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:	1 - Sineglossa - Sineglossa
PIC number:	926377355
Project name and acronym:	Machines for Good — Engaging teenagers through AI and Arts — Machines for Good

EVENT DESCRIPTION		
Event number:	T.1.2 and T.1.3	
Event name:	Workshop Art for Green Learning and Workshop AI for Green Learning	
Type:	workshop	
In situ/online:	in-situ	
Location:	Italy, Ancona, Falconara (AN), Breganze, Bassano del Grappa	
Date(s):	7,8,9,10,16,17,27,28 March 2023; 13,14 April 2023, 9,10,11,12 May 2023	
Website(s) (if any):	https://sineglossa.it/en/news-en/dance-in-schools-to-promote-civic-activism/ ; https://sineglossa.it/en/news-en/ai-for-imagining-sustainable-futures/	
Participants		
Female:	121	
Male:	123	
Non-binary:	10	
From country 1 [Italy]:	254	
From country 2 []:		
From country 3 []:		
From country 4 []		
Total number of participants:	254	From total number of countries: 1

Description

Provide a short description of the event and its activities.

The goal of the workshop Art for Green learning is to contribute to the environmental education of young people, focusing specifically on the theme of waste, starting with the questions the artist provocatively asks herself and the audience.

The workshop uses a generative AI (specially developed for the workshop). The AI has been trained with articles from a database of stories about change and sustainability. Starting with a textual stimulus (a word or a short sentence), the AI generates a text of about ten lines (which can also be listened to in text-to-speech mode) that talks about proactive and purposeful change in relation to sustainability issues.

The performer introduces the theme through the use of AI, improvising physical movement on the answers provided by the AI from stimuli that relate to the theme of waste. This performance has been created by the artist with the collaboration of the Associated partner Comune di Bassano del Grappa, through its Center for Contemporary Scene.

The workshop then actively involves participants, who are guided to move in space or perform physical actions based on the answers to questions posed by the performer about the concept of waste (e.g., "What is waste and how many meanings does it have? How many things could we make and recreate from what we discard? What is the relationship between discard and AI? Have you ever discarded a card? Have you ever discarded something or someone? What is your favorite candy that you like to discard? Does our body generate discard? Do you think there are corners of skin discarded by our daily actions? Does AI generate discards?").

During the last phase of the workshop, participants interact directly with the AI, choosing the inputs from which the AI generates the text on which the performer improvises.

At the end of the workshop, participants are given sheets of paper, pens and markers to leave a testimony about their experience. The testimonial is completely free (it can be a text or a drawing, it can be individual or produced in small groups), in order to get an overview of the young participants' hot-button reflections on the issue of waste. Together with the qualitative questionnaires submitted to the participants and the output of the AI for Green Learning workshop, the testimonies are the basis for the elaboration of the Green Learning manifesto, an analysis of the topic of sustainability as interpreted by teenagers.

The goal of the workshop AI for Green Learning is to increase participants' knowledge and awareness of the topic of sustainability in relation to the SDGs (Sustainable Development Goals).

In order to actively engage participants, the topic was presented through two practical and interactive activities, with the aim of stimulating active reflection on how much sustainability is - or is not - part of their lives:

1) Spatial map: participants place themselves in space according to the level of sustainability in their lives (from "very much" to "not at all"): groups formed around the levels reflect together on the motivation for their responses.

2) Brainstorming: each of the participants writes on a post-it note what sustainability means to them: the answers are commented and clustered, in order to obtain a mapping on the meaning of the word "sustainability" in the participants' perception.

The technological tool used in the workshop is a Recommender System (RS) developed specifically for the workshop. The choice of the RS stems from teenagers' familiarity with this application of AI (e.g., in streaming platforms that suggest content based on the user's previous choices or the choices of users with similar tastes).

In the Green Learning workshop, the AI becomes a tool to explore good sustainability practices implemented in Italy: the RS suggests in a personalized way newspaper articles following a series of choices made by participants (from choosing an SDG to choosing a theme related to that SDG to choosing a hashtag that suggests further specification of that theme).

The creative and active component of the workshop is the development of a story about sustainability in the local area. Guided by a journalist, the participants, divided into groups, have:

- identified a story about sustainability in their own city or region

- led an interview with one or more representatives of the local best practice

- produced a newspaper article about the sustainability best practice

The applied methodology is therefore the learning by doing approach, with the aim of increasing participants' awareness and competence on the topic of sustainability through a practical application on their territory of

the concepts explored at the theoretical level and a creative elaboration - storytelling - of the contents discovered during the exploration.

The final output of the workshop are the newspaper articles produced by the participants.

In addition to stimulating their awareness and knowledge on the topic of sustainability, as mentioned above, the articles provide an overview of which forms of sustainability are most important to young people (participants had absolute freedom in choosing which story to tell): together with the qualitative questionnaires submitted to the participants and the output of the Art for Green Learning workshop, the articles form the basis for the elaboration of the Green Learning manifesto, an analysis of the topic of sustainability as interpreted by teenagers.

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