



INTERACTIVE PUBLIC ART





1

DAY 1: PROJECT LAUNCH



How can AI help us interact with people, places, and ideas in new ways?

YOUR DESIGN JOURNAL!

We'll use it to:

- X Save your process.
- X See your progress.
- X Share with others.



Interactive Public Art
[Your Name Here]



How can AI help us
interact with people,
places, and ideas in
new ways?



HEARTHUG

Made by Izobrulo
Polylight

*This was an
installation in Boston,
MA as part of an all
night, outdoor art
festival.*

What do you notice?



EN TEA HOUSE

Made by teamLAB

This was a tea house in Tokyo, Japan where flowers bloom your teacup.

What do you notice?



SCHOOL STAFF STORIES

Made by MIT Team

This would be in a school hallway with a shelf of objects (a book, yarn, a whisk, etc.) next to it.

What do you notice?

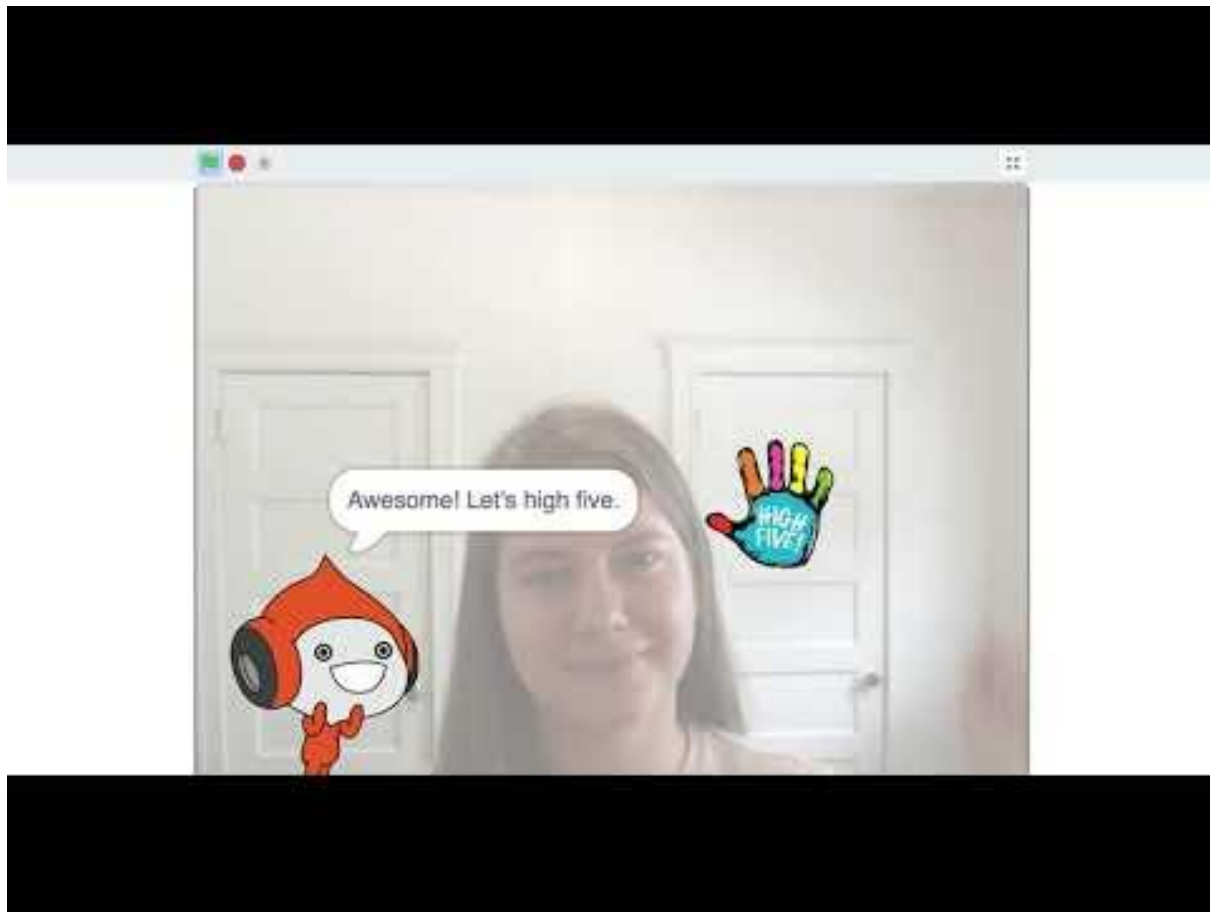


WELCOME TO CLASS

Made by MIT Team

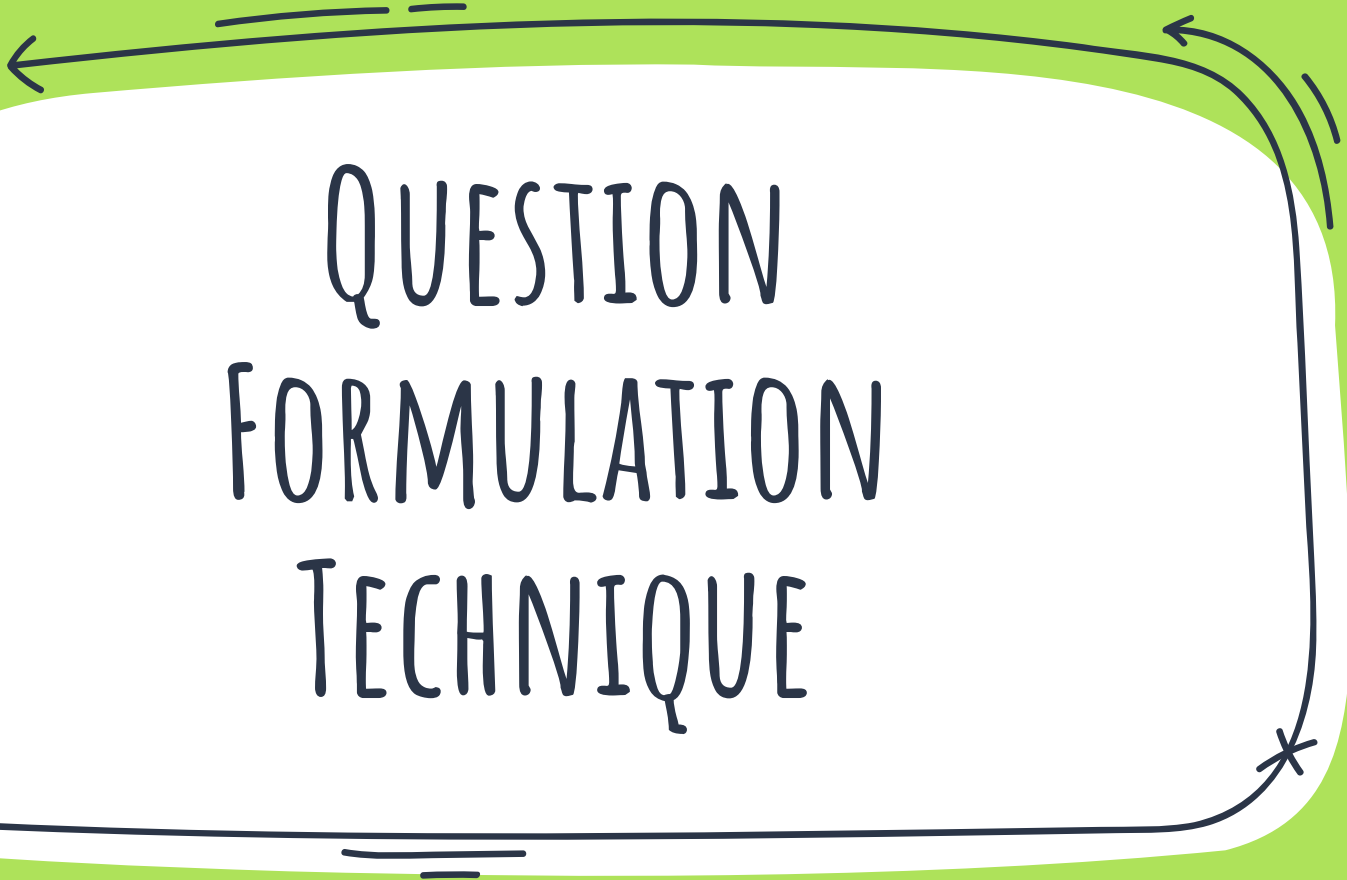
*This example would
be installed at the
entrance to a
classroom.*

What do you notice?





QUESTION
FORMULATION
TECHNIQUE



QUESTION FORMULATION TECHNIQUE RULES

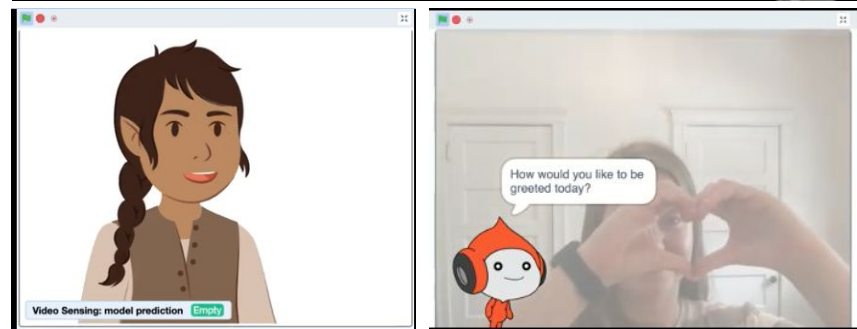
Now we're going to brainstorm questions!

- X Write as many questions as you can.
- X Do not stop to discuss, judge, or answer the questions.
- X Change any statement into a question.



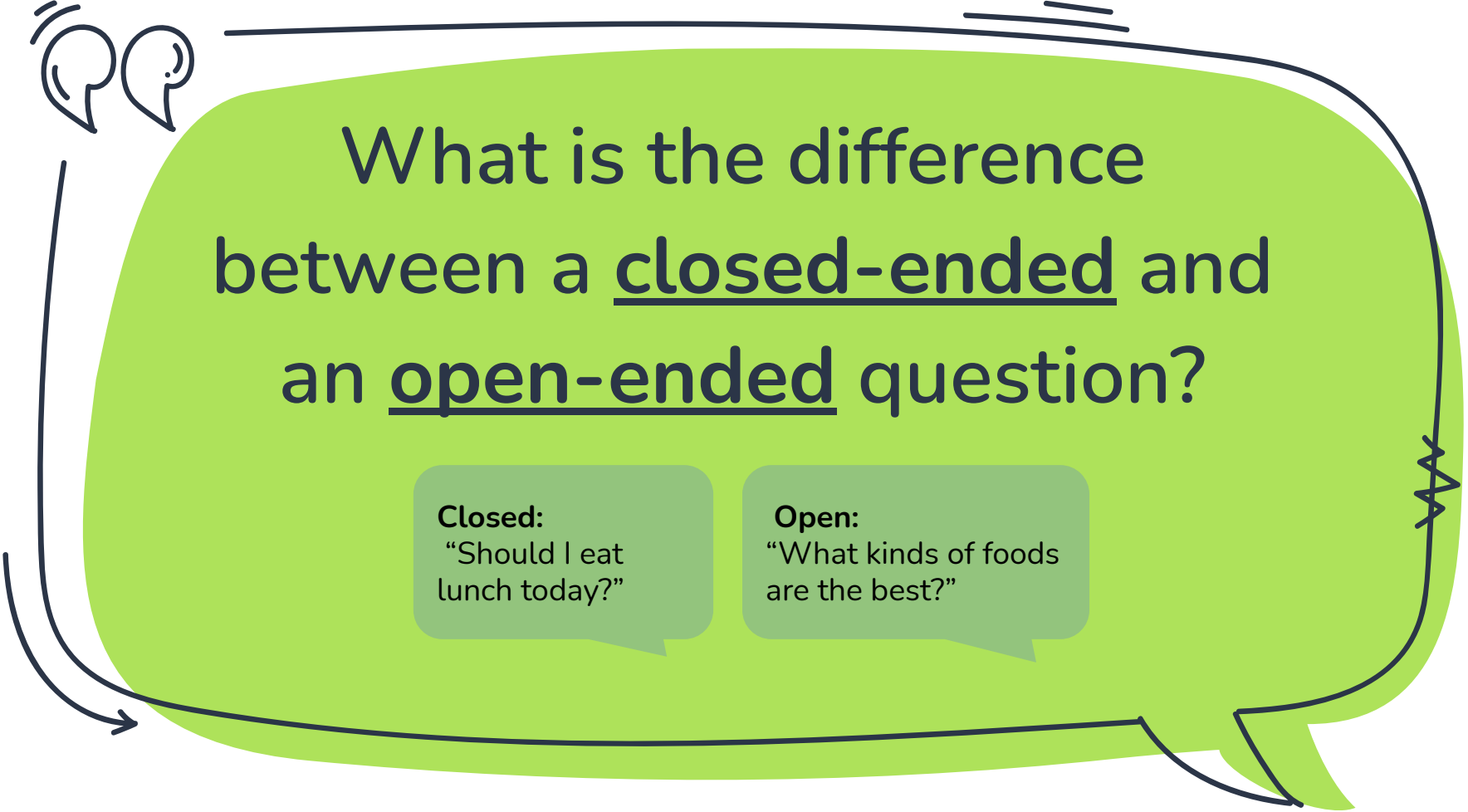
WRITE DOWN THE QUESTIONS YOU HAVE ABOUT THESE ART PROJECTS!

3:00





IMPROVE
QUESTIONS



What is the difference
between a closed-ended and
an open-ended question?

Closed:
“Should I eat
lunch today?”

Open:
“What kinds of foods
are the best?”

CATEGORIZE YOUR QUESTIONS

Write a

C

next to **closed**-ended questions

Closed:
"Should I eat lunch today?"

Write a

O

next to **open**-ended questions

Open:
"What kinds of foods are the best?"



CHANGE TWO QUESTIONS

1. Pick one **Open-ended** question and make it **Closed-ended**
2. Pick one **Closed-ended** question and make it **Open-ended**



PRIORITIZE QUESTIONS

Which **3 questions** on your list would be most important to answer so we can make our own art installations?

Mark them with a *



PRIORITIZE QUESTIONS

Pick the **most important** of your starred questions.

Add it to our class Padlet, along with a C or O.



NEXT STEPS

- ✗ These questions will **guide** our process for the whole module!
- ✗ We'll look at this list regularly.



EXIT TICKET

Complete the exit ticket slide **in your design journal**:

- X What is one new thing you learned today?
- X What is one thing you are wondering about?
- X What would you say if a friend asked you, “How does AI help us interact with people, places, and ideas in new ways?”





2

DAY 2: EXPLORE, PLAY, LEARN!

WARM-UP

Complete the warm-up slide in your **design journal**:

- x Draw, write, or record how you think robots “see” the world.



PLAN FOR TODAY: STUDIO DAY

By the end of class today, you will choose and learn from the following stations:

1. Scratch Art Projects
2. Introduction to Teachable Machine
3. Machine Perception



STATION 1

- X Choose your first station to complete. Find the slides in your design journal and get going!
- X Record your answers in your design journal.



Scratch Art Projects

Follow the instructions in the orange boxes to explore art projects in Scratch!

Introduction to Teachable Machine

Follow the instructions in the green boxes to make a machine learning project!

Machine Perception

Follow the instructions in the purple boxes to learn more about how your computer sees the world.



STATION 2

- X Choose your second station to complete. Find the slides in your design journal and get going!
- X Record your answers in your design journal.



Scratch Art Projects

Follow the instructions in the orange boxes to explore art projects in Scratch!

Introduction to Teachable Machine

Follow the instructions in the green boxes to make a machine learning project!

Machine Perception

Follow the instructions in the purple boxes to learn more about how your computer sees the world.



EXIT TICKET

Complete the exit ticket slide **in your design journal**:

- X Summarize what you learned from each station.
- X Based on the stations, what are you curious about or want to explore more?





3

DAY 3: PREPARING TO
INTERVIEW COMMUNITY
MEMBERS

WARM-UP

Complete the warm-up slide in your design journal:

- X Define empathy. You can draw, write, take a picture, make a collage, find a song, or record video/audio.



PLAN FOR TODAY

- ✗ Shifting gears today!
 - ✗ Forming teams
 - ✗ Assigning community members
 - ✗ Preparing for interviews
- ✗ Norms for group work
 - ✗ Be kind
 - ✗ Everyone is encouraged to speak and contribute
 - ✗ Take productive risks!



APPROACHING THE PROJECT

- ✗ Our project is open-ended: we don't even know exactly what we'll make yet for our project!
- ✗ User-centered process
 - ✗ Community members drive all aspects of our work
- ✗ **The interview:** Getting to know our community member.
 - ✗ Who are they?
 - ✗ What are their experiences? Their unique perspective?
 - ✗ What is important to them?



PROJECT LOGISTICS & GROUPS

- X Our interviewees are staff from around our school
- X Each group is assigned their own community member

Community
Member Name

Student A, B ,C

Community
Member Name

Student D, E, F

Community
Member Name

Student G, H, I

Community
Member Name

Student J, K, L



GROUP WORK TIME!

- X By the end of class today, discuss and fill out **Part 1: Interview Prep** in your design journals
- X Will have answered these questions:
 - X What are our goals?
 - X What do we know already?
 - X What questions do we have?
 - X How will we record notes and do the interview?



FULL CLASS REFLECTION

- X Interesting things from our discussion
- X Any stuck points?
- X What else needs to be done to prepare for the interview?



EXIT TICKET

Complete the exit ticket slide in your **design journal**:

- X What would you say if a friend or family member asked you: “How does AI help us interact with people, places, or ideas in new ways?”





4

DAY 4: INTERVIEWING
COMMUNITY MEMBERS

WARM-UP

Complete the warm-up slide in your student design journal:

- x List three things you might want to know about your community member in order to build an art project for their space.



INTERVIEWING YOUR COMMUNITY MEMBER

- X Meet with your community member!
- X Record their answers to the questions you generated last class in your design journals

20:00



DEBRIEF

- X Fill out the reflection slide based on your conversation with the community member.
- X Answer the summarizing questions to reflect on your conversation.



EXIT TICKET

Complete the exit ticket slide in your **design journal**:

- X Sketch, write, record audio, take pictures, or make a collage to represent ideas or important concepts you took away from your interview.





5

A hand-drawn diagram consisting of a large rounded rectangle with a double-line border. Inside the rectangle, at the top left, is a green rounded square containing the number '5'. In the center of the rectangle is the text 'DAY 5: PROTOTYPING'. The diagram includes several decorative elements: a wavy line at the top, a small circle at the top left, and double lines at the bottom and right corners.

DAY 5: PROTOTYPING

WARM-UP

Answer the warm-up prompts **in your design journal**:

- X Think back to your interview and summarize: what is important to your community member?
- X What might be important to other stakeholders involved in your project?



PLAN FOR TODAY

By the end of class today, you will:

- X Generate project ideas
- X Create 3 rapid **prototypes** based on those ideas
- X Give and receive peer feedback on prototypes



GENERATE IDEAS

- x With your group, generate ideas in your design journals for **projects that you think would work well for your community member and their situation.**
- x Be ambitious and don't worry about your ideas not being perfect!



CREATING PROTOTYPES

- X With your group, choose **three** ideas to prototype
- X Create a simple sketch or representation for each prototype.
 - X Keep it simple!



PAIRED FEEDBACK

- x You will have 7 minutes to present your prototypes to another group to get feedback.
- x Record their feedback in your design journal.
- x Give feedback to the same group on *their* prototypes!





How can AI help us
interact with people,
places, and ideas in
new ways?



6

DAY 6: SCRATCH

WARM-UP

In your design journals, fill out:

- X Project plan for today
- X Choose an idea to create in Scratch
- X Personal goal
- X Potential roadblocks



PLAN FOR TODAY

- x By the end of class, **you will have a Scratch project.**
 - x Which idea will you pick?
 - x What do you need to create in Scratch in order for your project to work?
- x You will add your Teachable Machine model later.



SCRATCH WORKTIME

- x Create your Scratch prototype!



EXIT TICKET

Answer the following reflection prompts in your design journal:

- X Which goals did I accomplish? Which did I not quite make?
- X What did I do today?
- X What am I stuck on right now?





7

DAY 7: TEACHABLE MACHINE

WARM-UP

In your **design journal**, write:

- X What you remember about Teachable Machine
- X Your goals for today
- X Questions you have about Teachable Machine



PLAN FOR TODAY

By the end of class today, you will use Teachable Machine to **make a model** for your art installation:

- x What **inputs** will you use? Images, sounds, or poses?
- x What **categories** will you classify your inputs into?

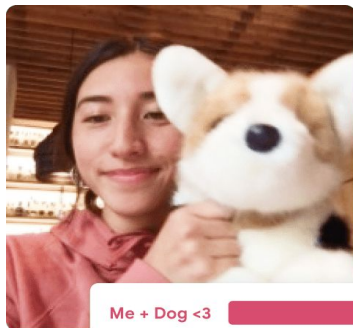


TEACHABLE MACHINE REVIEW

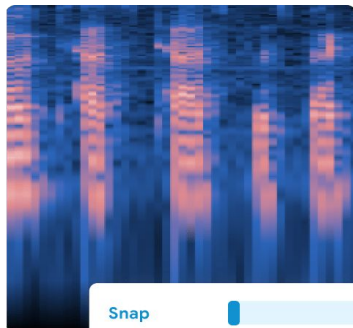
- X Teachable Machine is a web-based tool that lets you make **machine learning models**.
- X You can give it sounds, images, or poses and sort them into **categories**
- X The machine will learn how to sort your inputs itself



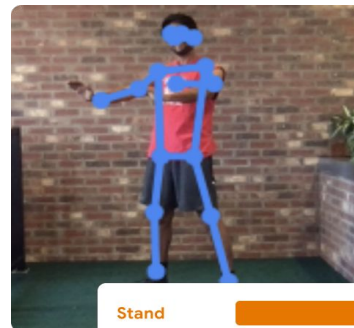
TEACHABLE MACHINE: INPUT TYPES



Images



Sounds





Poses







TEACHABLE MACHINE: CATEGORIES

The image shows the Teachable Machine interface with two class cards on the left, a central training panel, and a preview panel on the right. Two green arrows point from the title 'TEACHABLE MACHINE: CATEGORIES' to the edit icons of 'Class 1' and 'Class 2'.



Class 1  

Add Image Samples:


 Webcam  Upload


Class 2  


Add Image Samples:

 Webcam  Upload

Training

 Train Model

Advanced 

Preview  Export Model

You must train a model on the left before you can preview it here.

STUDIO TIME - DECIDE ON THE MODEL

- x Write in your design journal
 - x How does your **model** connect to your Scratch project? Your art installation?
 - x What **data** will you need to give your model for it to work?



STUDIO TIME - MAKE THE MODEL

1. Go to the Teachable Machine website
2. Click on “**Get Started**” and choose your project type (images, poses, or sounds).
3. Add categories and data to your project.
4. Test it often! Think about how your project will be used.
5. Import your model into Scratch.



EXIT TICKET

In your **design journal**, answer the following questions:

- X How does Teachable Machine help me make my art installation?
- X What am I still stuck on?





8

DAY 8: COMMUNITY MEMBER
REVIEW

WARM-UP

Complete the warm-up slide in your **design journal**:

- X What are your goals for interviewing your community member?
- X What part of your project do you most want feedback on? Why?



PLAN FOR TODAY

By the end of class today, you will:

1. Present your work to your community member
2. Ask questions and gather feedback from your community member
3. Debrief with your team



PREPARE YOUR PRESENTATION FOR THE COMMUNITY MEMBER

- X Create an advertisement for your project.
- X Make sure it includes detail about your project so your community member understands it!



PRESENTING YOUR WORK TO YOUR COMMUNITY MEMBER

- X Meet with your community member!
- X Go through your prepared slide(s) with the community member
- X Ask questions and take notes in the questions.



RETURNING TO QFT QUESTIONS

- x As a class, review the QFT questions.
[screenshare QFT questions]



DEBRIEFING AFTER COMMUNITY MEMBER REVIEW

- x Fill out the Innovator's Compass slide based on your conversation with the community member.



EXIT TICKET

In your **design journal**, answer the following reflection questions:

- x What was the most useful piece of feedback you received from your community member? What made it so helpful?
- x What do you plan to change about your project in response to the community member feedback?





9

DAY 9
FINISHING UP!

WARM-UP

Complete the warm-up slide in your **design journal**:

- x Set goals for yourself today.



PLAN FOR TODAY

By the end of class today, you will:

1. Add finishing touches to your project
2. Begin documenting your project



WORKTIME!

- x Finish up your project. You might:
 - x Tweak your Teachable Machine model
 - x Change your Scratch project
 - x Start working on your presentation



EXIT TICKET

In your **design journal**, answer the following reflection questions:

- x How does AI help us interact with people, places, or ideas in new ways?





10

DAY 10
PROJECT REFLECTION &
PRESENTATION PREP

WARM-UP

Complete the warm-up slide in your **design journal**:

- x Set goals for yourself today.



PLAN FOR TODAY

By the end of class today, you will:

- X Complete your project presentation plan.
- X Record your project demo in Flipgrid.
- X Start on your project portfolio, if time.



PREPARE FOR FINAL PRESENTATIONS!

- X How will you demonstrate your installation?
- X How will you explain your installation in words?



STUDIO - PRESENTATION

Presenting your Project

Look at the last few slides. Write out how you will present your project. Use the sentence starters below as a guide.

I made a project to help *[who will use your project]* **do** *[how will they interact with a person, place, or idea in a new way].*

I made *[name of project]*. *[Describe project in 2-3 sentences.]*

Prepare a project demo.

Open your project and practice running the program while talking about it. Take any notes below to help you remember what you will say!



Write what you will say during your demo.



STUDIO - PRESENTATION ON FLIPGRID

(Live flipgrid demo
including how to do
screen capture)



Project Portfolio

In the following pages, you will reflect on your process to create your art installation and prepare to share the project with others.

109 

Presenting your Project

Look at the text box slides. Write out how you will present your project. Use the sentence starters below as a guide.

I made a project to help [who will use your project] do [how will they interact with a person, place, or idea in a new way?]

I made [name of project] [describe project in 2-3 sentences]

Share your project and practice learning the program while taking notes. Use any notes below to help you remember what you did.

Prepare a project demo.

Write what you will say during your demo.

110 

Your Design Process

111 

User Interview Reflection

What did you learn from your user interviews?

What was most important to your user?

How does your project address what was most important to your user?

Observation 1

Observation 2

Observation 3

Most important thing 1.

Most important thing 2.

Most important thing 3.

Learning from Testing & Iteration

Look back at your reflections from past classes. Find the best example of a time you iterated, or made improvements, to your project based on testing and feedback. Make a copy of that slide and paste it after this one.

113 

Scratch Project & Teachable Machine Model

114 

Your Teachable Machine Model

Parts a screenshot of your model's classes below.

Describe how your model works. What information is your model processing? How is that information classified?

Improve your Model.

Look back at your reflections from past classes. Find the best example of a time your model was not working correctly, and you made changes to make it work better. Make a copy of that slide and paste it after this one.

115 

Your Scratch Project

Parts a screenshot of the blocks that trigger an action in your Scratch project.

Describe how your project works. What information is your project receiving? What happens when it gets that information?

116 

117 

PRESENTATION WORKTIME!

- X Complete your presentation in your design journal.
- X Record your presentation in Flipgrid.



EXIT TICKET

In your **design journal**, reflect on the goals you set for yourself today.





11

DAY 11: PRESENTATIONS

WARM-UP

- X Complete the warm-up slide in your design journal.
- X How can you be supportive to other groups?
- X What strategies can you use to be an active listener?



PRESENTATIONS

- X Watch Flipgrid presentations.
- X After a watching presentation, fill out a feedback form and leave a warm comment on the video.



EXIT TICKET

Complete the exit ticket slide in your **design journal**:

- X What about my presentation am I proud of?
- X How was my project similar to other projects? How was it different?
- X Check-in: how did active listening go? Did I use the strategies I listed earlier?





12

DAY 12: PROJECT PORTFOLIOS
& REFLECTIONS

WARM-UP

Complete the warm-up slide in your **design journal**:

- x Write, draw, record, make a collage, or find a picture that describes your favorite part of your project.



PLAN FOR TODAY

By the end of class today, we will:

- ✗ Finish Project Portfolios
- ✗ Return to our Driving Question.



PORTFOLIO WORKTIME

X Finish your portfolio!



Project Portfolio

In the following pages, you will reflect on your process to create your art installation and prepare to share the project with others.

109 

Presenting your Project

Look at the text box slides. Write out how you will present your project. Use the sentence starters below as a guide.

I made a project to help [who will use your project] do [how will they interact with a person, place, or idea in a new way?]

I made [name of project] [describe project in 2-3 sentences]

Share your project and practice learning the program while taking notes. Take any notes below to help you remember what you did.

Prepare a project demo.

Write what you will say during your demo.

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What was most important to your user?

How does your project address what was most important to your user?

Observation 1

Observation 2

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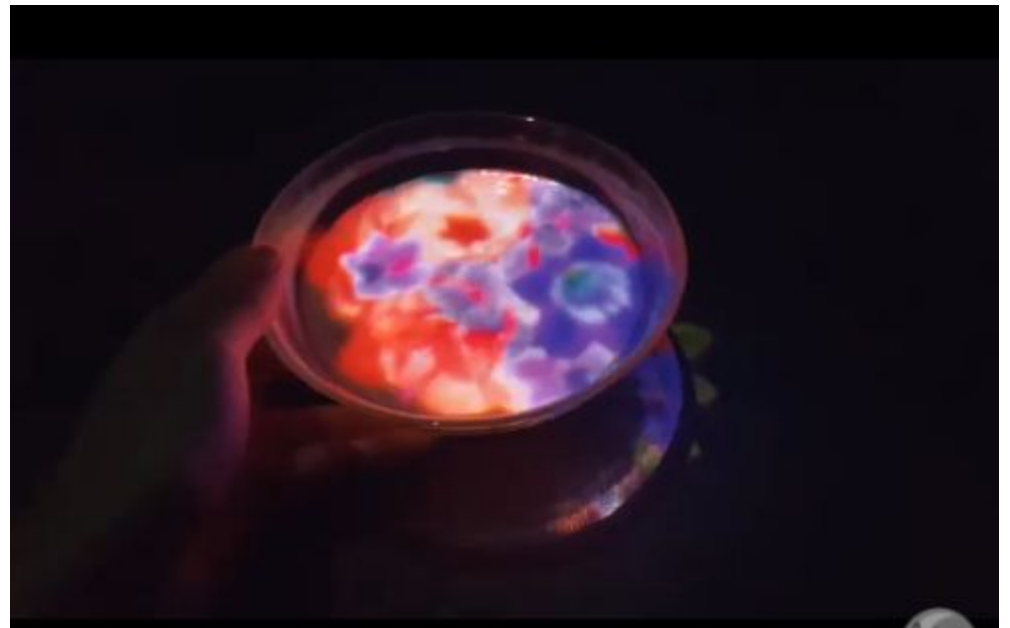
116 

117 

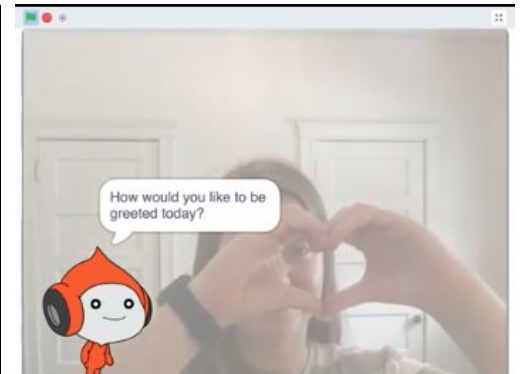
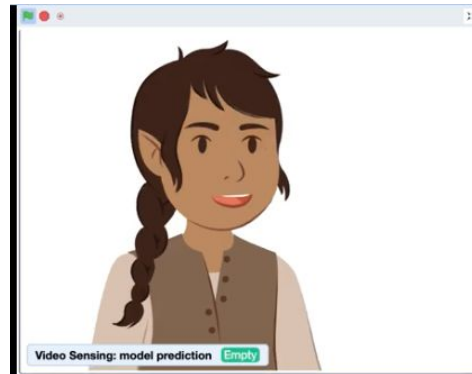


How can AI help us interact with people, places, and ideas in new ways?



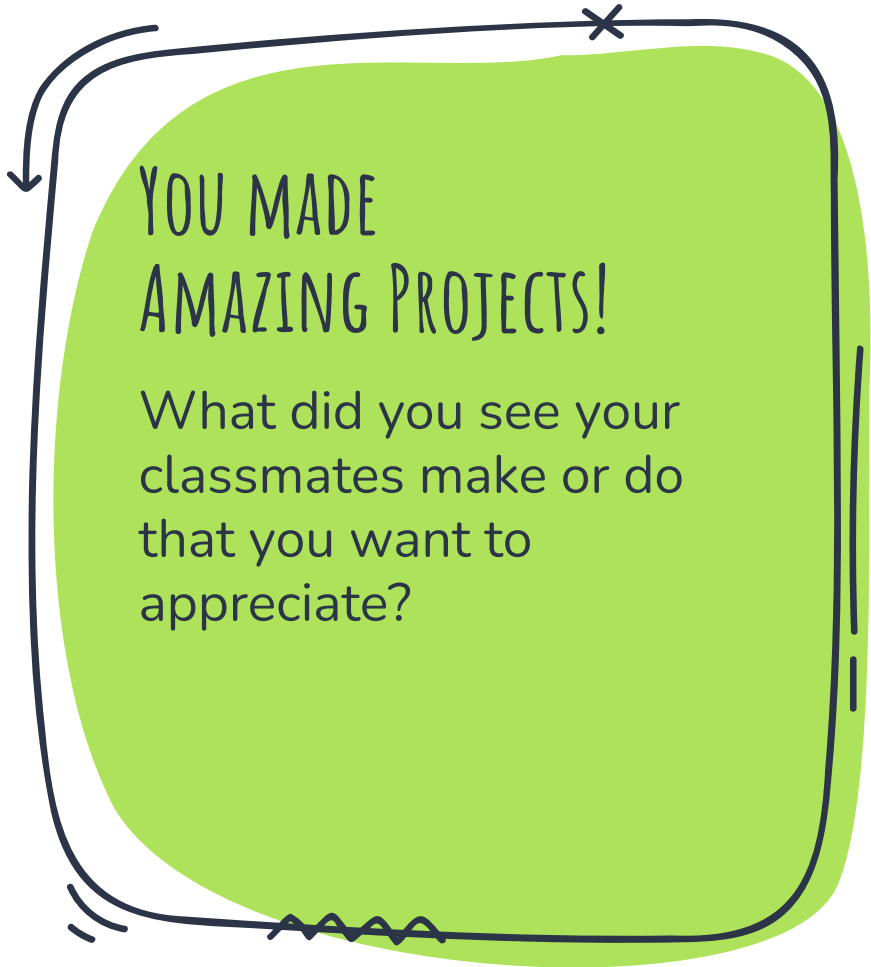


- X HeartHug
- X EN Tea House
- X School Staff Stories
- X Welcome to Class



Insert screenshot / photo of students working
with their community members.

Insert screenshot / photo of students process
and making (taken from design journals or
captured in other ways)



YOU MADE AMAZING PROJECTS!

What did you see your
classmates make or do
that you want to
appreciate?

Add some project snapshots here if possible.

Insert screenshot or list of some of the QFT questions you've answered.



How can AI help us interact with people, places, and ideas in new ways?



EXIT TICKET

In your **design journal**, reflect on the goals you set for yourself today.

