

Experiencing Learning Through Design Thinking and AI Embodiment

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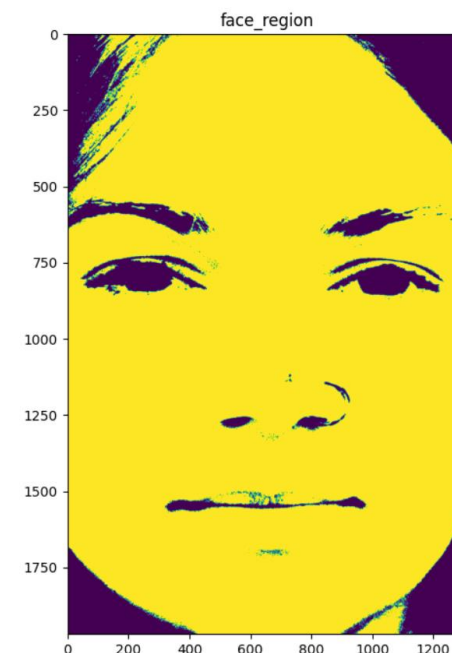
Belgrade, Serbia



EUROPEAN
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DEAL



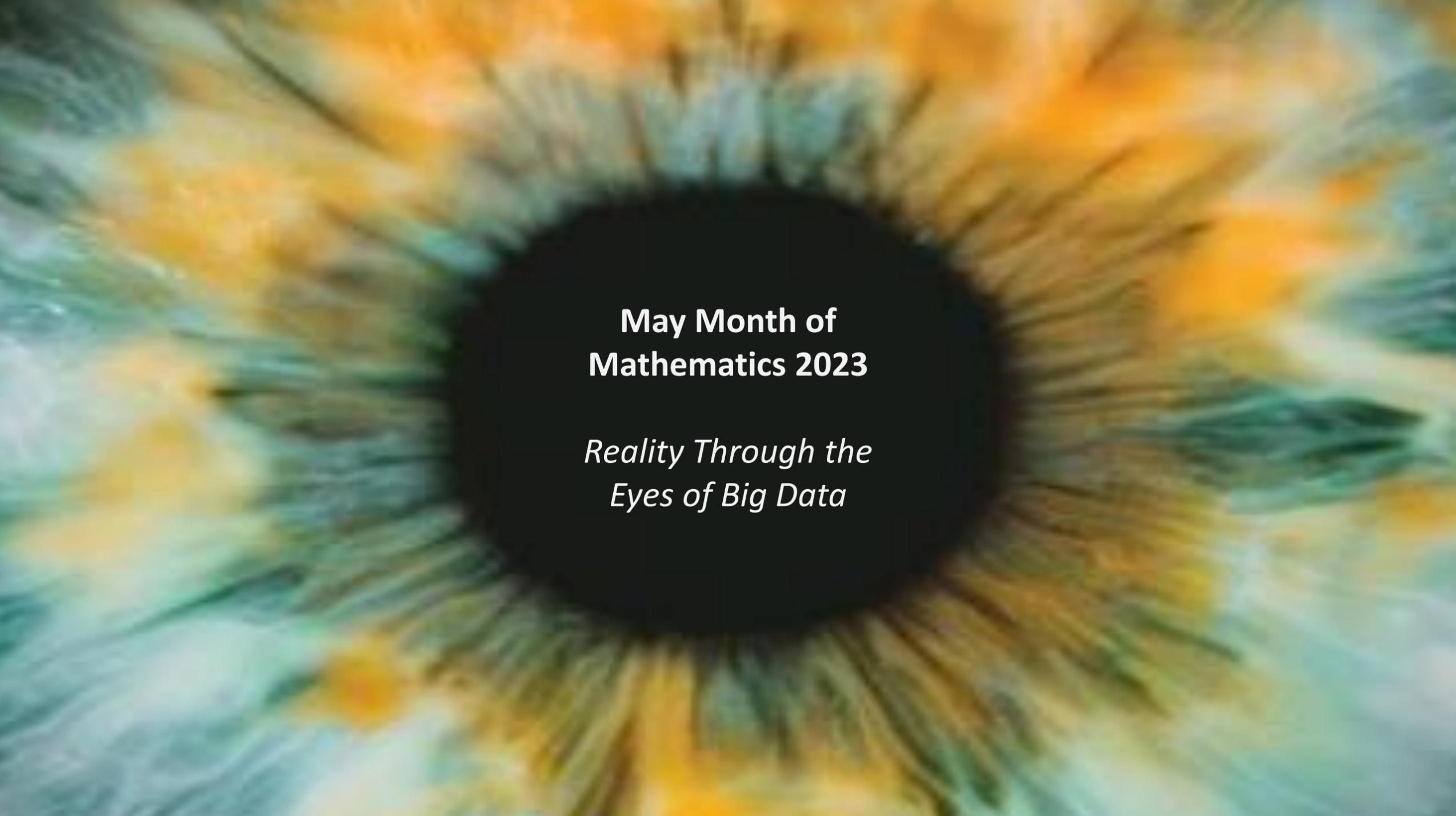
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MAJ: MESEC
MATEMATIKE

Center for the Promotion of Science (CPN)





**May Month of
Mathematics 2023**

*Reality Through the
Eyes of Big Data*

art+science portal represents a platform for stories, reviews and conversations about art and science and points of their meeting.



M3 Lab Program supported by EUDD

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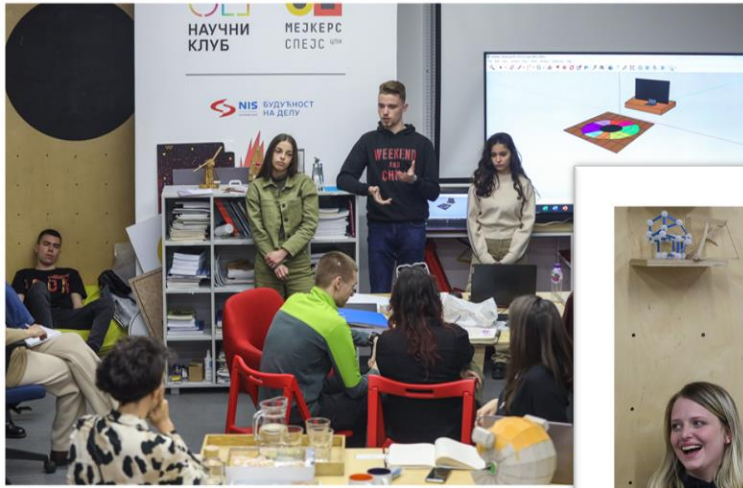
A network of European and global partners consisting of actors from the cultural sector, artists, creatives, researchers, scientific institutions and representatives from the public sector come together to explore how artistic perspectives can act as catalysts for human-centred, sustainable innovation.



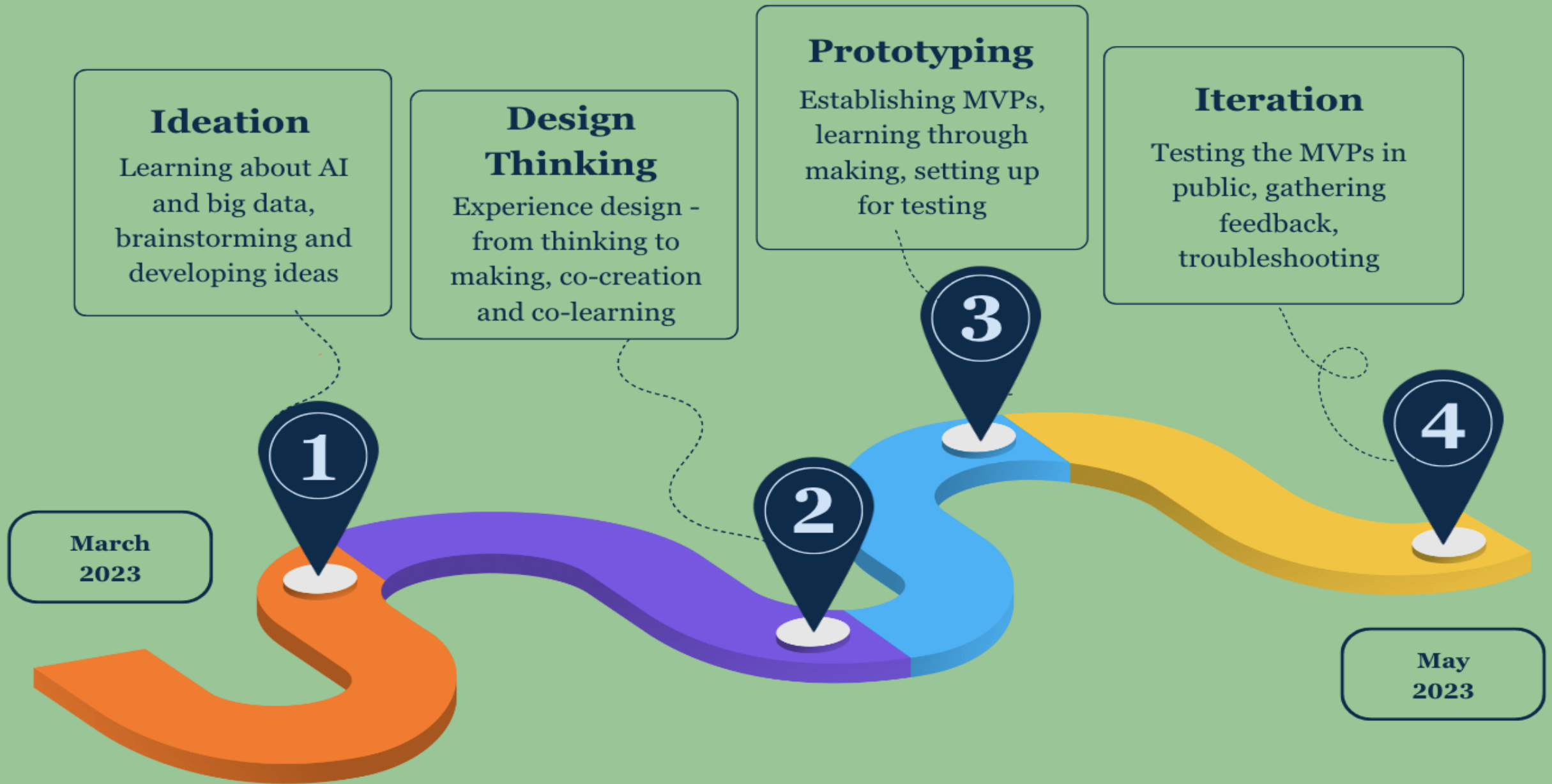
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Background

- Co-creation as the method of learning with the same level of shared decision-power in all steps of the process (*Arnstein, 1969*)
- Creating a community of learners (creators) by addressing power issues among us but also in our society at large (*Hook, 1994; 2003*)
- Democratic potential in the learning and co-creating process (*Joksimović, 2021*)



Progam timeline



M3 Lab Core Values

Everyone gets to learn and be taught



Don't just step outside the box – jump out of it



You can't force the dots to connect



We learn the most when we fail, not when we succeed

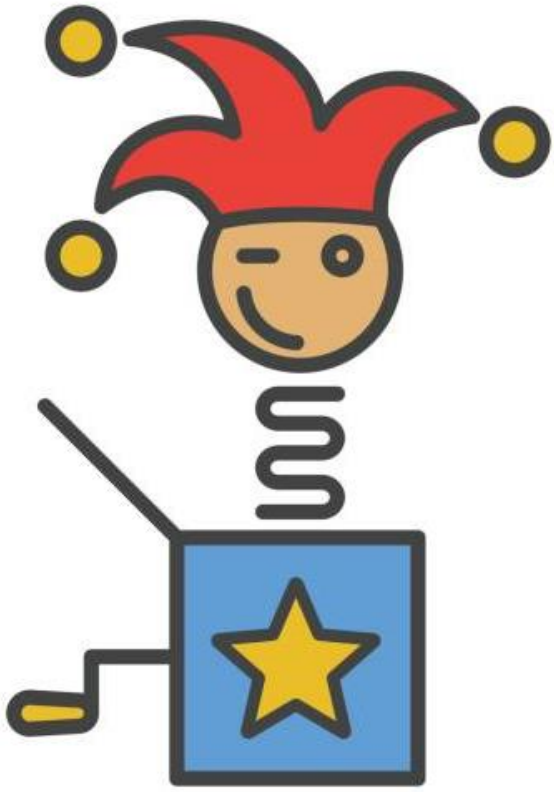


Everyone gets to learn and be taught

- Peer-to-peer learning and mentoring
- SWOT analysis
 - What are my current strengths?
 - What are my current weaknesses?
 - What would I like to learn?
 - What obstacles do I have?
- Formation of teams based on SWOT



Don't just step outside the box – jump out of it!



- Reinventing learning through co-creation
- Problem-based learning
- Meaningful and thought-provoking engagement
- Stepping out of the comfort zone
 - Trying something for the first time
 - Being bad at it

You can't force the dots to connect

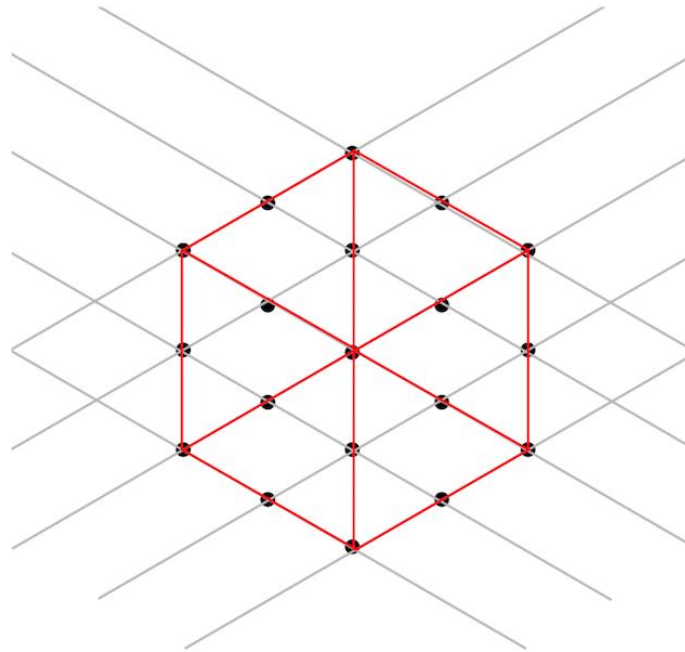
- What happens when things go wrong?

A. Fix them

B. Cry

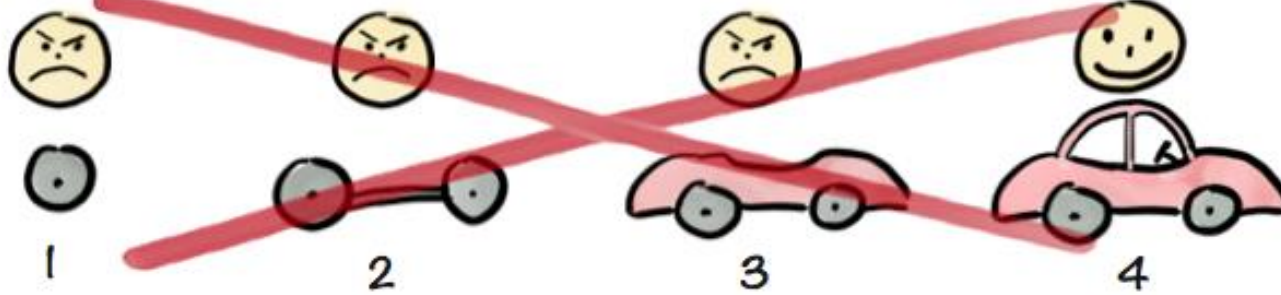
C. Improvize

- Learning to cope with uncertainty
- How will the dots connect themselves?

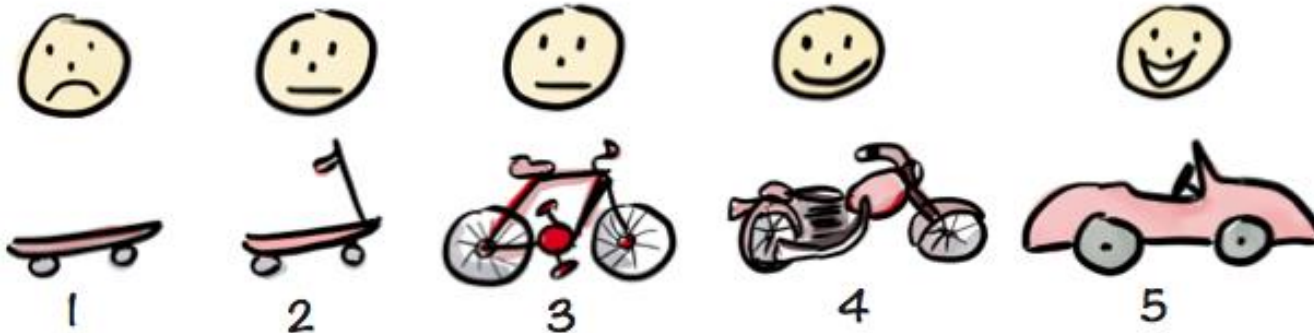


We learn the most when we fail, not when we succeed

Not like this....



Like this!



- Fear of failure
 - Setting high expectations
 - Comparing to others
 - Irrational thoughts
 - Perfectionism
- Resolving conflicts
 - Whose fault is it?
- Focusing on learning outcomes
 - What do we go home with?

Student projects

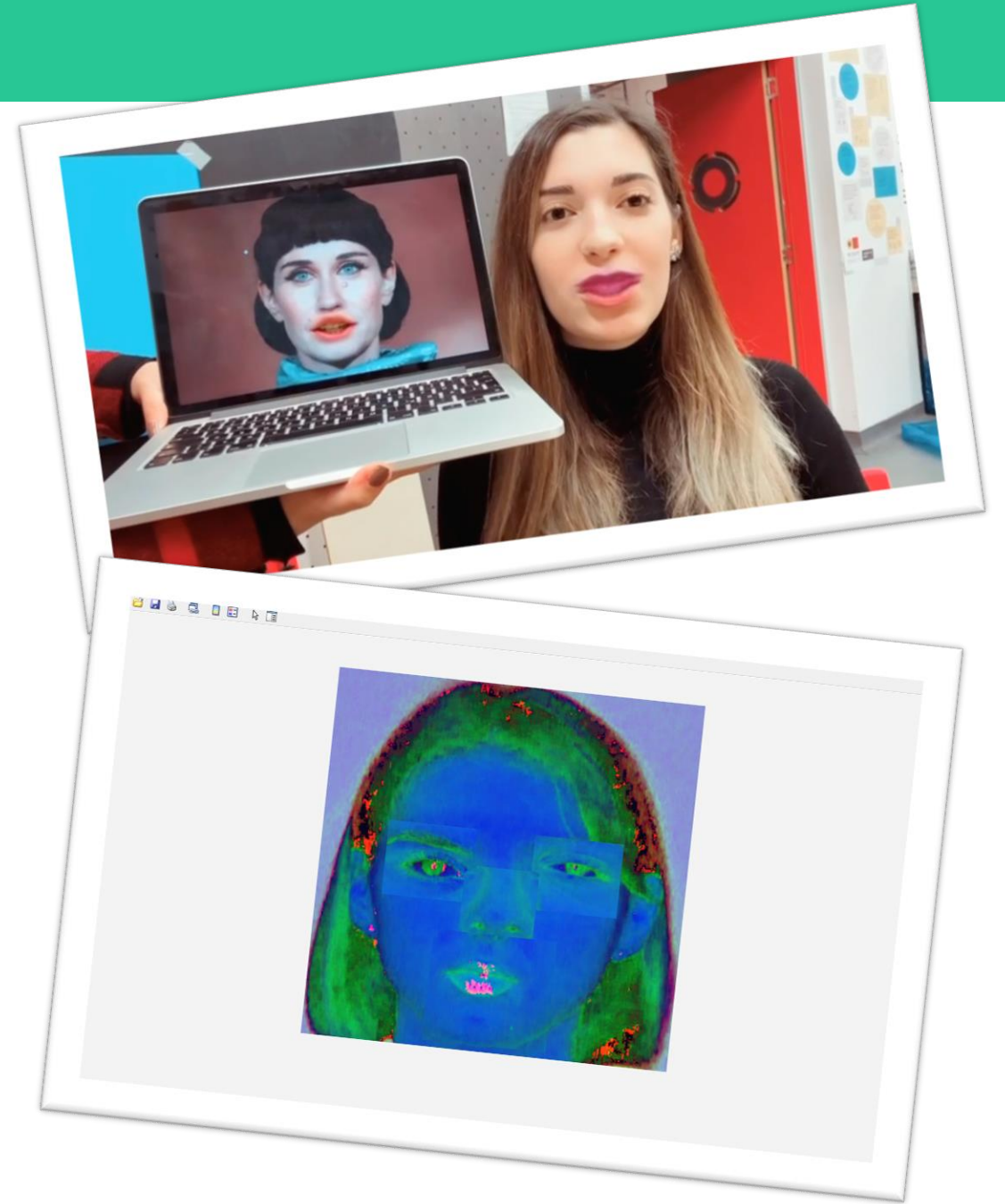
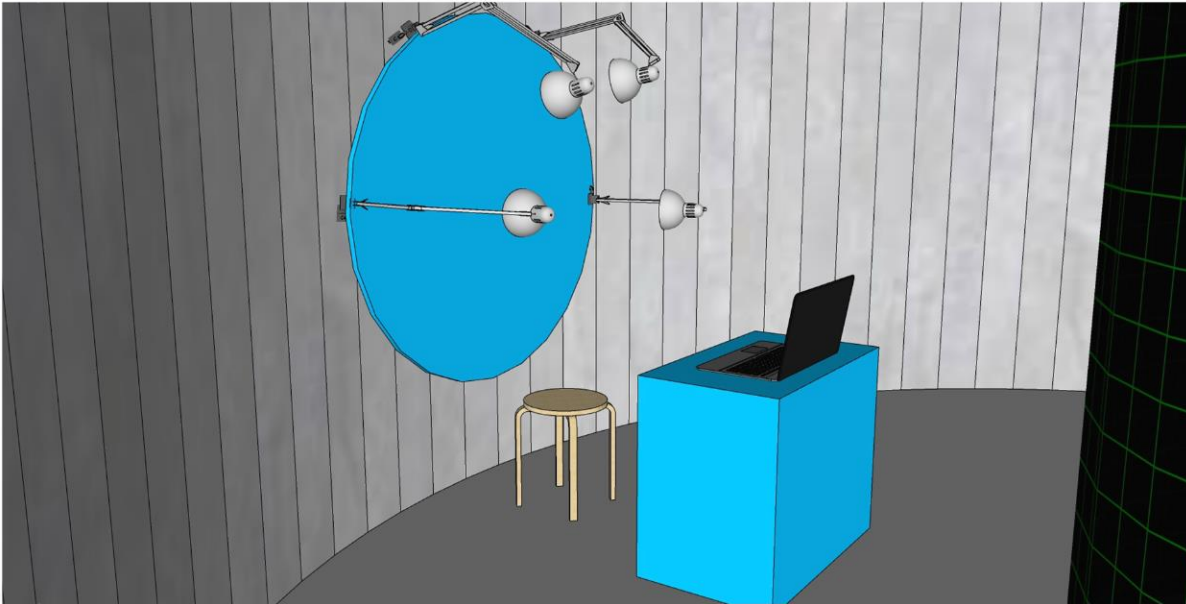
Trashbot

Thrahbot is a project that aims to rethink what happens if all the data to which we feed AI is incomplete, inaccurate or tendentially false.



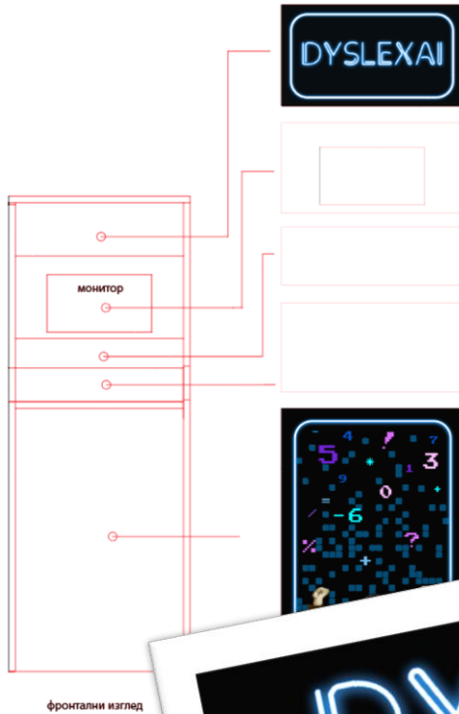
IDioT

IDioT is an AI program that statistically classifies the human species in a form of register based on eye images, questioning the ethical dimension of AI for face recognition.



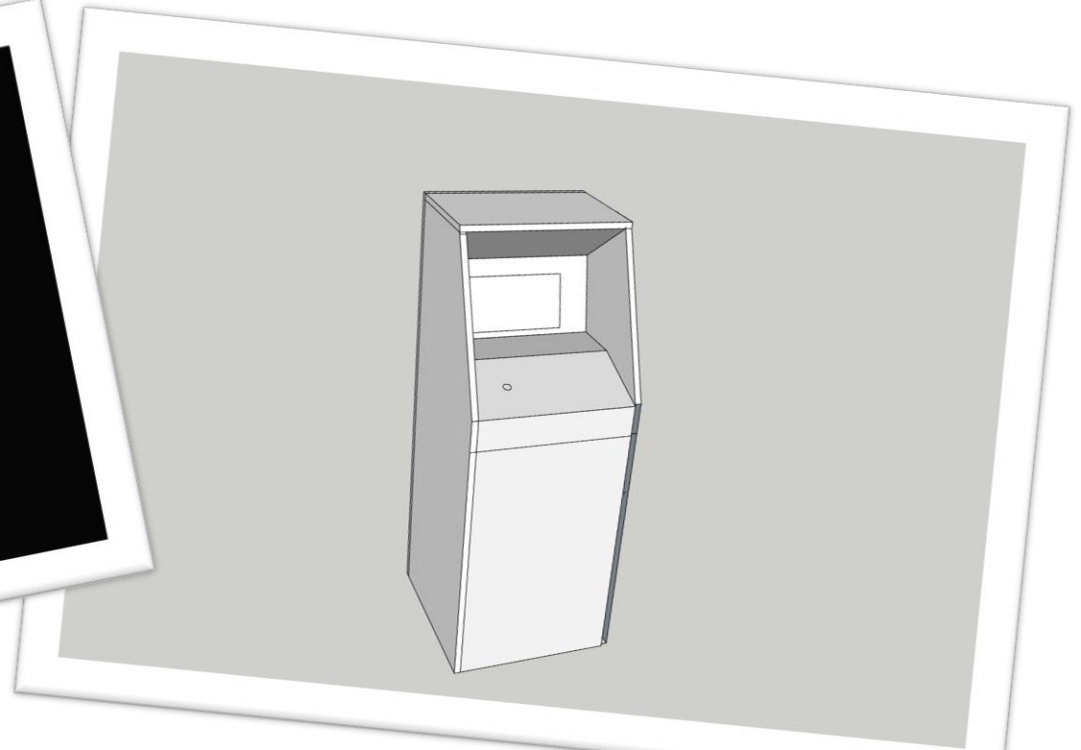
DyslexAI

сплошна бочна страница
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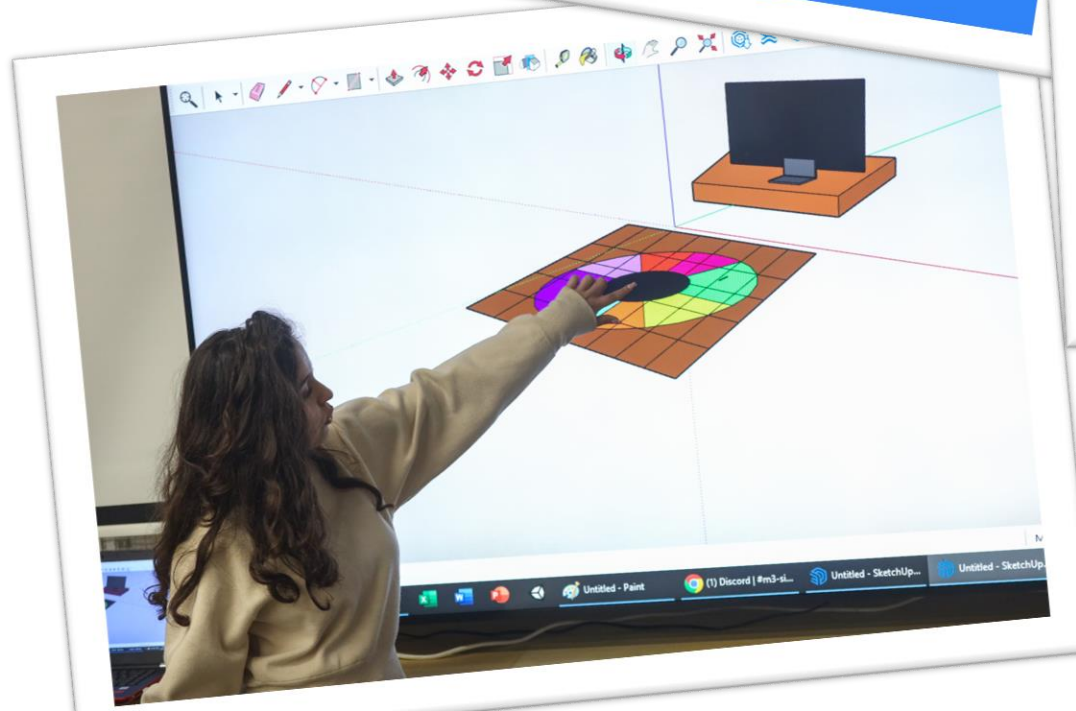
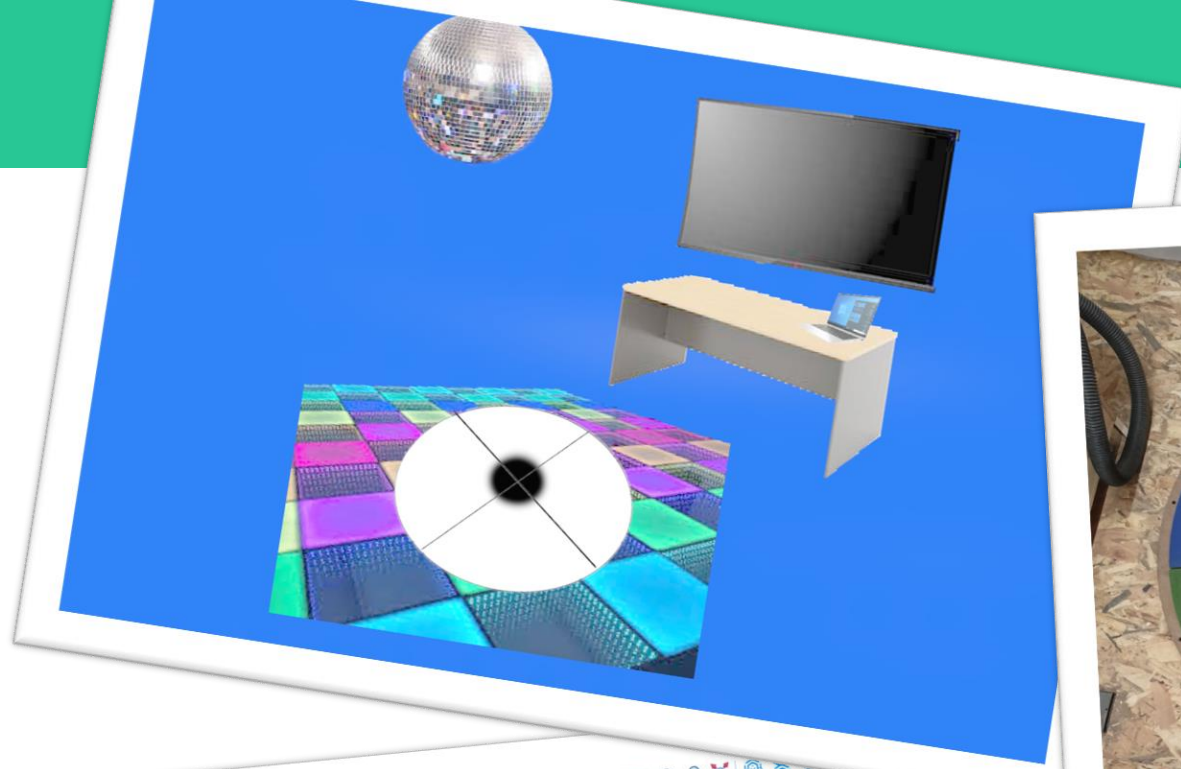
фронтални изглед

DyslexAI is an interactive arcade game that presents a series of math tasks created by AI, but presented in a form that a person with dyslexia would experience them.



M3 Symphony

What's it like to dance if you are deaf? This project explores experiences of deaf people through AI created songs, translated into vibrations, that you can dance to.



Space and Turmoil

Space and Turmoil is a game in which players try to defend the Earth from an AI attack by a controlled spaceship. The player needs to confuse the enemy database by feeding it with noisy data.



Presentation of results



- 24 participants
- 15 cities
- 5 projects

Messages from our students:

Have faith in yourself, and if it gets hard, don't give up!

Make as many mistakes as you can because that's how the best ideas are made! Think outside the box! Be unique <3

We are open for collaboration!

cpn.edu.rs

ars.electronica.art/eudigitaldeal

artandscience.rs

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