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HACKATHON FRAMEWORK AND OPERATIONAL GUIDELINES

Project Nr.: **2024-1-IT03-KA220-YOU-000255859**

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Project Framework

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The YOUR.AI project is a transnational initiative designed to empower young artists, particularly those facing social, economic, or educational disadvantages, by equipping them with the knowledge, skills, and confidence needed to navigate and creatively engage with emerging AI technologies. As artificial intelligence reshapes artistic production, cultural participation, and the creative industries, YOUR.AI responds by offering an inclusive educational pathway that blends digital literacy, artistic exploration, and critical reflection. Through the collaboration of organisations across Europe, each bringing complementary expertise in youth work, non formal education, digital innovation, and the arts, the project creates a rich intercultural learning environment where young people can develop both their creative identity and their future employability.

Within this broader structure, the hackathon plays a central role. It functions as an intensive, hands on creative laboratory where participants can apply what they have learned, experiment with AI tools, and transform their ideas into concrete artistic outputs. It is also a space for dialogue, peer learning, and ethical reflection on the implications of AI in the arts.

The hackathon directly contributes to the project's core outputs, including the development of training resources for young people in WP3 and the creation of a European virtual exhibition showcasing the artworks produced during the project in WP4.

To ensure that each national hackathon is coherent, inclusive, and aligned with the project's objectives, the materials developed for these events must follow a shared framework.

This framework provides a common pedagogical direction, ensuring that all partners design activities that support AI literacy, creative experimentation, and critical thinking. It also establishes quality and accessibility standards so that materials are clear, inclusive, and usable by participants with diverse levels of digital competence. From an operational perspective, the framework defines the structure and components that every hackathon must include, such as introductory materials, tool tutorials, prompting guides, creative workflows, ethical guidelines, and submission templates. This ensures that each event produces comparable outputs and contributes effectively to the transnational exhibition.

The framework also supports consistent monitoring and reporting across partners, ensuring that documentation such as attendance lists, feedback forms, artwork metadata, and visual evidence is collected in a uniform way. This strengthens the project's internal evaluation and ensures compliance with Erasmus plus standards for transparency, replicability, and impact measurement. Together, these elements create a robust foundation that allows each partner to adapt the hackathon to their local context while maintaining alignment with the project's vision, values, and expected results.

Alignment with Project Objectives

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All materials developed for the hackathon must clearly and consistently support the three core objectives of YOUR.AI. These objectives are not abstract principles but concrete drivers that shape the structure, tone, and content of every resource produced.

- **Empowering youth workers and young artists with AI literacy**

Materials should introduce AI concepts and tools in a way that is accessible, intuitive, and non-technical. The goal is to demystify AI and encourage participants to explore it as a creative partner rather than a complex or intimidating technology. This means using clear explanations, step-by-step demonstrations, and practical examples that show how AI can enhance artistic expression. The materials should also empower youth workers, giving them the confidence and competence to guide young people through experimentation, troubleshooting, and reflection.

- **Supporting young people from disadvantaged backgrounds**

Inclusion is a central pillar of YOUR.AI. Materials must therefore be designed to reduce barriers to participation, whether linguistic, digital, cultural, or cognitive. This includes using simple language, providing visual support, offering alternative explanations, and ensuring that activities do not require advanced equipment or prior technical knowledge. The structure of the materials should promote a sense of safety, belonging, and encouragement, enabling participants with fewer opportunities to engage fully and express themselves creatively.

- **Strengthening employability in the creative sector**

The hackathon is not only a learning experience but also a stepping stone toward professional growth. Materials should help participants produce a high-quality creative output that can be added to their portfolio, shared online, or presented to potential employers or collaborators. They should also highlight how AI skills are increasingly relevant in creative industries, encouraging participants to see themselves as active contributors to a rapidly evolving field. Opportunities for networking, peer exchange, and visibility should be embedded in the design of the activities.

These objectives, clearly stated in the project summary, must guide all content development to ensure coherence and impact across all partner countries.

Methodological Principles

The hackathon must follow the pedagogical approach defined in WP2 and WP3, ensuring that learning is experiential, inclusive, and aligned with the project's educational philosophy.

Active learning

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Participants learn primarily through doing. Instead of long explanations, materials should prioritise hands-on tasks, creative challenges, and opportunities to experiment with AI tools. This approach fosters curiosity, autonomy, and confidence.

Blended learning

The hackathon combines short theoretical inputs with practical exercises, demonstrations, and guided exploration. Materials should therefore include concise introductory content, followed by structured activities that allow participants to immediately apply what they have learned.

Gamification

Elements such as creative missions, time-bound challenges, and collaborative tasks help maintain engagement and make the learning experience dynamic and enjoyable. Materials should incorporate these elements in a balanced way, ensuring they support rather than distract from learning.

Co-creation

Participants should be encouraged to work together, share ideas, and learn from one another. Materials should include prompts and activities that stimulate teamwork, peer feedback, and collective problem-solving.

Ethical reflection

AI raises important questions about authorship, bias, representation, and responsibility. Materials must integrate moments of reflection and discussion, helping participants develop a critical understanding of the tools they use and the artworks they produce.

This methodological coherence ensures alignment with the training courses and the e-learning platform, creating a seamless learning journey across the project.

Required Content Components

Materials for the hackathon must include a set of essential components that ensure clarity, accessibility, and consistency across all partner organisations.

A. Introduction and Context

In the first part of the session, we should introduce participants to what AI is, why it matters for young artists, and how it is transforming creative practices. This introductory part should also present opportunities and risks associated with AI, drawing on the content of WP3 Module 2. Examples of AI-driven artistic practices should be included to inspire participants and show the diversity of creative possibilities.

B. Technical Tools and Skills

Facilitators should introduce then the tools selected for the project in a clear and accessible way. This includes basic principles of prompt design, demonstrations of text-to-image tools such as Midjourney or DALL·E, and introductory guidance on text-to-video tools like Synthesia. Additional techniques such as style transfer, GANs, or VR can be presented at an

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introductory level. Ethical and legal considerations, aligned with WP3 Module 4, must be integrated into this session.

C. Creative Production Guidelines

Since each participant must produce one artwork, facilitators follow a structured five-step creative workflow derived from Modules 5.9 and 5.10. The workflow is fully documented in the national hackathon script (see YOUR.AI Hackathon Online v2) and comprises:

- **1. Concept development** — participants define their theme and choose an artist-patron from Module 2 case studies (Anna Ridler, Mimi Onuoha, Memo Akten, Sougwen Chung, Holly Herndon, Trevor Paglen with Kate Crawford, Mario Klingemann, Adam Harvey, Refik Anadol) whose practice frames their own work.
- **2. Theme training** (Module 5.10) — each participant builds a personal Prompt Kit containing keywords, colour palette, style anchors, narrative voice, technical constraints and a negative prompt, used consistently across all iterations.
- **3. Work-mode selection** (Module 5.9) — participants explicitly choose whether to treat AI as a “Brush” (realising a predefined vision) or a “Collaborator” (dialogical, emergent process). The choice is recorded on the Artwork Card.
- **4. Generation and iteration** — minimum three rounds of refinement using the six prompting techniques from Module 5.1: the five-element structure (subject, context, style, mood, constraints), negative prompts, iterative loops, micro-prompting, reference-based prompting and style anchors.
- **5. Export, upload and documentation** — participants save the final file (PNG or JPG min. 1024 px, or MP4 max. 30 sec), upload it to the shared Google Drive folder and complete a structured Artwork Card covering title, concept, artist-patron, work mode, prompts, tools, iterations, and ethical reflection (Module 4 ethical checklist).

D. Accessibility and Inclusion

Hackathons’ materials must be designed to ensure that all participants, regardless of background or digital literacy level, can engage fully. This means using simple language, providing visual examples, offering alternative explanations, and ensuring that tools and activities can be completed on basic devices. Cultural sensitivity and inclusiveness should guide the choice of examples, language, and imagery.

These components reflect the project’s commitment to inclusion, creativity, and high-quality learning experiences.

Organisational Requirements

This section outlines how we will structure the hackathon and what organisational elements must be included in the materials. These requirements ensure that all partners deliver events that are coherent, well-organised, and aligned with the project’s expected outputs.

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Shared Guidelines

Folias and FOTON have developed a shared set of guidelines that all partners will use as the foundation for their national hackathons. These guidelines define the pedagogical approach, the structure of activities, the expected outputs, and the documentation requirements.

Structure of the Hackathon

The hackathon will follow a clear sequence of activities. Our materials will need to support each phase with instructions, facilitation notes, and participant resources.

- **Welcome and warm-up:** Activities that help participants feel comfortable, introduce themselves, and begin thinking creatively.
- **Introductory session on AI and creativity:** A short, engaging presentation that introduces AI concepts and artistic possibilities.
- **Hands-on exploration with AI tools:** Guided exercises that allow participants to test tools, write prompts, and generate initial outputs.
- **Artwork creation:** A structured creative sprint where participants develop their final artwork.
- **Presentation and feedback:** A moment for participants to share their work, receive feedback, and reflect on their process.
- **Selection for the virtual exhibition:** A transparent and inclusive process for selecting artworks to be featured in the WP4 exhibition.

Materials include facilitator scripts, timing suggestions, printable worksheets and digital templates supporting each phase. The national hackathon script (YOUR.AI Hackathon Online v2) provides the following operational annexes that partners can reuse and adapt:

- **Annex A — Artist gallery:** twelve artists grouped by creative approach (data-as-practice, collaboration, critical intervention, hybrid spectacle) with key works and pedagogical lessons.
- **Annex B — Tool catalogue:** free AI tools grouped into seven categories aligned with Module 5 (image generation, style transfer, AI-assisted drawing, image classification, VR, chatbots, music and video).
- **Annex C — Extended prompt guide:** six prompting techniques and full prompt examples linked to individual artist-patrons.
- **Annex D — Prompt Kit template:** structured ten-field form for theme training (Module 5.10).
- **Annex E — Artwork Card:** WP4 metadata template covering title, concept, artist-patron, work mode, Prompt Kit, tools, prompts, iterations, ethical reflection and exhibition consent.
- **Annex F — Ethical checklist:** five-axis review (access, bias, authorship, sustainability, transparency) drawn from the five chapters of Module 4.
- **Annex G — Rescue prompts:** one ready-to-paste prompt per sub-theme, each linked to an artist-patron, for participants experiencing creative block.

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- **Annex H — Facilitator checklist:** one-week-before, day-of, during-session and participant-support protocols.

These annexes function both as facilitator tools during the event and as standalone learning units that can be integrated into the e-learning platform.

Expected Outputs Supported by the Materials

The hackathon must generate a set of outputs that contribute directly to WP3 and WP4. These include one artwork per participant, documentation for the virtual exhibition such as titles, concepts, prompts, and tools used, content for multiplier events, and evidence for project reporting.

Quality Standards

High quality across all hackathon materials will depend on a shared set of standards that guide how we design, write, translate, and package every resource. These standards ensure that the materials are coherent across partners, accessible to all participants, and fully aligned with the long-term goals of YOUR.AI.

Coherence with WP2 and WP3

All materials will need to reflect the pedagogical content and structure already defined in WP2 and WP3. This includes the terminology we use, the examples we provide, the ethical considerations we highlight, and the learning outcomes we target. Consistency across work packages will help participants experience a seamless learning journey and will reinforce the project's educational identity.

Multilingual availability

Materials will be produced in English and translated into all partner languages. This ensures that youth workers and participants can access the content in the language that best supports their understanding. Translations will follow a shared glossary of key terms to maintain coherence across countries and avoid discrepancies in key concepts related to AI, creativity, and ethics.

The shared glossary covers approximately forty terms organised in three clusters. **Generative AI:** prompt, negative prompt, iteration, micro-prompting, reference-based prompting, style anchor, Prompt Kit, GAN (generative adversarial network), style transfer, latent space, diffusion model, text-to-image, image-to-video, classifier, training data, dataset. **Creative practice:** theme training, artist-patron, Brush mode, Collaborator mode, hybrid workflow, speculative design, sub-theme, artist statement, portfolio output. **Ethics and critical theory:** dataset bias, representational labour, missing datasets, consent, open source, distributed agency, environmental cost, copyright and AI, surveillance resistance, transparency. A

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coordinated translation list is attached to the national script so that every partner renders these terms consistently in their language version.

Open and reusable formats

To support long term sustainability, all materials will be created in open, editable formats that partners can adapt, reuse, and integrate into their own contexts. This includes editable .docx scripts, Google Slides presentations, printable PDF worksheets, Google Forms for the attendance list and the Artwork Card, Google Drive folders for artwork upload, and Padlet or Miro boards for warm-up exercises and collaborative mapping. Using open formats also ensures that the resources remain accessible beyond the duration of the project and can be shared with external stakeholders during multiplier events.

Universal Design for Learning

Materials will apply universal design for learning principles to ensure that they are accessible to participants with different learning styles, literacy levels, and digital skills. This includes offering multiple ways of presenting information, combining text with visuals, providing step-by-step instructions and avoiding unnecessary technical jargon. Concrete examples in the online hackathon include: the facilitator walks every account setup live in Phase A before participants proceed; each AI tool in Phase D is demonstrated on screen before the hands-on trial; the Prompt Kit template in Phase E breaks a complex creative decision into ten discrete fields; and ready-made rescue prompts (Annex G) are on hand for participants experiencing creative block. Dual-language prompt examples, visual reference images for every artist-patron and a check-in scale of one to five during independent work further support different learning styles. The goal is to create materials that are intuitive, inclusive, and easy to navigate.

Ethical and legal considerations

Every resource integrates ethical and legal guidance related to AI use, covering authorship, data protection, bias and representation, environmental impact, and responsible creative practice. The hackathon materials operationalise Module 4 through: a dedicated block of the opening lecture (Phase C, Block 3) presenting five ethical axes; an Ethical Checklist (Annex F) covering access, bias, authorship, sustainability and transparency; explicit consent fields in the Artwork Card; a GDPR reminder prohibiting photos of real people uploaded to AI tools without consent; and a list of open-source alternatives (Stable Diffusion, GIMP, Krita, Blender, Audacity, Inkscape, Hugging Face) for participants who wish to continue practising without subscriptions or commercial data capture. These considerations will not be treated as an add on but as an integral part of the learning experience, helping participants develop a critical and informed approach to AI assisted creativity.

Integration into the e learning platform

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All materials will be prepared in a way that allows for smooth integration into the project's e learning platform. This means using consistent formatting, clear modular structures, and file types that are compatible with the platform's technical requirements. Materials will be designed so they can function both during the hackathon and as standalone learning units accessible online.

Together, these standards will ensure that the hackathon materials are robust, inclusive, and future proof, supporting both the immediate needs of the project and its long term impact.

Practical Preparation and Event Setup

We hereby provide partners with detailed, step-by-step guidance on how to prepare the physical and digital environment for the hackathon. This preparation phase is essential to ensure that the event runs smoothly, supports participants effectively, and reflects the professional standards of the YOUR.AI project. The checklists that follow cover in-person editions; for online editions the equivalent protocol (one-week-before, day-of, during-session and participant-support) is provided in Annex H of the national hackathon script and covers pre-event account creation on all AI tools, Google Drive and Google Form setup, the facilitator / tech-support role split, contingency for tool downtime, and a pre-event email with the tool list and preparatory actions for participants.

Preparing the space

- Set up the room to support creativity, concentration, and collaboration.
- Arrange tables so participants can work both individually and in small groups.
- Ensure that the projector or screen is clearly visible from all seats.
- Prepare a welcoming environment with clear signage, name tags, and accessible printed materials.
- Leave enough space for participants to move comfortably between plenary moments and hands-on workstations.

Checking equipment

- Verify that all laptops or tablets are fully charged before the event starts.
- Prepare chargers, power strips, and extension cables in accessible locations.
- Test projectors, speakers, and any other audio-visual equipment.
- Install required software, browser extensions, or plug-ins in advance.
- Check that shared devices are functioning and that participants using personal devices can connect without issues.

Ensuring stable internet access

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- Test the internet connection in the room before the event.
- Identify alternative networks or hotspots in case of connection problems.
- Prepare offline backup activities for temporary disruptions.
- Limit bandwidth-heavy activities during the hackathon to avoid slowdowns.

Managing accounts for AI tools

- Create and test accounts for all AI tools that will be used during the hackathon.
- Decide whether to use free or paid versions and prepare instructions accordingly.
- Check age restrictions and privacy requirements for each tool.
- Support participants who may not have personal email addresses or devices.
- Use shared accounts when appropriate and ensure that all procedures comply with GDPR.

Organising the flow of participants

- Plan transitions between plenary sessions and hands-on activities.
- Organise participants into small groups for collaborative tasks when needed.
- Schedule breaks at regular intervals to maintain energy and focus.
- Position facilitators strategically so they can support participants throughout the event.
- Follow clear timing guidelines while allowing flexibility for different group dynamics.

Documentation and Reporting

A To ensure compliance with Erasmus+ requirements and support WP4 dissemination, each partner will collect a standardised set of documentation. Our materials will include templates and instructions for collecting:

- **Attendance lists:** Including participant signatures and demographic information when relevant.
- **Photos and screenshots:** Visual evidence of activities, respecting GDPR and consent requirements.
- **Participant feedback:** a short evaluation form assessing satisfaction, learning and perceived impact. The online edition uses a five-question Google Form (Annex H of the national script) covering tool accessibility, quality of the theoretical lecture on artists, usefulness of the Prompt Kit and of the Brush/Collaborator mode choice, openness of the feedback round, and one open field for improvement suggestions. A short post-session emotional check-in (re-writing the three words from Phase B) is run live in Phase F and captured separately.
- **Summary of outputs:** a structured Artwork Card collected per participant (Annex E of the national script) covering title, sub-theme, artist-patron, work mode (Brush or Collaborator), concept, Prompt Kit, tools used, key prompts including negative prompts, iteration count, ethical reflection and exhibition consent. Aggregated per partner, the cards feed the WP4 virtual exhibition metadata and allow comparison

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across national hackathons on tools used, artist-patrons chosen, and ethical issues raised.

A reporting template is provided as an annex to ensure consistency across countries. It covers participant count and demographics, artwork count and formats, tool usage statistics, artist-patron choice distribution, participant satisfaction averages, facilitator lessons learned, and three recommendations for the next edition.

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Annex — National Hackathon Online Script (v2)

The sections below reproduce the full operational script of the YOUR.AI Hackathon Online (v2), including the session card, schedule, phase descriptions (A-F), and all nine annexes (artist gallery, tool catalogue, prompt guide, Prompt Kit template, Artwork Card, ethical checklist, rescue prompts, facilitator checklist, changelog). Partners adapt this script to their national context while preserving the artist-patron list and Module 5 tool tracks.

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HACKATHON ONLINE | edition v2

AI as a Collaborator

Meet the artists, train your theme, create your artwork

Live online via Google Meet / Zoom | free AI tools only

Version synchronised with YOUR.AI Modules 1–5

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Session Card

Format	Live online – Google Meet or Zoom. Facilitator present throughout the entire session.
Duration	6–7 hours (1 day)
Participants	10–25 young creators, aged 16–30
Facilitation	1 lead facilitator (screen share + live demos) + 1 tech-support helper (chat)
Equipment	Any device with a browser and internet connection (laptop, tablet, smartphone)
Output	1 digital artwork per participant → uploaded online → WP4 virtual exhibition
Links to the course	Module 1 (AI narrative), Module 2 (artists and theory), Module 3 (career), Module 4 (ethics), Module 5 (tools and methods)

1. Theme and Concept

"AI as a Collaborator" – a rebrand of the previous "AI as a Brush" theme. This change reflects a key lesson from Module 5.9: AI is not merely a tool but a creative partner with whom we carry on an iterative dialogue. A brush does not train on your past drawings the way Sougwen Chung's robot does.

The hackathon is conducted entirely online via Google Meet or Zoom. The facilitator shares their screen for all demonstrations, explains each phase before participants start work, and remains available throughout. Participants work individually on their own devices while staying connected to the shared video call.

Sub-themes – choose at the start of the session

The sub-themes have been updated to link directly to case studies from Module 2. Each sub-theme has an "artist-patron" whose practice can serve as a starting point:

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Sub-theme	Description	Artist-patron (Module 2)
Identity and culture	Who am I? Where do I come from? What colours and symbols describe my story?	Holly Herndon (PROTO, Holly+): voice, consent, digital identity
City of the future	What will my city look like in 50 years? How will AI reshape urban space?	Refik Anadol (Machine Hallucinations): data as visual landscape
Nature and climate	Images of environmental change, imagined flora and fauna of the future.	Sofia Crespo / Anna Ridler (Myriad Tulips): dataset as artistic material
Invisible emotions	Visualise feelings that cannot be photographed: loneliness, hope, joy, anger.	Memo Akten (Learning to See): AI "sees" the world through specific data
Missing data	What is absent from AI-generated imagery? Whose stories are not represented? (NEW sub-theme)	Mimi Onuoha (Library of Missing Datasets): absence as material
Resistance and privacy	What do you look like when the algorithm cannot recognise you? (NEW sub-theme)	Adam Harvey (CV Dazzle): aesthetics as protection
Free choice	A personal theme approved by the facilitator at the start of the session.	You yourself – but naming an artist-inspiration is required

Facilitator note: at the start of Phase A, present the sub-themes together with their artist-patrons. Participants can consult short descriptions of the artists' works in Annex A before choosing. This gives them theoretical context for their artwork right from the start.

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2. Detailed Day Schedule

TIME	PHASE / ACTIVITY	DURATION
9:00 – 9:30	WELCOME & SETUP Introductions, tool check, sub-theme + artist-patron selection – Phase A	30 min
9:30 – 10:15	CREATIVE WARM-UP Emotional check-in (Module 1) + AI as character + tool exercises – Phase B	45 min
10:15 – 11:15	AI & ART – LIVE LECTURE Gallery of ten artists + Q&A – Phase C	60 min
11:15 – 11:30	BREAK	15 min
11:30 – 13:00	TOOL TRACKS (5 tracks from Module 5) All tools demonstrated live – Phase D	90 min
13:00 – 14:00	LUNCH	60 min
14:00 – 16:00	CREATIVE SPRINT Theme training + artwork creation with facilitator support – Phase E	120 min
16:00 – 16:45	GALLERY & FEEDBACK Live artwork presentation + artist statement – Phase F	45 min
16:45 – 17:00	CLOSING Bridge to career (Module 3) + certificates + WP4 exhibition selection	15 min

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3. Detailed Phase Descriptions

Phase A – Welcome and Setup (9:00–9:30)

Facilitator: open the meeting 10 minutes early, share the day schedule in the chat, and have the tool list ready to paste as links.

9:00–9:10 | Welcome and introductions

The facilitator welcomes everyone on camera and briefly explains the day structure. Each participant introduces themselves in one sentence using this prompt:

"My name is [name], I am from [place], and today I want to create something about [one word]."

9:10–9:25 | Technical setup – facilitator-led

The facilitator shares their screen and walks everyone through account setup live:

1. Go to leonardo.ai and create a free account (email only, no credit card).
2. Go to ideogram.ai and create a free account.
3. Go to canva.com and sign in (or create a free account).

Participants follow along on their own device. The tech-support helper monitors the chat for any issues.

9:25–9:30 | Sub-theme and artist-patron selection

The facilitator reads the seven sub-themes aloud together with their artist-patrons (see the table in Section 1). Participants type their choice in the chat. The facilitator confirms each choice and invites anyone choosing "Free choice" to briefly describe their topic and name their artist-inspiration from Annex A.

Phase B – Creative Warm-up (9:30–10:15)

Facilitator: run these five exercises live.

New exercises 1–3 come directly from Module 1 – they help participants name their emotions towards AI before starting to work with it. Exercises 4–5 are retained from v1 but shortened.

Exercise 1 – Emotional check-in (8 min) [Module 1, slides 4–5]

The facilitator asks: "How do you feel about AI right now? There is no "right" answer."

Each participant types 3 words describing their current stance towards AI in the chat (e.g. "angry – curious – overwhelmed"). The facilitator reads a few random responses aloud and

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briefly comments that every feeling is valid. Participants are asked to keep these three words – we will come back to them in Phase F.

Exercise 2 – AI as a character in your world (12 min) [Module 1, slides 20–21]

Each participant has 7 minutes to sketch: "Imagine AI as a character or symbol in your artistic universe. Who or what is it? A devil, a helper, a mirror, a storm, a ghost, a trickster?"

Add: 3 colours that fit this character's aura and 3 keywords around it. Participants can photograph their sketch and upload it to Padlet (optional). The facilitator picks 2–3 images for a quick live discussion.

Exercise 3 – Axis: coloniser ↔ collaborator (5 min) [Module 1, slides 18–19]

The facilitator draws a line with two poles on a virtual whiteboard (Miro/Jamboard/Padlet):

Coloniser of creativity ←————→ *Collaborator*

Each participant places an X where they stand TODAY. Brief discussion: will this position change by the end of the day? We will return to this question in Phase F.

Exercise 4 – Draw, then compare (10 min) [retained from v1]

The facilitator reads the prompt aloud:

"sunset over a city, brick buildings, warm golden light, impressionist style"

Participants take 2 minutes to sketch or write what they imagined. Meanwhile the facilitator types the same prompt into Craiyon (no login required) and shares the result. Discussion: what did AI interpret differently from what you imagined?

Exercise 5 – My artist name (10 min) [retained from v1]

Each participant types their chosen artistic pseudonym into the chat. The facilitator generates a logo for 2–3 of them live in Ideogram.ai using: "artistic logo for an artist named [name], minimalist, colourful". First real contact with the tool, instant reaction from the group.

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Phase C – AI and Art: Live Lecture (10:15–11:15)

Facilitator: present with screen share. Aim for 45 min presentation + 15 min Q&A. Avoid jargon – use images and live demos.

CHANGE from v1: the artist gallery has been rebuilt to reflect the case studies in Module 2. Instead of a mixed list of 8 artists, we now present 10 artists grouped into four creative approaches. Full descriptions – see Annex A.

Block 1 (8 min) – What is generative AI?

Explain with a simple analogy: AI is an assistant that has seen billions of images and has learned what is expected of it. It does not create – it responds to your words. Live demos: the same subject as a short prompt vs. a detailed prompt – show the dramatic difference.

Key concept from Module 2: "distributed agency" (Don Ihde, Karen Barad). When you work with AI, you are not using a tool – you are entering a relationship in which your intentions are translated into prompts and the system's architecture limits what is possible. AI is not an autonomous author. Neither are you the sole author.

Block 2 (32 min) – Artists working with AI: four approaches

Present each artist with 1–2 images of their work shared on screen. Encourage reactions in the chat after each one. Groups A, B, C, D can be presented at roughly 8 minutes each, with one pause.

Group A: Data as artistic practice (8 min)

Anna Ridler (UK) – "Myriad (Tulips)" and "Mosaic Virus". She photographed and manually labelled 10,000 tulips, then trained a GAN. Why this matters: training data is itself artistic material. When Ridler shows the labour of dataset creation, we see the invisible work that usually remains hidden in AI models.

Mimi Onuoha (USA) – "The Library of Missing Datasets" (2016–ongoing). A physical repository of empty folders with labels for data that is NOT collected: "Civilians killed in encounters with police", "Trans people killed or injured in hate crimes". Algorithms only operate on data that exists – what is not measured becomes invisible to AI.

Group B: Collaborative processes (10 min)

Memo Akten (Turkey/UK) – "Learning to See" (2017). Neural networks trained on different datasets (medical images, religious iconography) process real-world video footage. A street scene becomes a medical scan. Demonstrates that AI sees only what it has been taught to see.

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Sougwen Chung (Canada/UK) – "Drawing Operations" series (2015–ongoing). Chung draws alongside robotic arms trained on her past work. The robot learns her gestures in real time. She does not claim the robot is an autonomous artist – she treats it as a collaborator that emerged from her own training process.

Holly Herndon (USA) – album "PROTO" (2019) with "Spawn" – an AI system trained on band members' voices with their consent. Later "Holly+" (2021): a tool that lets anyone use the AI-model of her voice. Central artistic problem: consent, ownership of voice, digital identity.

Group C: Critical and interventional practices (9 min)

Trevor Paglen and Kate Crawford – exhibition "Training Humans" (Fondazione Prada, Milan, 2019). Image archives used to train AI from the 1960s to the present. They reveal that "objective" classifications are culturally constructed, that datasets carry ideological baggage, that AI systems have roots in military and intelligence logic. Crawford also traces AI's supply chains in "Atlas of AI": resource extraction, energy consumption, data-labelling labour.

Mario Klingemann (Germany) – "Memories of Passersby I" (2018). Two screens display a NEVER-ENDING stream of unique portraits generated in real time by a GAN. Every face appears once and never repeats. In 2018, his work was the first AI piece sold at Sotheby's. Klingemann also deliberately exposes AI's errors, glitches and biases. Contributes open-source tools.

Adam Harvey (USA) – "CV Dazzle" (2010–ongoing) and "Stealth Wear" (2013). Hairstyles, make-up and accessories that prevent facial recognition systems from detecting the face. Later: clothing that shields body heat from thermal cameras. He does not celebrate technology – he creates tools of freedom and privacy protection.

Group D: Hybrid practices and spectacle (5 min)

Refik Anadol (Turkey/USA) – "Machine Hallucinations" and "Unsupervised" (MoMA, 2022). Large-scale architectural projections trained on millions of images or a museum's entire collection. Data as an institution's "dreams". Requires teams of engineers and significant computational resources. Module 4 critical question: what is the environmental cost of this scale?

Group discussion question (3 min): "Which artist surprised you most and why?" – responses in the chat.

Block 3 (10 min) – Opportunities and risks [Module 4]

This block has been expanded to reflect the five main ethical axes from Module 4.

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Opportunities: access to creative expression without technical barriers, new aesthetics, rapid prototyping, democratisation of the creative process.

Representation and bias (Module 4.3): algorithms trained on dominant imagery reproduce aesthetics and stereotypes. The same prompt in different tools gives different results – this is artistic material.

Authorship and rights (Module 4.4): works generated entirely by AI are currently not protected by copyright in the US. The EU AI Act (2024) applies. Lawsuits (artists vs Midjourney, Getty vs Stability AI) are still ongoing.

Sustainability (Module 4.5): training large models generates hundreds of tons of CO2. Using existing models has a smaller footprint, but not zero.

Access (Module 4.2): most tools work primarily in English and require subscriptions. Open-source alternatives: Stable Diffusion, GIMP, Krita, Blender, Hugging Face.

The facilitator poses the key ethical question to the group: "When is an AI-generated artwork truly yours?" – open responses in the chat, no judgement.

Block 4 (12 min) – Live Q&A

Participants unmute or use the chat. The facilitator addresses questions. Suggested prompts if the conversation is slow:

"Will AI steal artists' jobs?"

"Who owns an AI-generated image?"

"Should AI-generated works be allowed in art competitions?"

"What do you do when AI generates an image very similar to the style of a living artist?"

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Phase D – Tool Tracks (11:30–13:00)

CHANGE from v1: this phase has been reorganised from 5 "rounds" into 5 TRACKS CORRESPONDING TO MODULE 5 SECTIONS. This helps participants connect what they see with the theoretical frames of the course. Each track maps onto a specific section of Module 5.

Format for each demo: demo → try → share one result in chat. Maximum 2–3 minutes demo, then 5–8 minutes to try. If a tool is slow, skip it.

Track 1 – Prompt design [Module 5.1] (20 min)

Prompt = subject + context + style + mood + constraints. The facilitator demonstrates the 5-element structure live in Leonardo.ai.

Leonardo.ai (leonardo.ai) – generate an image using the 5-element template. Show the style presets. Then demonstrate two additional techniques from Module 5.1:

Negative prompts: "Exclude text, watermark, blurred faces" – show how to control unwanted elements.

Micro-prompting: first composition, then texture, then colour, finally style. Show how this reduces "noise".

Participants try: generate the same subject in two different styles, using one negative prompt. (12 min)

ChatGPT / Claude (chat.openai.com / claude.ai) – ask the AI to write a detailed prompt for your concept. Copy and paste the result into Leonardo.ai. Show that AI can help write better AI prompts. (8 min)

Track 2 – Image generation [Modules 5.2 + 5.3] (25 min)

GANs and text-to-image models. Core tools for the practice of Ridler, Klingemann and Anadol.

Ideogram.ai (ideogram.ai) – generate an image that contains text (e.g. a poster with a title). Ideogram handles text better than other tools. Participants try: a mini-poster for their sub-theme. (6 min)

Bing Image Creator (bing.com/create) – quick generation via a free Microsoft account, no additional sign-up. DALL-E 3 under the hood. Participants: one image. (5 min)

Craiyon (craiyon.com) – no registration required, ideal for quick experiments. One image. (4 min)

Stable Diffusion on Hugging Face (huggingface.co/spaces) – open-source tool in the browser. Show the negative prompt field. IMPORTANT (Module 4): this is the open-source version that can be run locally on your own hardware with no subscription. (5 min)

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Artbreeder (artbreeder.com) – blending two images via sliders (style transfer). Ideal for portraits and landscapes. This is Module 5.3 in practice. (5 min)

Track 3 – AI-assisted drawing [Module 5.4] (15 min)

Hybrid human + AI workflow. Reference to Sougwen Chung – your drawing + AI, not AI instead of you.

Canva Dream Lab (canva.com) – generate an image, then add text, shapes, export as a poster. Show the design templates. Participants: one image + artist name as title. (8 min)

Remove.bg (remove.bg) – upload an AI-generated image, remove the background with one click, download the transparent PNG. Show how to combine it with Canva. Module 5.4: hybrid workflow. (4 min)

Offline option (mention): Krita, Clip Studio Paint, Photoshop Generative Fill, Procreate. These tools are not used during the hackathon (not everyone has them) but mention them as a continuation. (3 min)

Track 4 – Experiments: classification, VR, chatbots [Modules 5.5 + 5.6 + 5.7] (20 min)

NEW TRACK from v1. A quick showcase of three more advanced directions from Module 5. The goal is inspiration, not mastery.

Google Teachable Machine (teachablemachine.withgoogle.com) – Module 5.5. In 5 minutes you can train an image classifier with no coding. The facilitator trains a simple "smile vs. neutral face" classifier using the webcam. Show how participants can build their own mini-dataset – referencing Mimi Qnqpha and Anna Ridler. (8 min)

Tilt Brush / Open Brush (openbrush.app) – Module 5.6. A short video demo (the facilitator shows a pre-recorded demo because not everyone has a VR headset). Show how you can draw in 3D space. Mention Blender + Gravity Sketch for those interested. (4 min)

Telegram + BotFather – Module 5.7. The facilitator creates a simple surrealist artistic chatbot live. Steps: /newbot → system instruction (template from Module 5.7 slide 77) → test with the prompt "Describe a sculpture that does not exist." Reference: chatbots can be part of the participant's final artwork. (8 min)

Track 5 – Music and video (10 min)

Suno.ai (suno.com) – generate a 30-second piece of music from a text description matching your sub-theme, e.g. "ambient melancholic piano, slow, cinematic". Participants: generate a soundtrack for your artwork. (5 min)

Runway ML (runwayml.com) – animate a static image using the "Image to Video" feature. Show how to add movement to a generated scene. Participants: animate one of their earlier images. (3 min)

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Pika Labs (pika.art) – an alternative to Runway with a different visual style. Quick demo. (2 min)

Facilitator note: if any tool is slow or down, skip it and move on. Keep the pace. The goal is breadth of exposure, not mastery.

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Phase E – Creative Sprint: Artwork Creation (14:00–16:00)

CHANGE from v1: added a "Theme Training" step from Module 5.10 and a choice of work mode ("Brush" vs "Collaborator") from Module 5.9. This is the central phase of the hackathon – every participant creates ONE final artwork.

Step 1 – Concept + artist-patron (15 min)

Each participant:

Returns to their Phase B notes (AI character + three words + axis).

Writes 3 keywords describing what they want to express.

Writes 1–2 sentences: "I want to create a [format] about [subject] that makes the viewer feel [emotion]."

Decides on a format: single image, series of 3 images, poster, short animation, or image + short track from Suno.ai.

NEW: writes an INSPIRATION SENTENCE from their artist-patron. E.g. "I am inspired by Anna Ridler – I will deliberately describe what data I use and what is missing."

Step 2 – Theme training: build your Prompt Kit [Module 5.10] (15 min) – NEW STEP

The facilitator shares the Prompt Kit template (Annex D). Each participant builds a personal kit for their project:

1. 5–8 keywords that will recur in every prompt.
2. Colour palette (3–5 colours in words).
3. Artistic style or references (e.g. "watercolour", "cyberpunk", "inspired by Beksinski").
4. Style anchors (Module 5.1): repeated phrases, e.g. "soft diffused lighting".
5. List of forbidden elements (3 things to avoid in the negative prompt).

This Prompt Kit will be used across all iterations. Consistency ensures that the 3 images of a series look like a single coherent work.

Step 3 – Choosing the work mode [Module 5.9] (5 min) – NEW STEP

Each participant chooses how they will treat AI today:

"BRUSH" MODE	"COLLABORATOR" MODE
I have a vision, AI should realise it as faithfully as possible. Many iterations, negative prompts, micro-prompting. Result = my plan.	I conduct a dialogue with AI. Its surprises change my plan. I use Exercise 3 from Module 5.9: "AI suggests variations → I curate → I respond". Result = emergent.

Both modes are valid. The artwork card (Annex E) must indicate which one was chosen – this is post-session reflection material.

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Step 4 – Generation and iterations [Module 5.1 – iterative loop] (55 min)

Minimum 3 rounds of iteration on the direction chosen in Step 2.

Combine tools freely: Leonardo → Remove.bg → Canva → Runway ML. Or more speculatively: Ideogram (poster) + Suno.ai (music) + Telegram chatbot (text speaking for the artwork).

If stuck, use a rescue prompt from Annex G or type a question in the chat.

The facilitator checks in every 20–25 minutes: "How is it going? Type a number 1–5 in the chat (1 = stuck, 5 = flying)."

SUGGESTION FROM MODULE 5.9: keep brief notes on what AI suggested unexpectedly – this is material for the artwork card.

Step 5 – Export and upload (30 min)

Export as PNG or JPG (min. 1024×1024px), or MP4 (max. 30 sec.) for animations.

Rename the file: [YourNick]_[ArtworkTitle].png

Upload to the shared Google Drive folder (link shared by the facilitator in the chat).

Complete the Artwork Card (Annex E, Google Form).

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Phase F – Gallery, Feedback, Closing (16:00–17:00)

Facilitator: before this phase, collect all artworks into Google Slides or a Padlet. Share your screen to display each artwork in turn.

Gallery walk (15 min)

The facilitator displays each artwork for 30–45 seconds. Participants react with emoji in the chat or the built-in reaction buttons in Meet/Zoom. No verbal judgement at this stage – just appreciation.

Feedback round + artist statement (20 min)

CHANGE from v1: added an ARTIST STATEMENT STRUCTURE aligned with grant-application and portfolio requirements (Module 3). 4–5 participants present their work using the structure:

1. Theme and concept (1 sentence): "My work is about..."
2. Artist-patron and what inspired me (1 sentence): "I was inspired by the work of..."
3. Work mode – brush or collaborator? (1 sentence with a reason)
4. Tools and production key (1–2 sentences)
5. A surprise or ethical moment (1 sentence): "I was surprised that AI suggested..., which I consider..."

A statement structured this way is ready to be copied into a portfolio or a grant application (Module 3.3–3.4).

Post emotional check-in (5 min) – NEW

Participants return to their THREE words from Phase B. The facilitator asks in the chat: "Has any of your words changed? Type a NEW word next to it (or write "unchanged")". The facilitator reads 5–6 "before → after" pairs aloud.

The coloniser ↔ collaborator axis also returns. Participants shift their X. Brief group comment.

Selection for the WP4 virtual exhibition (5 min)

Every artwork submitted with a completed Artwork Card is included in the exhibition. If a selection is necessary, participants vote by typing the name or number of their favourite work in the chat. The facilitator tallies and announces the result.

Closing and bridge to career [Module 3] (10 min) – NEW

CHANGE from v1: added a bridge to Module 3 – artistic career. After the hackathon, participants should know what to do next.

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The facilitator announces the virtual exhibition link (WP4) – posted in the chat.

Digital certificates of participation are sent by email within 24 hours.

Participants complete the satisfaction survey (QR or link – Google Form, 5 questions, 2 minutes).

3 pillars of further development (Module 3): network, exhibitions, residencies. The facilitator says: "Your work today → portfolio → WP4 exhibition is your first exhibition."

3 links worth remembering:

TransArtists.org – database of artist residencies (Module 3.2)

Creatives United / "So you need money" – platform with open calls and funding (Module 3.3)

Hugging Face – free open-source models for experiments after the hackathon (Module 4.2)

The facilitator closes with a brief reflection: "What was the most unexpected thing AI did today?" and a quote from Module 1: "You don't have to love AI. You just have to understand your own narrative."

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Annex A – Full artist gallery and their works

This annex is support material for the facilitator in Phase C Block 2, and a handout for participants choosing an artist-patron in Phase A. All descriptions come from Module 2.3, with the addition of a few artists retained from the original v1 hackathon list.

Anna Ridler (UK)

Approach: Data as artistic practice

Key works: "Myriad (Tulips)" (2018), "Mosaic Virus" (2018), "The Fall of the House of Usher" (2020)

About: She photographed and manually labelled 10,000 tulips, trained a GAN, and produced a film in which every frame is AI-generated but based on her own hand-drawn work. References the Dutch tulip mania – one of the first speculative bubbles in history.

What we learn from them: *Treat training data as artistic material with its own history. What would it mean to build your own dataset rather than use existing ones?*

Mimi Onuoha (USA)

Approach: Data as artistic practice – absence as material

Key works: "The Library of Missing Datasets" (2016–ongoing)

About: A physical repository of empty folders labelled with names of datasets that are NOT collected: "Civilians killed in encounters with police", "Trans people killed or injured in hate crimes", "Public surveillance cameras and their usage guidelines". What is not measured becomes invisible to AI.

What we learn from them: *Before using an existing AI model, ask: what is missing? Whose experiences are not represented? Can you incorporate that absence into your work?*

Memo Akten (Turkey/UK)

Approach: Collaborative processes – AI as perception

Key works: "Learning to See" (2017), "Deep Meditations"

About: Neural networks trained on different datasets (medical scans, religious iconography, landscapes) process real-world video. A street scene seen through a medical network becomes anatomy. Demonstrates that AI only sees what it has been taught to see.

What we learn from them: *What you train the model on determines what it can "see". Training is a conceptual choice, not a technical detail.*

Sougwen Chung (Canada/UK)

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Approach: Collaborative processes – hybrid performance

Key works: "Drawing Operations" series (2015–ongoing)

About: Chung draws with robotic arms trained on her past work. The robot learns her gestures and responds in real time. Public performance. Chung does not claim the robot is an autonomous artist – she treats it as a collaborator that emerged from her own training process.

What we learn from them: *Training systems on your OWN work raises different ethical questions than using other people's data. The feedback loop becomes part of the process itself.*

Holly Herndon (USA)

Approach: Collaborative processes – voice, identity, consent

Key works: Album "PROTO" (2019) with AI-Spawn, "Holly+" (2021)

About: Album recorded with the AI system "Spawn", trained on the consented voices of everyone in the band. Later "Holly+" – a tool that lets anyone use the AI model of her voice (consciously, on her terms). Raises questions of consent, voice ownership, deepfakes.

What we learn from them: *When working with voice, face or personal data, ask: who consented? Your practice can model ethical practices.*

Trevor Paglen + Kate Crawford (USA / Australia)

Approach: Critical and interventional practices

Key works: "Training Humans" exhibition (Fondazione Prada, Milan, 2019), Crawford's book "Atlas of AI" (2021)

About: Image archives used to train AI from the 1960s to the present. They reveal that "objective" classifications are culturally constructed, that datasets carry ideological baggage, that AI systems originate in military and intelligence logic. Crawford also traces AI's supply chains: resource extraction, energy consumption, data-labelling labour.

What we learn from them: *Your work can expose, not just use, AI systems. Can you make visible what usually remains hidden?*

Mario Klingemann (Germany)

Approach: Critical practices – GANs and glitch aesthetics

Key works: "Memories of Passersby I" (2018) – first AI artwork sold at Sotheby's

About: Two screens display a continuous stream of unique portraits generated in real time by a GAN. Each face appears once and never repeats. Klingemann also deliberately exposes AI's errors, glitches and biases. Contributes open-source tools.

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What we learn from them: *You can work with AI's aesthetic possibilities while maintaining critical awareness of what these systems mean culturally and philosophically.*

Adam Harvey (USA)

Approach: Critical practices – resistance against surveillance

Key works: "CV Dazzle" (2010–ongoing), "Stealth Wear" (2013)

About: Hairstyles, make-up and accessories that prevent facial recognition systems from detecting a face. Later: clothing that shields body heat from thermal cameras. He does not celebrate technology – he creates tools for freedom and privacy protection.

What we learn from them: *Art can be a form of research and resistance. Your practice can be about creating tools, revealing systems, or protecting people – not just making aesthetic objects.*

Refik Anadol (Turkey/USA)

Approach: Hybrid practices – architectural scale

Key works: "Machine Hallucinations – Nature Dreams" (MoMA, 2022), "Unsupervised" (MoMA, 2022)

About: Large-scale architectural projections trained on millions of images or a museum's entire collection. Data as an institution's "dreams". Requires teams of engineers and significant computational resources.

What we learn from them: *Scale and context shape meaning. Also remember: different resource levels enable different practices. Smaller works are no less valuable. Module 4 question: what is the environmental cost of this scale?*

Stephanie Dinkins (USA)

Approach: Critical practices – data justice

Key works: "Not The Only One" – AI trained on the oral history of a Black American family

About: (retained from the v1 list) Artist and researcher working on AI and social justice. "Not The Only One" raises the question: whose history does AI learn from? Who is represented in datasets?

What we learn from them: *Work with the data of communities that are absent from mainstream datasets. Representation is an artistic practice.*

Sofia Crespo (Argentina/Germany)

Approach: Speculative practices – synthetic biodiversity

Key works: "Artificial Remnants" – imagined marine hybrids

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About: (retained from the v1 list) Exploration of biology and AI. Neural networks trained on photography of marine life generate hybrid, non-existent species. Speculation about biodiversity.

What we learn from them: *AI allows us to imagine forms that do not exist. This is material for speculative art (Module 5.8).*

Jake Elwes (UK)

Approach: Critical practices – identity and AI bias

Key works: "Zizi and The Queers" – deepfake drag cabaret

About: (retained from the v1 list) A deepfake drag cabaret generated by AI, questioning representation and stereotyping in machine-learning datasets.

What we learn from them: *The dataset decides whose bodies are "normal" for AI. Art can push the limits of what is visible.*

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Annex B – All recommended AI tools

CHANGE from v1: tools are grouped according to Module 5 sections instead of in one flat table. All tools are free or offer a free plan sufficient for the hackathon. None require a credit card.

1. Image generation (Module 5.2 – GANs)

Tool	URL	Use case / free plan
Leonardo.ai	leonardo.ai	Text-to-image. 150 free tokens/day. Rich style presets.
Ideogram.ai	ideogram.ai	Text-to-image with outstanding text rendering in images. 10 gen./day.
Bing Image Creator	bing.com/create	DALL-E 3 via a free Microsoft account.
Craiyon	craiyon.com	Fully free, no login. Quick experiments.
Stable Diffusion	huggingface.co/spaces	Open source in the browser. Supports negative prompts. (Module 4: open source!)

2. Style transfer and manipulation (Module 5.3)

Tool	URL	Use case / free plan
Artbreeder	artbreeder.com	Image blending via sliders. Portraits and landscapes. 10 gen./day.
Runway ML (stylisation)	runwayml.com	Style transfer on a photo. 125 free credits.
Canva Dream Lab	canva.com	Generation + full design suite + export. 50 gen./month.

3. AI-assisted drawing (Module 5.4)

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Tool	URL	Use case / free plan
Canva Dream Lab	canva.com	Generation + text/shape overlays + poster templates.
Remove.bg	remove.bg	One-click background removal. Compositing with Canva.
(Mention) Krita, Clip Studio, Photoshop, Procreate	–	Offline tools for more advanced hybrid work.

4. Image classification (Module 5.5)

Tool	URL	Use case / free plan
Google Teachable Machine	teachablemachine.withgoogle.com	Classifier training with no code in 5 minutes. An easy parallel to Ridler's practice.
Hugging Face classifiers	huggingface.co/spaces	Online demos of dozens of classifiers for testing.

5. VR and world-building (Module 5.6)

Tool	URL	Use case / free plan
Tilt Brush / Open Brush	openbrush.app	Drawing in 3D space (VR). Video demo in Phase D.
(Mention) Blender, Unity, Gravity Sketch	–	For participants who want to continue after the hackathon.

6. Chatbots and text (Module 5.7)

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Tool	URL	Use case / free plan
Telegram + BotFather	telegram.org	Create your own artistic chatbot. Command: /newbot.
ChatGPT	chat.openai.com	Prompt writing, concept development, reflection. Free plan.
Claude	claude.ai	An alternative to ChatGPT. Often handles long texts better.
Gemini	gemini.google.com	Free Google assistant. Good integration with Google Drive.

7. Music and video (Module 5.9)

Tool	URL	Use case / free plan
Suno.ai	suno.com	Music generation from text. 50 credits/day. Soundtracks for artworks.
Runway ML	runwayml.com	Image-to-video and text-to-video. 125 free credits.
Pika Labs	pika.art	Text and image → animated clip. Different style than Runway.

GDPR note: remind participants NOT to upload photos of real people to AI tools without explicit consent. For participants under 18, check terms of service – most tools require users to be 13+ or 18+. Use shared facilitator accounts where necessary.

Open source note (Module 4.2): if participants want to continue after the hackathon WITHOUT subscriptions, recommend: Stable Diffusion (images), GIMP (Photoshop alternative), Krita (digital painting), Blender (3D), Audacity (audio), Inkscape (vectors), Hugging Face (thousands of models). These can be run locally at no cost.

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Annex C – Extended prompt guide [Module 5.1]

CHANGE from v1: the guide has been expanded to cover six techniques from Module 5.1: negative prompts, iteration, micro-prompting, reference-based prompting, style anchors and the personal Prompt Kit.

Prompt structure (5 elements from Module 5.1 slide 4)

Element	What it means	Example
Subject	what you want to create	elderly woman sitting by a window
Context	where, when, purpose	in a small Polish cottage, winter afternoon
Style	medium, period, influences	oil painting, in the style of Edward Hopper, watercolour textures
Mood	emotional tone	melancholic, peaceful, nostalgic
Constraints	size, colour, format, quality	warm amber tones, side view, highly detailed, 8k

Full prompt examples (linked to artists in Annex A)

Inspired by Ridler – your own dataset:

Portrait of a young woman from the Podlasie region, traditional embroidery patterns subtly integrated into her modern clothing, dreamy forest background, golden hour light, painterly style, watercolour textures, highly detailed, digital art

Inspired by Anadol – speculative city:

Warsaw in 2080, biophilic architecture rebuilt over the Old Town, flying electric trams, green rooftops, sunset in orange and purple, ultra-realistic, cinematic shot, concept art

Inspired by Akten – invisible emotion:

Abstract visualisation of loneliness, deep navy and silver, fragmented human silhouette dissolving into particles, cosmic background, surreal, reminiscent of Zdzislaw Beksinski

Inspired by Qnūqha – missing data (NEW sub-theme):

Empty archive room, labels with categories that do not exist: "invisible migrations", "untold grandmother stories", "forgotten occupations", paper faded with ash-coloured stains, side light, documentary photography, 4:3 aspect ratio, melancholic mood

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Inspired by Harvey – resistance to surveillance (NEW sub-theme):

Portrait of a person with geometric dazzle make-up, black-and-white stripes in sharp angles disrupting facial contours, urban neon background, poster style inspired by constructivism, sharp contrasts, asymmetry

Negative prompts (Module 5.1 slide 9)

Tell the AI WHAT TO AVOID. Particularly useful for:

Removing unwanted styles or elements

Controlling distortions (e.g. "deformed hands, extra fingers")

Improving composition (e.g. "cluttered background, low quality")

Example: Exclude text, watermark, blurred faces, deformed hands, oversaturated colours.

Prompt iteration (Module 5.1 slide 10)

Good prompting is a loop:

1. Generate
2. Evaluate
3. Adjust (change one element)
4. Repeat

Minimum 3 rounds of iteration during the hackathon. Keep all prompts – they are required for the Artwork Card.

Micro-prompting (Module 5.1 slide 11)

Break a large goal into layers instead of writing one mega-prompt:

1. First composition and angle
 2. Then texture and medium
 3. Then colour and lighting
 4. Finally style consistency
- Gives more control, less "noise".

Style anchors (Module 5.1 slide 13)

Repeated elements that keep a series consistent:

The same keywords

The same palette

The same camera angle

The same "rules" for the world

Example anchors for a series: "soft diffused lighting, muted pastel palette, film grain texture, 3:4 aspect ratio" – add this to every prompt in the series.

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Annex D – Prompt Kit template [Module 5.10]

NEW ANNEX from v1. A Prompt Kit is your personal set for maintaining thematic consistency. Fill it in during Step 2 of Phase E. Then use it in every prompt.

MY THEME <i>(one sentence)</i>	
MY ARTIST-PATRON from Annex A <i>(one sentence – what I take from their practice)</i>	
KEYWORDS (5–8) <i>(repeated in every prompt)</i>	
COLOUR PALETTE <i>(3–5 colours in words)</i>	
STYLE / ARTISTIC REFERENCES <i>(movement, era, specific artist)</i>	
STYLE ANCHORS <i>(2–3 phrases always added, e.g. "soft diffused lighting")</i>	
NARRATIVE VOICE / POINT OF VIEW <i>(e.g. "aerial view", "eye level of a child")</i>	
TECHNICAL CONSTRAINTS <i>(size, aspect ratio, quality)</i>	
NEGATIVE PROMPT (3 things to avoid) <i>(e.g. "text, watermark, deformed hands")</i>	
CONCEPT IN 1–2 SENTENCES <i>"I want to create a [format] about [subject] that evokes [emotion]."</i>	

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Prompt Kit consistency test (Module 5.10 slide 89): Generate 3 different formats using the same kit: a landscape, a portrait, a symbolic object. If all three look like they belong to the same world – your Prompt Kit works.

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Annex E – Artwork Card (for WP4)

CHANGE from v1: the card has been expanded with fields for artist-patron, work mode (Brush/Collaborator), theme training and a deeper ethical reflection aligned with Module 4. Every participant completes it after finishing their artwork and uploads it together with the file. A mandatory element of WP4 documentation.

Name / artistic pseudonym	e.g. Marta K. or the pseudonym from Phase B Exercise 5
Artwork title	max. 8 words, can be metaphorical
Sub-theme	one of the 7 proposed or an approved personal topic
Artist-patron (from Annex A)	NEW: indicate the artist whose practice inspired you
Work mode	NEW: "Brush" (realising a vision) / "Collaborator" (dialogue with AI) [Module 5.9]
Concept (2–4 sentences)	What did you want to express? Where did the idea come from? How does it connect to your artist-patron?
Prompt Kit	NEW: paste the completed Prompt Kit from Annex D
Tools used	list all, e.g. Leonardo.ai + Remove.bg + Canva + Suno.ai
Key prompts (1–3)	paste or rewrite the most important prompts, including negative prompts
Iterations	NEW: how many rounds? what changed between round 1 and the final version?
Ethical reflection (Module 4)	NEW and expanded: Did AI suggest anything unexpected or problematic? Who do you consider the author of this work? Did you use the image of real people – if so, with whose consent? Did you notice any AI bias?
Exhibition consent	I consent to publication of this work in the YOUR.AI WP4 virtual exhibition
File format	PNG or JPG (min. 1024px) or MP4 (max. 30s)

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Annex F – Ethical checklist [Module 4]

NEW ANNEX from v1. A quick list to review BEFORE uploading an artwork. Drawn from the five chapters of Module 4. The facilitator can post it in the chat during Step 5 of Phase E.

1. Access and inclusion (Module 4.2)

- ☐ Are the tools I used accessible free of charge? If not – does my work discriminate against those without a budget?
- ☐ Would my prompt work in my mother tongue, or does it require English?

2. Bias and representation (Module 4.3)

- ☐ Do the generated images show diversity of body, age and culture?
- ☐ Did I test the same prompt in different tools? (Module 4.3 slide 913: different models give different results)
- ☐ Does my work reinforce stereotypes or challenge them?

3. Authorship and rights (Module 4.4)

- ☐ Did I use the likeness or style of a living artist without consent?
- ☐ Does my artwork card honestly describe what I did and what the AI did?
- ☐ Do I understand that in the US, purely AI-generated works are not protected by copyright?

4. Sustainability (Module 4.5)

- ☐ Did I generate mindfully (3–10 iterations) or thoughtlessly (100+)?
- ☐ Have I considered open-source alternatives for future work?

5. Transparency (Module 4.6)

- ☐ Does my artwork card clearly state that AI was used?
- ☐ Are all prompts and tools documented?

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Annex G – Rescue prompts (for creative blocks)

If a participant is stuck, the facilitator pastes one of these into the chat. **CHANGE from v1:** added prompts for the new sub-themes "Missing data" and "Resistance", and linked every prompt to an artist-patron. The participant must change at least one element.

Sub-theme	Artist-patron	Rescue prompt
Identity and culture	Holly Herndon	A young person standing at a crossroads in a misty Polish forest, holding a lantern, wearing a hoodie with subtle traditional embroidery patterns, looking toward a distant glowing city, symbolic, painterly, emotional, digital art
City of the future	Refik Anadol	Futuristic European city built on flowing data patterns, green architecture with solar panels, people cycling through clean streets, rivers of light instead of cars, warm afternoon light, ultra-realistic, concept art, inspired by generative data sculptures
Nature and climate	Sofia Crespo / Anna Ridler	Melting glacier reflecting bioluminescent alien flora that emerged after climate change, a single polar bear watching from a distance, surreal, dramatic, oil painting style, dataset of imagined future species
Invisible emotions	Memo Akten	Abstract swirling colours representing inner conflict seen through a neural network trained on religious iconography, deep blue and warm orange blending, fragmented shapes dissolving into pattern recognition, expressionist digital art, highly detailed
Missing data (NEW)	Mimi Qnūqha	Empty archive shelf with labels for datasets that do not exist: "untold migrations", "grandmothers' unrecorded stories", "forgotten craft techniques", soft window light, documentary photography style, melancholic, 4:3 aspect ratio, faded paper tags
Resistance and privacy (NEW)	Adam Harvey	Portrait of a young person wearing geometric dazzle face paint, sharp asymmetric black-and-white patterns disrupting facial contours, neon urban background slightly out of focus, poster style inspired by constructivism, bold contrast

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Sub-theme	Artist-patron	Rescue prompt
Free choice	(choose your artist)	A surreal landscape where the sky is a sea and the ocean is sky, boats sailing through clouds, fish swimming above mountains, dreamlike, painterly, magical realism, dataset of impossible geographies

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Annex H – Facilitator checklist

One week before

Create and test demo accounts on all tools. Have login details ready.

Prepare a shared Google Drive folder for artworks. Share the link in advance.

Create the Artwork Card as a Google Form (copy the structure from Annex E) and test the submission flow.

Create a Google Slides or Padlet for the live gallery (Phase F).

NEW: prepare a slide with the gallery of the ten artists from Annex A (1–2 images each).

NEW: prepare a slide with the table of sub-themes + artist-patrons from Section 1.

NEW: prepare the Prompt Kit template (Annex D) as a Google Doc for participants to copy.

Send participants a pre-event email with: meeting link, tool list, a request to create accounts on Leonardo.ai and Ideogram.ai beforehand, and a link to Annex A (artists) for preliminary reading.

Generate a background music playlist in Suno.ai (style: ambient lo-fi, creative focus) for working phases.

Day of the event – before the call

Open the meeting 10 minutes early and test screen sharing and audio.

Have all tool tabs open in your browser, ready to switch between them.

Paste the tool links, Google Drive link, and Artwork Card form link into a notes document to copy-paste into the chat quickly.

Have Annex A (artists) open in a separate tab.

Start the Suno.ai playlist and share it in the chat.

During the session

Mute yourself during independent work phases – participants need quiet focus time.

Monitor the chat continuously – address technical questions quickly.

Do a check-in every 25–30 minutes during the Creative Sprint: "Type 1–5 in the chat – how are you doing?"

If a tool is down, skip it – never wait more than 2 minutes.

Collect screenshots of the session for Erasmus+ documentation (with consent).

NEW: in Phases B and F, ask participants to refer back to the 3 words from their emotional check-in.

NEW: in Phase F, encourage participants to build an artist statement using the structure from this phase – it is material for their portfolio and grant applications (Module 3).

Supporting participants with specific needs

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Language barrier: send tool links and the Prompt Kit template in advance; allow prompts in any language – most tools handle non-English prompts well.

No personal device: arrange work in pairs or via a shared screen.

Creative block: paste a rescue prompt from Annex G. Encourage a reference to their artist-patron.

Technical difficulty: tech-support helper takes over in a private chat message. Do not hold up the whole group.

Perfectionism: remind the group – "There is no bad artwork, only an unfinished one."

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Annex I – What changed in this version (v2 vs v1)

For facilitators familiar with the original March 2026 version:

New elements introduced in v2

Theme rebrand: "AI as a Collaborator" instead of "AI as a Brush" (reason: Module 5.9)

Added 2 new sub-themes: "Missing data" (reference to Mimi Ọnụọha) and "Resistance and privacy" (Adam Harvey)

Every sub-theme now has an artist-patron from Module 2

Phase B – exercises 1, 2, 3 are new, drawn from Module 1 (emotional check-in, AI as character, coloniser↔collaborator axis)

Phase C – artist gallery rebuilt: 10 artists (was 8) grouped in 4 creative approaches (instead of one list)

Added from Module 2: Anna Ridler, Mimi Ọnụọha, Trevor Paglen + Kate Crawford, Adam Harvey

Phase C Block 3 – 5 ethical axes from Module 4 replaced the generic risks lecture

Phase D – reorganised from 5 rounds into 5 TRACKS corresponding to Module 5 sections (prompts, GANs, style transfer, drawing, classification/VR/chatbots, music/video)

Phase D Track 4 is NEW – Google Teachable Machine, Tilt Brush demo, Telegram BotFather (elements of Module 5.5, 5.6, 5.7)

Phase E – added Step 2 (Theme training / Prompt Kit from Module 5.10)

Phase E – added Step 3 (choice of "Brush" vs "Collaborator" mode from Module 5.9)

Phase F – added artist statement structure (portfolio material, Module 3)

Phase F – added POST emotional check-in (return to the 3 words from Phase B)

Phase F – added a bridge to artistic career (Module 3 links: TransArtists, Creatives United)

New annexes in v2

Annex A – Full gallery of 12 artists with descriptions and "what we learn from them"

Annex B – Tools grouped into 7 sections corresponding to Module 5

Annex C – Prompt guide expanded with 6 techniques from Module 5.1 (negative, iteration, micro-prompt, references, anchors, Prompt Kit)

Annex D NEW – Prompt Kit template from Module 5.10

Annex E – Artwork Card expanded with: artist-patron, work mode, Prompt Kit, iterations, ethical reflection from Module 4

Annex F NEW – Ethical checklist from the 5 chapters of Module 4

Annex G – Rescue prompts with artist-patrons

What stayed the same

Format (online, Meet/Zoom, facilitator + tech support)

Duration (6–7h)

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Number of participants (10–25)

Output (1 artwork per participant, WP4 exhibition)

All v1 tools are retained. Only a few new ones have been added (Teachable Machine, Telegram/BotFather, Open Brush demo)

Erasmus+ documentation (attendance, Artwork Cards, surveys, screenshots, recording, report)

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Summary and expected results

One online hackathon v2 = minimum 10 digital artworks + full documentation + confident creators ready to work with AI critically, ethically and with theoretical context.

What each participant takes away

- 1 finished digital artwork for their portfolio, created from concept to export in one day
- Hands-on experience with 15+ free AI tools across 7 categories (Module 5)
- The ability to write structured, effective prompts (6 techniques from Module 5.1)
- A personal Prompt Kit for future projects (Module 5.10)
- NEW: Familiarity with 10 AI artist-patrons and their works (Module 2)
- NEW: An ethical checklist based on Module 4
- NEW: An artist statement ready to paste into a grant application or portfolio (Module 3)
- A certificate of participation
- A link to the YOUR.AI virtual exhibition featuring their work

What each partner delivers to the YOUR.AI project

- Artwork files for the WP4 virtual exhibition
- Completed Artwork Cards with full metadata (expanded v2 fields)
- Participant surveys and digital attendance list
- Session screenshots for Erasmus+ evidence
- Summary report with conclusions and recommendations

"You don't have to love AI. You just have to understand your own narrative."

– Module 1, slide 24

– Good luck and enjoy the creative process! –

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