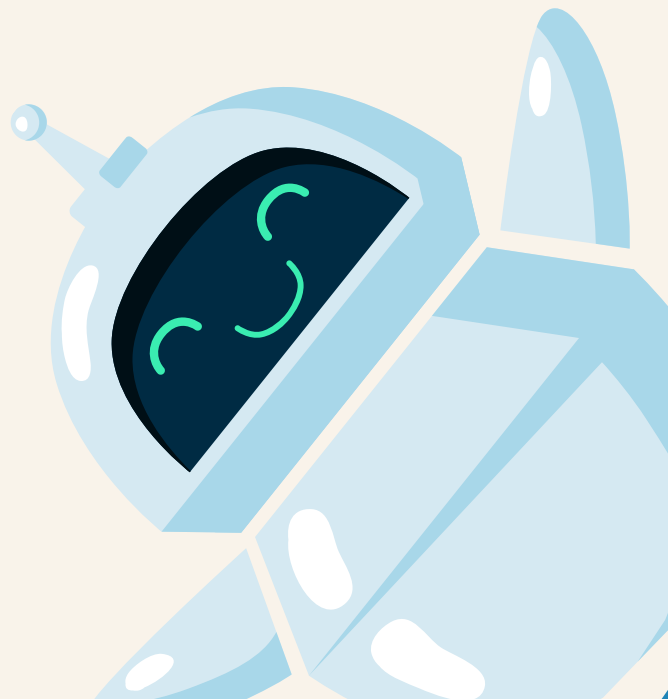
Non-formal methods

Activity: AI in Everyday Life

Time: 30–40 minutes
Group size: 10–25 participants (can be adapted for larger groups)

Aim:

- To help participants identify AI tools they already use in daily life.
- To raise awareness that AI is present in many technologies, even those we don’t usually associate with artificial intelligence.
- To encourage critical thinking about how AI is used and how it can be applied in more meaningful ways.



Instructions:

1. Begin with an open discussion: Ask participants to list AI tools they use in their everyday lives (e.g., ChatGPT, image generators, etc.). Write the answers on a flipchart or digital board.
2. After the obvious tools are mentioned, introduce other examples that rely on AI but are often overlooked: GPS navigation, autocorrect, spam filters, Netflix recommendations, Duolingo, translation apps, etc.
3. Discuss how these tools work in the background and how much we already depend on AI without realizing it.
4. Highlight the importance of using AI not only passively but also creatively and responsibly.

Reflection:

- How many AI tools did you already use today without thinking about them?
- Did you realize that AI is involved in so many everyday tasks?
- How do you feel about using AI in the creative process after this discussion?

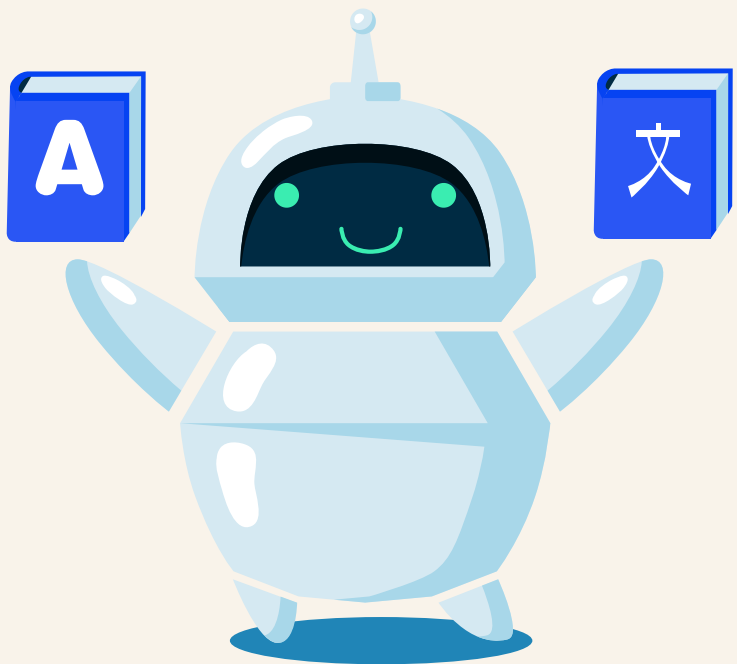
Activity: Learning by Doing – AI Writing & Role-Play

Time: 75–90 minutes
Group size: 5 groups, ideally 4–6 participants per group

Aim:

- To introduce participants to different AI writing tools through creative experimentation.
- To develop skills in prompt writing, text generation, and creative storytelling.
- To encourage collaboration, creativity, and critical thinking about AI-generated texts.

Method: AI Tool Stations / Creative Labs with Role-Play



Instructions:

1. **Introduction to tools (10 min)**: Present five AI writing tools (e.g., ChatGPT, Copy.ai, Jasper, Rytr, Writesonic). Briefly show their interfaces and explain key features for text creation.
2. **Group division (5 min)**: Divide participants into five groups, each assigned one tool.
3. **Prompt creation (10 min):** Each group creates its own original prompt for a short story (e.g., "A detective in space finds a talking cat who knows a secret about the universe").
4. **Text generation (10–15 min):** Groups use their assigned tool to generate the story based on their prompt. They can refine the prompt or edit the output as needed.
5. **Role-play preparation (15 min):** Instead of just reading the story, each group turns it into a short role-play. Participants assign characters, choose key scenes, and prepare a quick performance.
6. **Performances (20–25 min):** Each group presents their story through role-play.
7. **Tool review (10 min):** After all performances, groups discuss:
    - **Was the tool easy to use?**
    - **Did the story feel natural or artificial?**
    - **How much editing was needed?**
    - **What were the strengths and weaknesses of the tool?**

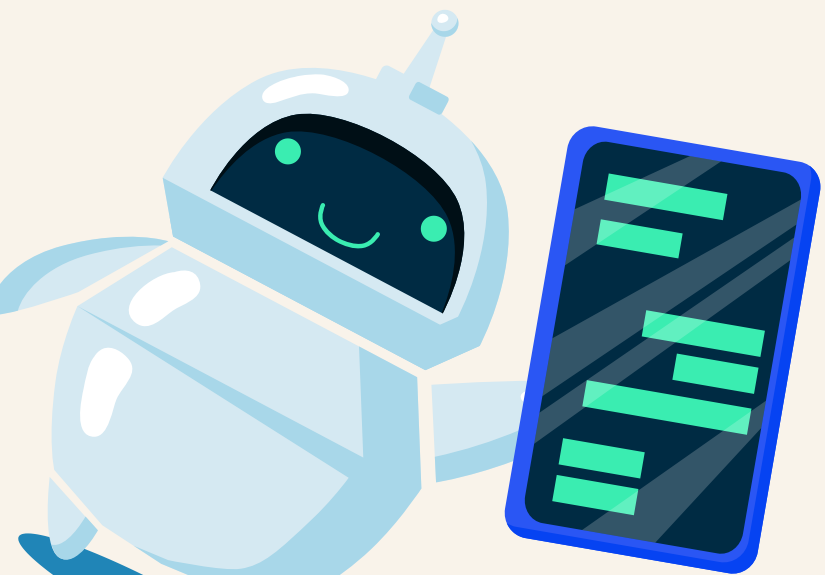
Activity: Tool Swap: Speed Demo Rounds - for Images

Time: 50–55 minutes
Group size: 6 groups, ideally 4–6 participants per group

Aim:

- To allow participants to quickly test and compare multiple AI image-generation tools.
- To encourage independent thinking about usability, creativity, and quality across platforms.
- To develop analytical and presentation skills while reflecting on AI's potential for creative work.

Method: Fast-paced tool exploration with group scoring and feedback.



Instructions:

1. **Introduction (5 min):** Explain the activity steps and scoring criteria. Show the flipchart with the scoring matrix (tools on one side, criteria on the other).
2. **Prompt Creation (5 min):** Each group creates one creative prompt that will be tested on all tools. They can choose a topic or use given themes.
3. **Tool Testing (15 min):** Groups rotate quickly across different AI tools for image generation. Using the same prompt, they test as many tools as possible.
4. **Scoring & Feedback (20–25 min):**
    - Each group writes its scores (1–10) on the flipchart for every tool across all criteria.
    - Groups share all created images and prompts with the others so they are visible during presentations.
    - One by one, groups present their scores, share the images, and explain their evaluation of each tool.

Evaluation Criteria (Scale: 1–10):

- Ease of Use: Was the tool intuitive and easy to navigate?
- Style Variety: Did it generate diverse styles (realistic, cartoon, abstract, etc.)?
- Editing Options: Could you modify prompts or outputs easily?
- Prompt Accuracy: How well did the output match the given prompt?
- Creativity: Did the tool produce imaginative or surprising results?
- Speed: Was the generation process fast enough?
- Image Quality: Were the final images clear, detailed, and usable?
- Wow Factor: Did the results impress or surprise you?

(1 = Very Poor, 10 = Excellent)

	Criteria 1	Criteria 2	Criteria 3
Tool 1			
Tool 2			

*example of the scores table. Add as many criterias and tools as you want

Activity: AI Prompt Lab – Image Experimentation Workshop

Time: 50 minutes
Group size: up to 10 groups, ideally 3–4 participants per group

Aim:

- To teach participants the basics of prompt engineering and how wording affects AI-generated images.
- To encourage experimentation with tone, style, and detail in AI prompts.

Method: Prompt experimentation and comparative analysis.

Instructions:

1. **Introduction (5 min):**
   - Explain what prompt engineering is and why it matters for image creation.
   - Show a simple example, e.g., “Create a cat chewing gum,” and explain how changing tone, detail, or style influences the final image.
2. **Group Work (20 min):**
   - Divide participants into groups.
   - Each group uses the same image-generation tool.
   - They start with one simple prompt and then they modify it twice. Each time they improve it.
   - Provide a list of prompt-improving elements: tone, color palette, perspective, level of detail, mood, etc.
3. **Presentation (25 min):**
   - Each group presents their three images, explaining:
     - How they changed the prompt
     - How the results differed
     - What surprised them about the tool’s response

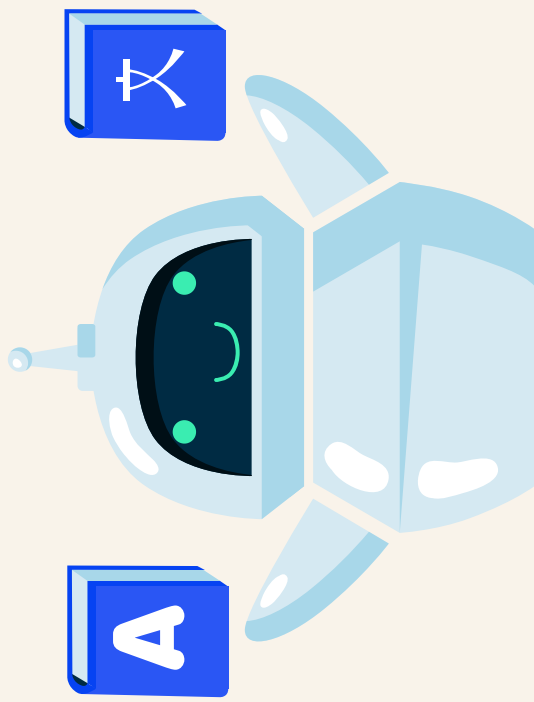
Activity: Prompt Roulette – Random Idea Generator for Video Creation

Time: 45–60 minutes
Group size: 6 groups, ideally 4–6 participants per group

Aim:

- To practice creative prompt writing through random combinations of words.
- To encourage flexibility in choosing and experimenting with different AI video tools.
- To develop teamwork and creativity in transforming random ideas into visual stories.

Method: Spontaneous creation using random prompts.

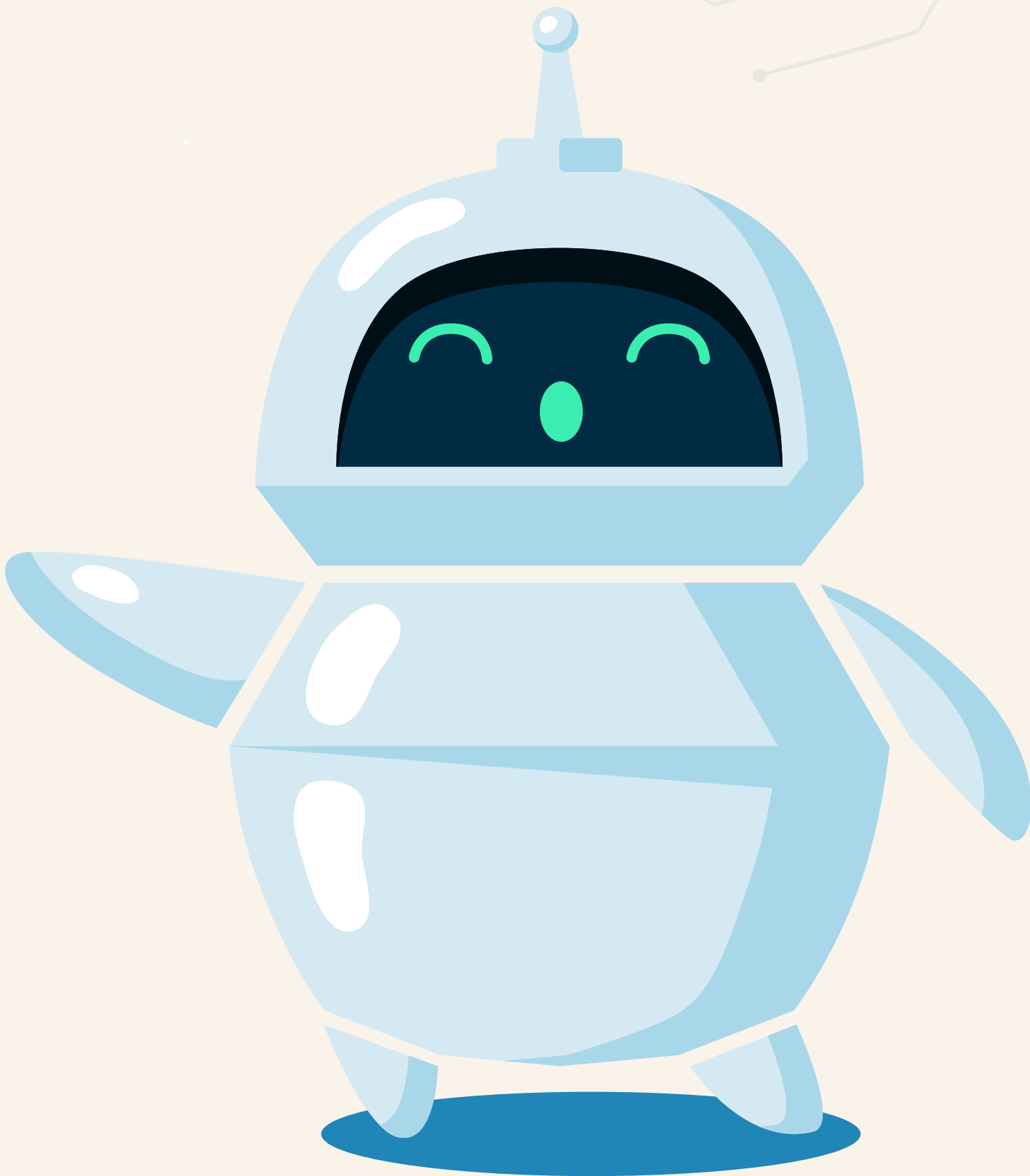


Instructions:

1. **Preparation:**
   - Prepare four boxes or bowls labeled **Character, Action, Setting**, and **Mood**.
2. **Word Collection (10 min):**
   - Each participant writes one word for each category on separate slips of paper.
   - All words are collected in the corresponding boxes.
3. **Group Division & Prompt Selection (5 min):**
   - Divide participants into six groups.
   - Each group draws one word from each box to form a random combination (e.g., Astronaut + Cooking Pizza + Underwater City + Chaotic).
4. **Video Creation (15 min):**
   - Using the random words, each group creates a video prompt and chooses any AI video tool previously introduced.
   - Groups generate one short video based on their prompt.
5. **Presentation & Reflection (15 min):**
   - Each group presents its video along with the prompt they created.

Reflection Questions:

- What was easy or challenging about creating a video from random words?
- How did the choice of AI tool affect your final result?
- Which features of the tools stood out to you?
- Did the randomness make the process more fun or more difficult?



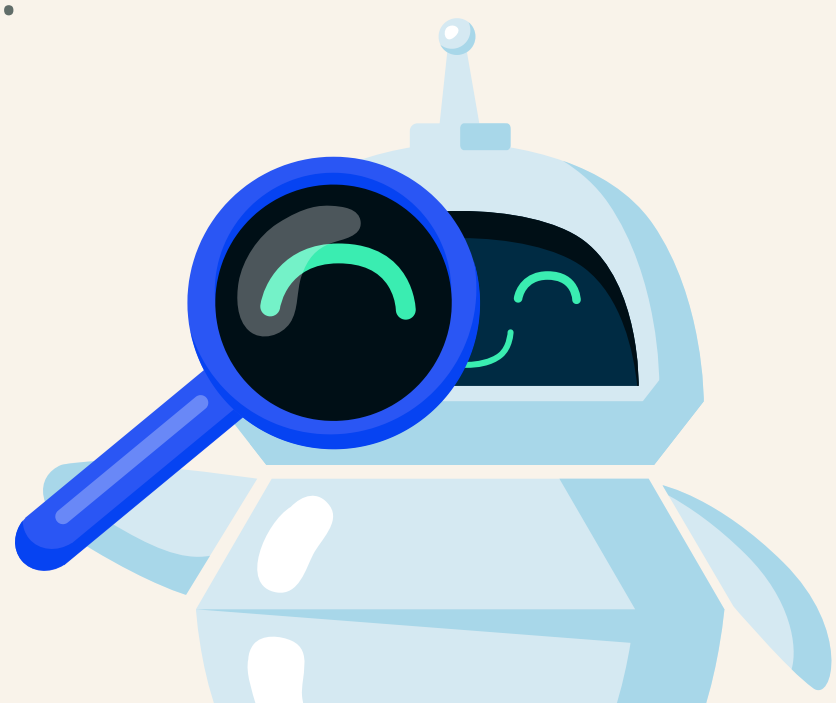
Activity: Silent Cinema – No Words, Just Feelings

Time: 45 minutes
Group size: 7 groups, ideally 3–5 participants per group

Aim:

- To explore how emotions can be expressed visually without dialogue or text.
- To develop skills in visual storytelling, symbolism, and mood creation using AI tools.
- To encourage teamwork and creativity while focusing on non-verbal communication.

Method: AI-generated visual storytelling with music and emotions.



Instructions:

1. **Introduction & Group Division (5 min):**
    - Explain the goal: to create a short video that tells a story using only visuals, music, and emotions—no words or subtitles allowed.
    - Divide participants.
2. **Topic Selection & Video Creation (20 min):**
    - Each group selects one emotion-based topic (e.g., First Love, Anxiety, Calmness, Fear, Forgiveness).
    - Using AI tools for video generation, groups create a short video that expresses the chosen emotion visually and emotionally.
3. **Screening & Interpretation (20 min):**
    - Groups present their videos one by one without revealing the topic beforehand.
    - The audience guesses the emotion or story based on tone, visuals.
    - After the guesses, the group explains the original concept and creative choices.

Reflection Questions:

- How difficult was it to convey emotions without words?
- What elements (music, colors, pacing) made the biggest impact on the mood of the video?
- How could you use this technique in real educational or creative projects?

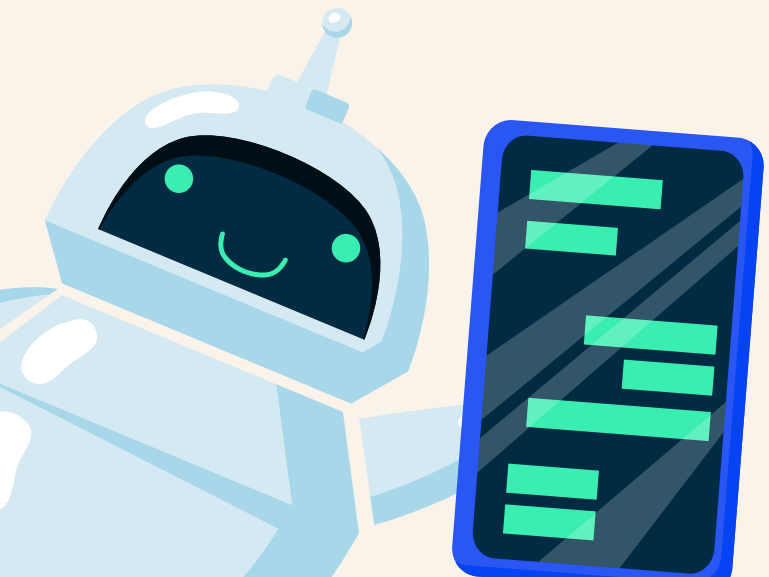
Activity: Voiceover Jokes

Time: 50 minutes
Group size: 7 groups, ideally 3–5 participants per group

Aim:

- To explore AI voice generation tools in a fun and creative way.
- To experiment with tone, emotion, and style in voiceover creation.
- To encourage teamwork, humor, and reflection on how technology shapes audio storytelling.

Method: Creative group challenge with AI-generated voiceovers.



Instructions:

1. **Introduction & Group Division (5 min):**
    - Explain the exercise: each group will create a short joke (or choose an existing one) and bring it to life using AI voice generation tools.
    - Divide participants into 7 groups.
2. **Joke Creation & Voiceover (20 min):**
    - Each group writes or selects a dad joke.
    - Using AI tools, they experiment with voice features such as tone, pitch, speed, and emotion to make the joke as entertaining as possible.
3. **Presentation & Reflection (25 min):**
    - Groups present their jokes with the AI-generated voiceovers.
    - They explain why they chose specific voices, emotions, or effects and how it shaped the humor.

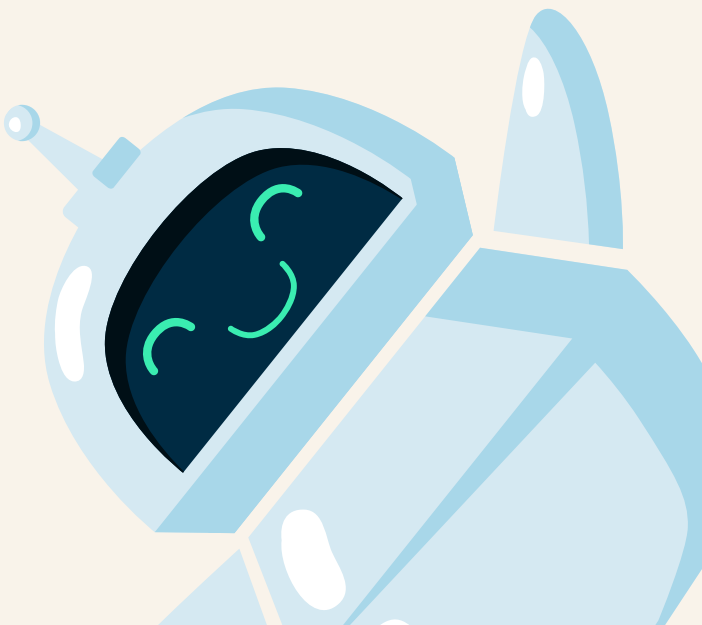
Activity: AI Eurovision – Song Creation & Performance

Time: 60 minutes (30 min creation, 30 min presentation & voting)
Group size: National groups

Aim:

- To explore AI tools for music and lyric generation.
- To encourage creativity, teamwork, and fun competition through performance.
- To develop awareness of how AI can be used in artistic expression.

Method: AI song creation, performance, and voting in a Eurovision-style competition.



Instructions:

1. **Introduction & Group Division:**
   - Explain the task: each group represents a “country” and must create a 1-minute song using AI tools.
   - Groups must include lyrics, music, and performance elements (dance, acting, or staging).
2. **Song Creation & Rehearsal (30 min):**
   - Each group uses AI tools for lyrics and music generation.
   - They prepare their performance, deciding on staging and presentation style.
3. **Eurovision Performances (30 min):**
   - Groups present their songs one by one.
   - After all performances, voting happens in two rounds:
     - Individual voting: Every participant gives points to each song (e.g., 1-10 points).
     - Country voting: Each national group collectively decides how much points to give to other countries (1-8, 10,12) as a country and gives points.
4. **Results & Awards:**
   - Points are added together to announce winners.

The **Art-i-Fy: Expressing Creativity with AI** project showed how artificial intelligence can become a powerful ally in the creative process when combined with non-formal education methods. Through hands-on activities, experiments, and reflections, young people explored AI tools for writing, image creation, music, video production, and storytelling while learning to think critically about technology and its role in their lives.

This handbook provides educators and youth workers with ready-to-use activities and practical ideas to inspire young people to use AI not only for everyday tasks but also for self-expression, creativity, and collaboration. By integrating these methods into educational programs, we can help the next generation develop both digital and creative confidence in a rapidly changing world.