LEHIGHAI
 PROJECT FORM — page 1

 FALL 2024

Lehigh AI is a digital hub for collaborative efforts to increase AI literacy and explore how AI technologies can enhance learning, teaching, research, and community engagement. Supported by the <u>Center for Innovation in Teaching and Learning</u> and funded by a Lehigh University Future Makers Grant from the <u>Office of Strategic Planning & Initiatives</u>, Lehigh AI creates and sustains an online resource with instructions for classroom activities, teaching modules integrable to multidisciplinary classes, technical how-tos, demonstrations, and advice for leveraging tools based on artificial intelligence.

### **Project title:**

Collaborative Spoken Word Poetry with AI

Project Development: in Progress/Prototyped

**Contributor 1** 

Name:

Lowry, Will

Role: Faculty

Affiliation(s) and department(s):

Department of Theater, College of Arts & Sciences, Lehigh University

## **Contributor 2**

Name:

Gabel, Lyam

Role: Faculty

Affiliation(s) and department(s): Department of Theater, College of Arts & Sciences, Lehigh University







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# LEHIGH AI

### Description: A brief description of the project

Structure for leading an in-class creative activity, based in iterative theatrical devising and driven by group collaboration with generative AI.

#### Abstract: A more complete description of the project

This Lehigh AI project provides a structure for a creative activity in order to experiment with and reflect upon the potential of AI for artistic collaboration. Over the course of a 75-minute in-class exercise, students (or other participants) engage in an iterative artistic process with text- and image-generating AI applications. Over a sequence of steps, students develop a creative work that incorporates poetic text, digital imagery, and embodied performance. The process combines individual effort and group decision-making, entangling both in artistic collaboration with AI. The exercise concludes with a presentation of the work to their peers and a reflective discussion about creation, authorship, and originality. The design of this exercise is modeled after general devising techniques in theatrical practice as well as the "cut-up" method popularized by William S. Burroughs.

This project presents a structured walkthrough of the creative activity, documenting the instructions, reasoning, and supplemental notes for each step in order for an instructor to guide the class in AI artmaking and reflection.







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**Toolkit:** A description of what software, hardware, and programming languages were used for the project. Includes a description of relevant repositories, datasets, and code.

Text-based generative AI (ChatGPT 3.5 and 4o via the Lehigh ChatGPT interface created by Rob Weidman, Senior Digital Scholarship Specialist, Lehigh University), image-based generative AI (Dall-E 3, via the same interface), shared document writing software (Google Docs), shared slideshow creation software (Google Slides). Specific software is not required as long as it fulfills the stated type.

Keywords: Terms/tags/keywords/phrases related to the project.

theatre, spoken word, poetry, performance, art, artmaking, devising, creativity, originality, authorship, collaboration, cut-up method







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