Workshop: Prototyping AI and XR Literacy Through a Double-Diamond Learning Workshop

This hands-on workshop guides educators through an adapted Double-Diamond framework to integrate AI and XR into studio-based and project-based courses. Participants will map one of their own classes, identify a meaningful learning challenge, and prototype a mini-sequence that combines analog sketching, prompt-based generative AI, and simple XR/immersive validation. Through collaborative work, they will de-sign transparent AI use, preserve human authorship, and embed ethical reflection. By the end, participants will leave with a concrete activity design, a reusable Double-Diamond template for AI/XR literacy, and practical strategies to support student motivation and engagement in their own institutional contexts.

Workshop Objectives, Target Audience, and Required Equipment (if applicable)

- Map an authentic challenge from their own course where AI/XR can add pedagogical value.
- Apply the adapted Double-Diamond (Discover–Define–Develop–Deliver) framework to design an AI/XR-enhanced learning experience.
- Design an "educational prompt stack" that aligns generative AI use with learning outcomes and analog activities.
- Prototype a mini-activity sequence that combines analog exploration, generative AI, and simple XR or immersive validation.
- Integrate ethical and authorship considerations (transparency, student vs. AI contribution) into their design.
- Connect their design decisions to empirical evidence on student motivation (MSLQ) and engagement (UWES-S9).

Target audience: Educators, instructional designers, and program coordinators from creative disciplines (Architecture, Design, Digital Arts, Communication, Music Production) as well as educational innovation units interested in AI/XR integration.
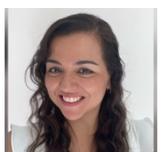
Required Equipment: A laptop or tablet with internet access to use generative AI tools (e.g., ChatGPT, Leonardo, Midjourney). Optional: access to simple XR/immersive tools available at their institution (e.g., Twinmotion, web-based VR platforms), if relevant.

Workshop Facilitator(s)

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