

AI-Enhanced Digital Art, Visual Media, and Storytelling in Education
Integrating Artificial Intelligence for Art Creation, Avatar Design, Video Production, and
Interactive Comics in the Classroom

A 3- credit online Graduate Course

Syllabus

Teacher Education Institute ©

Course Description

This course provides educators with a comprehensive exploration of AI-driven tools to enhance visual storytelling, digital art, and multimedia production in education. Participants will create AI-powered illustrations, avatars, videos, and interactive comic books, while learning how to integrate them into engaging, student-centered learning experiences.

◇ Hands-on AI Applications: Participants will generate digital artwork, craft personalized avatars, produce AI-enhanced educational videos, and design interactive comics using cutting-edge AI technologies.

◇ Academic Integration: The course focuses on practical applications of AI-generated visual media for instructional use, ensuring that educators can seamlessly incorporate digital storytelling into various subject areas.

◇ Technology & Ethical Considerations: Participants will also explore best practices for AI integration, ethical considerations in AI-generated art, and responsible use of AI-powered media in educational settings.

Course Materials

Artificial intelligence is a highly dynamic topic and new information is produced rapidly. For this reason, there is no text to be purchased for this course. Reading assignments include all of the content within the fully developed online modules as well as web resources that are embedded within each module.

Learner Outcomes

Students will:

- Leverage AI tools to create high-quality digital illustrations and artwork.
- Develop personalized digital avatars for educational, artistic, and interactive applications.
- Produce AI-powered videos using AI-enhanced media platforms.
- Design engaging, AI-assisted comic books and visual narratives for storytelling in education.
- Integrate AI-generated visuals and animations into diverse instructional materials.
- Critically analyze and teach ethical considerations surrounding AI-generated art and media.
- Enhance student engagement through digital storytelling using AI-powered tools.

- Apply AI-enhanced creative techniques to foster interactive learning experiences across subjects.

Course Requirements

AI-Enhanced Digital Art, Visual Media, and Storytelling in Education is a 60 hour, three credit graduate level course completed over thirteen weeks. During the first week of the course, the participants will complete an introduction. There is a 1 week break built into the middle of the term and participants are allowed 2 weeks to complete the final assignment in module 10.

Hardware & Computer Skills Requirements

Students may use either a Macintosh computer or a PC with Windows 2000 or higher. Students should possess basic word processing skills and have internet access as well as an active email account. Students are also expected to have a basic knowledge of how to use a Web browser such as Internet Explorer, Mozilla Firefox, Safari, etc.

Course Components and Basis of Grade Determination

Your grade will be determined by the course components listed below. (The items below are meant as a suggested guide for instructors).

Course Component	Percent of Grade	Description
Section Quizzes	40%	A short after ever Module
Group Discussions	20%	Discussion questions with class members.
Final Project Digital Porfolio	20%	Build a digital portfolio of an a digital story book, with content creation using an avatar and AI art
Final Project Reflection	10%	Personal reflection report of AI in the classroom.
Total	100%	

Assessment of Student (Course)

Student achievement of the learning outcomes for this course will be assessed as follows:

Description/Directions of Assignment/Assessment	Weight (% of Grade or Points)	Course Learning Outcome(s) Assessed	Program Learning Outcomes Assessed (if applicable)
Section Quizzes Short quizzes after each Module to assess comprehension of key concepts and tools.	40%	Leverage AI tools to create illustrations and media. Apply AI-enhanced techniques in education. Analyze ethical considerations.	Technological Integration in Education Digital Pedagogy
Group Discussions Weekly discussions to reflect on AI	20%	Enhance student engagement through AI storytelling. - Critically reflect on classroom	Collaboration and Communication Reflective Practice

applications and share implementation strategies.		practices using AI.	
Final Project: Digital Portfolio Create a digital storybook using AI-generated avatars, art, and media.	20%	Produce AI-powered media projects. Design engaging, interactive digital narratives.	Creative Instructional Design Digital Literacy
Final Project Reflection Written reflection on the integration of AI in your teaching and its impact.	10%	Reflect on ethical use and engagement outcomes. - Evaluate AI's effectiveness in instructional settings.	Ethical and Professional Use of Technology
Participation Active participation in Modules, discussions, and peer feedback.	10%	Engage with course content and peer collaboration.	Active Engagement and Lifelong Learning

Grading

Final grades in the course are assigned based on the following grading scheme.

- A = 93-100%
- B = 85-92%
- C = 77-84%

Student Requirements

1. Participation: Actively participate in all activities
2. Reading assignments: Complete all readings and reflection assignments
3. Students are required to Design a **classroom project using AI-powered digital art, avatars, video, or comics** and submit a detailed report.
4. Course Evaluation

<u>Assignment</u>	<u>Points</u>	<u>Grading Scale</u>
Participation	20	100-88 A
Assignments	50	87-81 B
Final Project	30	80-73 C
Total Points	100	

Student Academic Integrity

Participants guarantee that all academic class work is original. Any academic dishonesty or plagiarism (to take ideas, writings, etc. from another and offer them as one's own), is a violation of student academic behavior standards as outlined by our partnering colleges and universities and are subject to disciplinary action.

Course Outline/Chronology

An established due date schedule is sent to the participants at the start of each section. Generally, all reading and written assignments are due weekly beginning with the introduction at the end of week one.

Module One: Introduction to AI in Digital Art & Media

Contents:

1. **The Role of AI in Digital Art** – Understanding AI’s impact on creative fields.
 2. **Exploring AI Art Platforms** – Overview of AI tools like **Adobe Firefly, Deep DreamGenerator, and Runway ML.**
 3. **Ethical Considerations in AI Art** – Copyright issues, bias, and authenticity in AI-generated media.
- **Reading:** Epstein, Z., Hertzmann, A., Herman, L., Mahari, R., Frank, M. R., Groh, M., Schroeder, H., Smith, A., Akten, M., Fjeld, J., Farid, H., Leach, N., Pentland, A., & Russakovsky, O. (2023). *Art and the science of generative AI: A deeper dive.* arXiv. <https://arxiv.org/abs/2306.04141>

Module Two: AI-Assisted Digital Illustration & Design

Contents:

1. **AI for Custom Illustrations** – Using AI to generate visuals for classroom materials.
 2. **Creating AI-Enhanced Infographics** – Simplifying complex concepts through AI-generated graphics.
 3. **Hands-on AI Art Design** – Tools like Adobe Express & NightCafe for enhancing classroom presentations.
- **Reading:** Module content and hyperlinks

Module Three: AI-Generated Digital Avatars for Education

Contents:

- **Creating AI-Powered Avatars** – Tools like **D-ID.com** and **Synthesisia** for digital avatar design.
 - **Using Avatars in Instruction** – How avatars can enhance online and hybrid learning.
 - **AI-Generated Character Development** – Using AI avatars in **historical storytelling, gamified learning, and role-playing exercises.**
- **Reading:** Pang, C. C., Zhao, Y., Yin, Z., Sun, J., Mogavi, R. H., & Hui, P. (2024). *Artificial human lecturers: Initial findings from Asia's first AI lecturers in class to promote innovation in education.* arXiv. <https://arxiv.org/abs/2410.03525>
 - Cheng, W., Wan, C., Cao, Y., & Chen, S. (2024). *RITA: A real-time interactive talking avatars framework.* arXiv. <https://arxiv.org/abs/2406.13093>

Module Four: AI-Enhanced Video Production & Animation

Contents:

1. Teaching AI Ethics – **Addressing misinformation, bias, and responsible AI use.**
 2. AI-Generated Research & News – **Evaluating credibility and recognizing AI-produced misinformation.**
 3. AI in Student Research – **Encouraging responsible AI-assisted academic research.**
- **Reading:** Module content and hyperlinks

Module Five: AI-Driven Comic Book Creation & Visual Storytelling

Contents:

1. **AI in Comic Book Design** – Tools like **Storyboard AI, Canva, and Comicgen.**
 2. **Using AI to Generate Panel Art & Characters** – Customizing educational comics.
 3. **AI-Enhanced Graphic Novels** – Integrating **comics into literacy and subject-based storytelling.**
- **Reading:** ZDNet. (2023, August 18). *How to create your own comic books with AI.* ZDNet. <https://www.zdnet.com/article/how-to-create-your-own-comic-books-with-ai/>

Module Six: AI for Interactive Storytelling & Literacy Development

Contents:

1. **AI in Digital Storytelling** – Platforms like **Story.com and Hello History.**
 2. **Gamifying Literature with AI** – AI-generated branching narratives and “choose-your-own-adventure” formats.
 3. **Enhancing Student Engagement with AI-Generated Stories.**
- **Reading:** Shift eLearning. (2023, June 21). *The AI revolution in eLearning: How storytelling is changing the game.* Shift Disruptive eLearning. <https://www.shiftelearning.com/blog/the-ai-revolution-in-elearning-how-storytelling-is-changing-the-game>

Module Seven: AI for Personalized Art & Media Projects

Contents:

1. **Personalized Learning through AI Art & Media.**
 2. **Customizing AI-generated visuals for diverse student needs.**
- **Reading:** Module content and hyperlinks

Module Eight: AI in Gamification & Interactive Media

Contents:

- 1. Gamifying Visual Art & Media Education with AI.**
- 2. Story-Driven AI Games & Simulations.**

- **Reading:** Module content and hyperlinks

Module Nine: AI & Media Ethics in Education

Contents:

- 1. AI-Generated Misinformation & Ethical Media Creation.**
- 2. Encouraging Critical Thinking About AI Art & Digital Manipulation.**

- **Reading:** Vincent, J. (2025, April 8). *Is there a “right” way to use AI in art?* The Verge. <https://www.theverge.com/ai-artificial-intelligence/642599/is-there-a-right-way-to-use-ai-in-art>

Module Ten: Future of AI in the Arts & Capstone Project

Contents:

1. Design a **classroom project using AI-powered digital art, avatars, video, or comics** and submit a detailed report.

- **Reading:** Module content and hyperlinks