

EVENT DESCRIPTION SHEET

(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.

 Please provide one sheet per event (one event = one workpackage = one lump sum).)

PROJECT	
Participant:	3 - SINEGLOSSA
PIC number:	926377355
Project name and acronym:	fAlr media - debunking AI-generated mis/disinformation in media – fAlr media

EVENT DESCRIPTION			
Event number:	WP6		
Event name:	ART FOR DEBUNKING		
Type:	Workshop for youngsters		
In situ/online:	in situ		
Location:	Italy, Bologna, Tecnopolo data valley Hub		
Date(s):	14/02/2025		
Website(s) (if any):	https://sineglossa.it/progetti/fair-media-progetto-educativo-media-literacy/		
Participants			
Female:	15		
Male:	50		
Non-binary:	15		
From country 1 [Italy]:	80		
Total number of participants:	80	From total number of countries:	1
Description			
Provide a short description of the event and its activities.			
<p>The three two-hour workshops, grouped together on the same day to facilitate the logistical needs of the schools involved, were addressed at three distinct groups of participants from high school students of 4 schools of Bologna: “Aldini technical institute - informatics”, “Laura Bassi IIS linguistics”, “Giordano Bruno IIS Mechanics”, “Belluzzi-Fioravanti technical institute - Informatics”. The age range of the target was between 17 and 21 years old.</p>			

The workshops were conducted in two languages: Italian and English.

Students were divided into three workshops of a minimum of 22 and a maximum of 32 students (see presence lists):

- I workshop h. 08:30 – 10:30 with prof. Francesco Tacchini in Italian
- II workshop h. 08:30 – 10:30 with prof. Oliver Smith in English
- III workshop h. 11:00 – 13:00 with prof. Francesco Tacchini in Italian

The engagement of the students was facilitated by the Marconi TSI Service of the Regional School Office for Emilia-Romagna, which is responsible for communication with the regional schools.

The workshop has focused on exploring the functioning of Large Language Models (LLMs) and the ethical issues related to the use of AI through art. During the workshop, students had the opportunity to interact with an art installation created by dmstfcn, a collective of artists who use artificial intelligence as a medium for their works. The installation curated by dmstfcn combines wonder and truth, showcasing the tendency of Large Language Models (hereafter LLMs) to exhibit sometimes deceptive and antagonistic behaviors through the use of characters inspired by the masks of Commedia dell'Arte and created in a 3D engine. The goal of the work is to experiment with the "personality" traits of artificial intelligences that we usually do not see, engaging the audience to understand their characteristics and go beyond a purely passive critique of AI.

The workshop started with a welcoming introduction for the students and an initial session to experience the installation The Models.

The second part of the workshop included a hands-on activity, during which students were invited to explore the functioning of LLMs in a practical way. Through targeted exercises, they were able to understand how these models are trained, analyze existing biases, and critically discuss the ethical and social implications related to their use. In particular, students had the chance to use the Hugging Face tool to create stories based on prompts.

During the workshop, a representative from Sineglossa gathered insights and tactics for producing the final glossary.

At the end of the session they were invited to fill out a satisfaction questionnaire. The workshop was well-received, with most participants having prior experience with AI and a strong interest in its educational applications. While the majority found the session useful, some suggested improving AI voice quality and presentation techniques. Future workshops could focus on enhancing these aspects and providing deeper insights into prompt engineering.

Through the workshop participants achieved the following educational objectives:

- Increase knowledge about LLMs.
- Develop critical awareness regarding biases and ethical issues related to the use of AI.
- Promote critical thinking through interaction with an AI-based artwork.
- Stimulate reflection on the role of AI in contemporary society.

The professors Francesco Tacchini and Oliver Smith, both artists of duo dmstfcn, are based in London and Berlin, works with audiovisual performances, installations, and films. Their current research focuses on the relationship between real-time

simulation and computer vision. The professors were supported by Sineglossa research team.

HISTORY OF CHANGES		
VERSION	PUBLICATION DATE	CHANGE
1.0	01.04.2022	Initial version (new MFF).