

Creativity and Embodiment in the Design of Interactive Installations for AI Literacy in Informal Learning Environments

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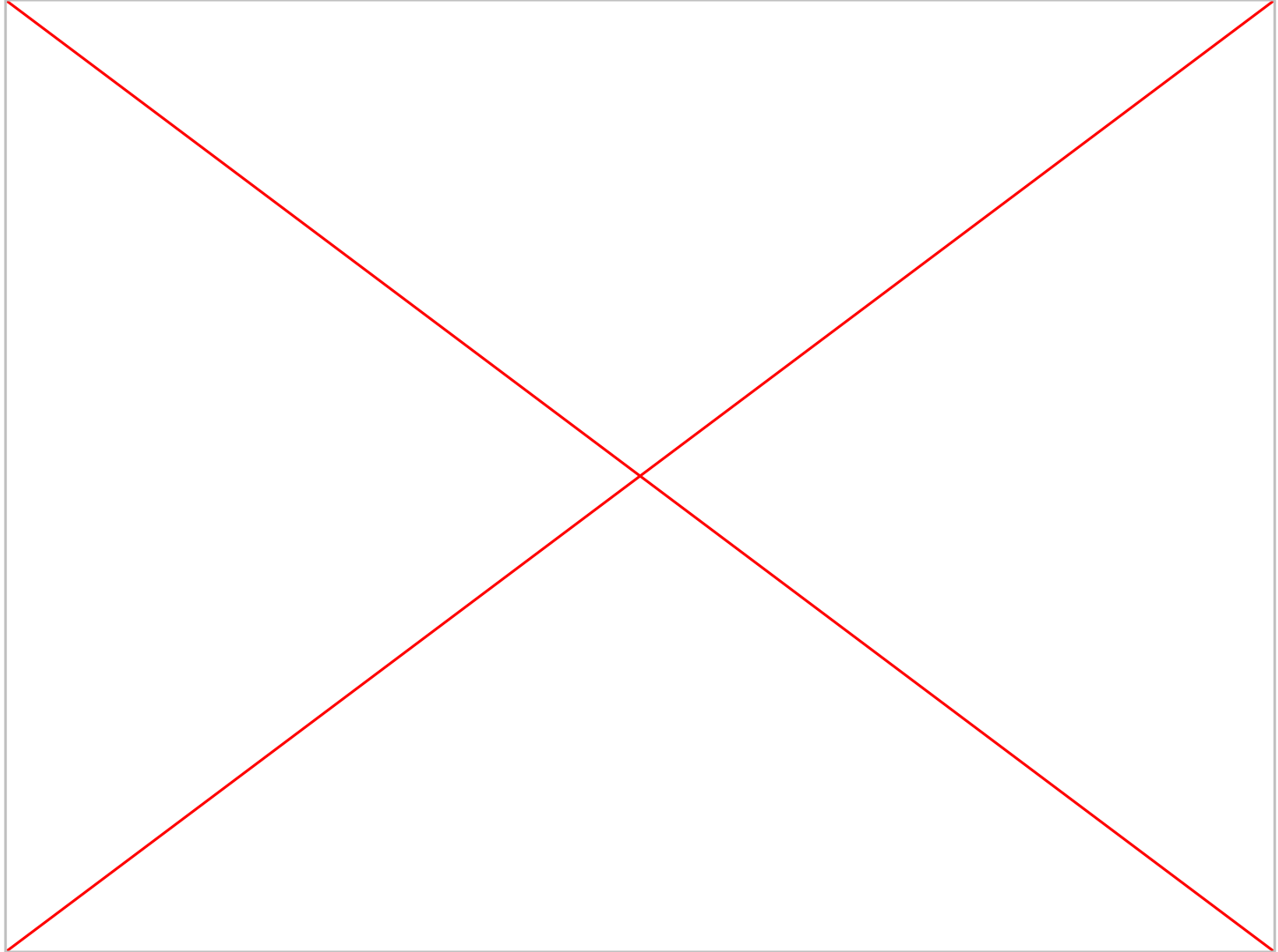
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Research Questions

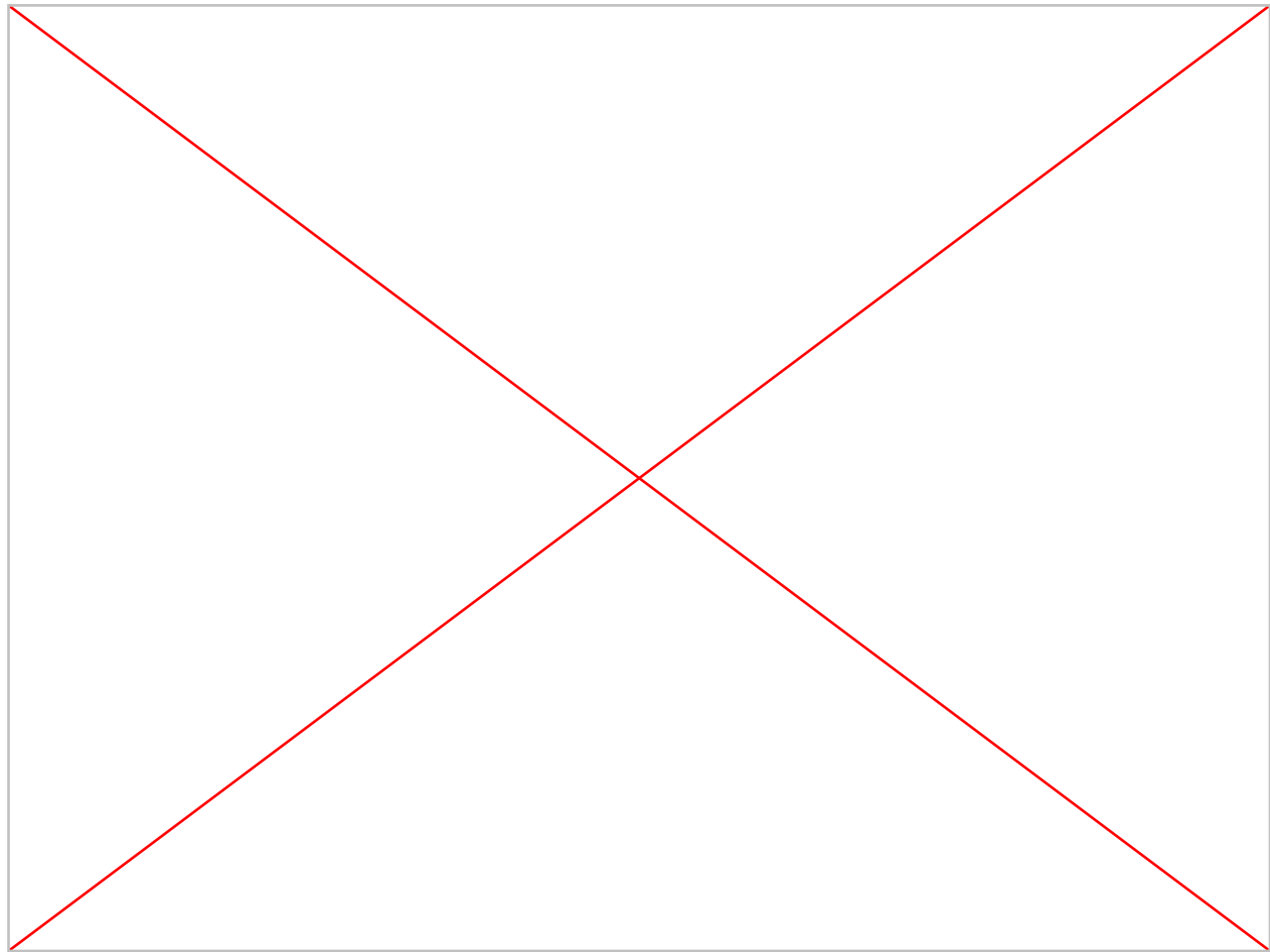
RQ1: How can we design interactive museum exhibits to **encourage interest development** in and learning about AI among learners without a CS background by using embodiment and creative making?

RQ2: **How do embodied interaction and creative making mediate learning about AI** in informal learning environments?

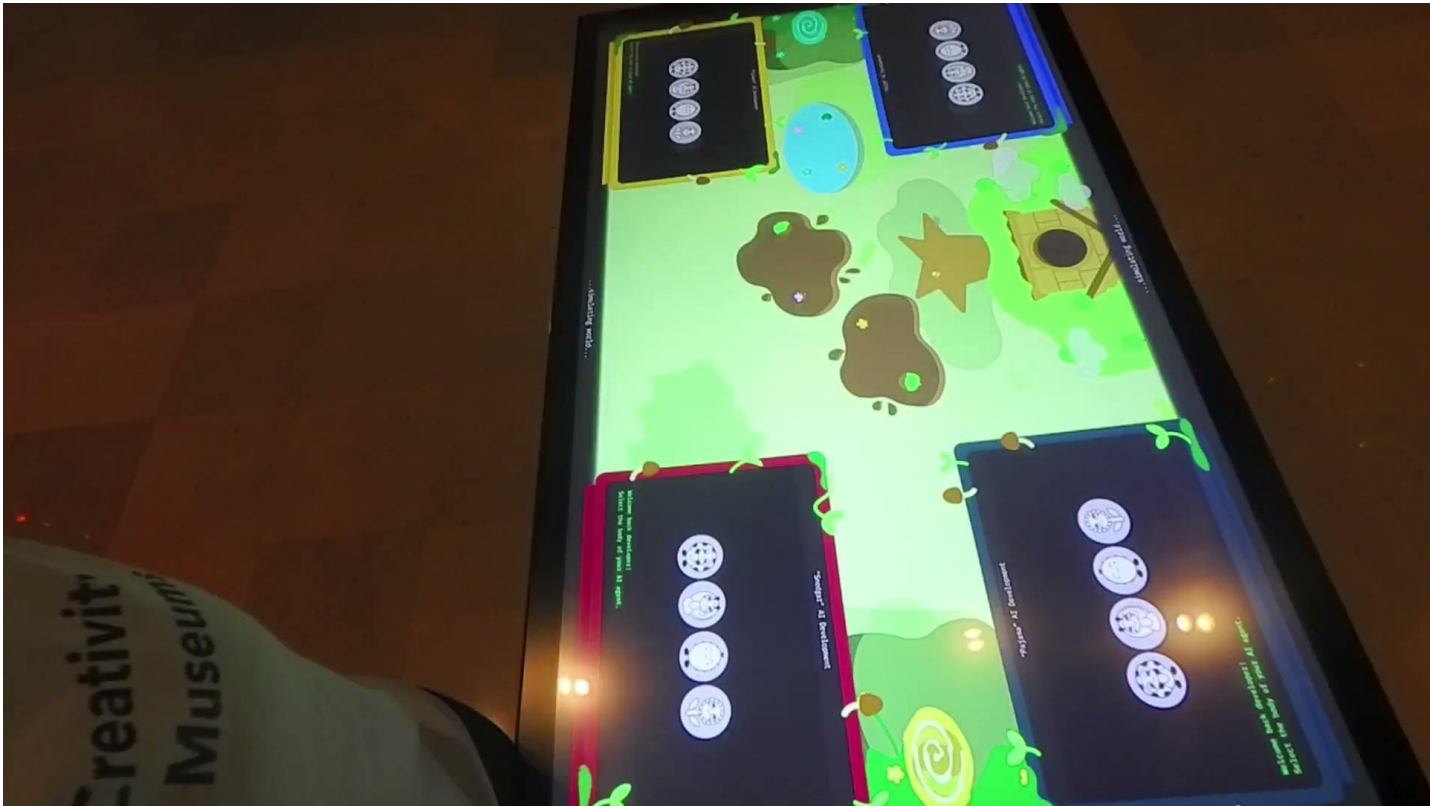
LuminAlx



Knowledge Net



Data Bites



Chatbot of Truth



Sound Clouds



Evaluation

- Constructs of interest
 - Interest formation
 - Content knowledge acquisition
- Methods
 - Interview
 - Content knowledge post-test
 - Learning talk analysis
 - Artifact analysis

Thanks!

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