



# Al Literacy at the Art–Tech–Management Nexus

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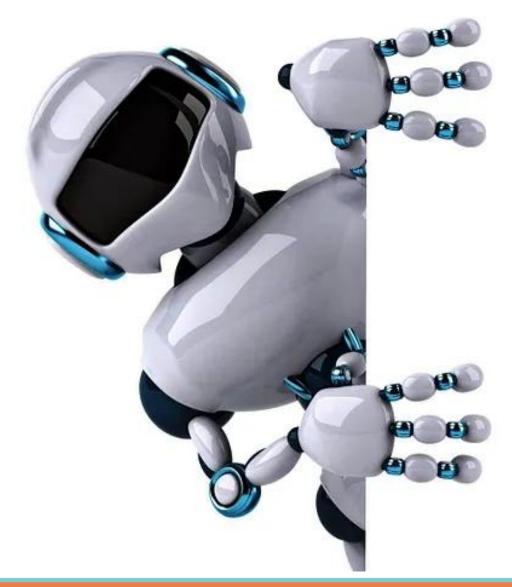






# Agenda

- AIRED: AI Reshapes Education Erasmus+ Project
- 2. ICN AI Chair & ATM Pedagogy
- 3. Al Literacy Research Project
- 4. Al Battle Workshop





# AIRED: Erasmus+ Project: AI Reshapes EDucation



#### Partners:

- Two higher education institutions
- Experts in educational inclusion
- Creators of innovative digital training



#### **Objectives**

- Clarify and guide the use of AI to every educator
- Provide a concrete method for appropriating AI uses
- Map AI practices and risks in education
- Align practices with European AI regulations
- Develop a guideline of ethics for responsible, legal, ethical and inclusive use of AI.

## **Output**

E-learning platform for educators

Website: www.air-education.eu

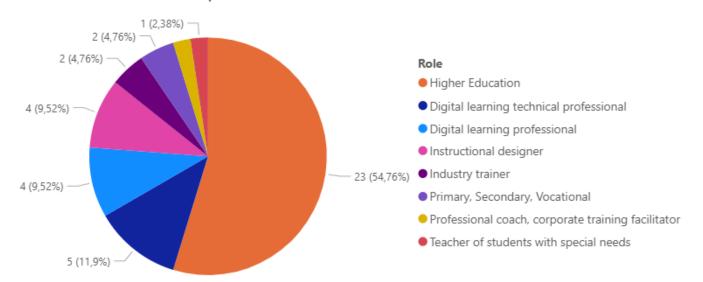


### **Educators Practices, Expectations and Needs (1/3)**

WP3: Identify the current practices, fears and expectations and gain awareness of the state of Al usage and impact on education



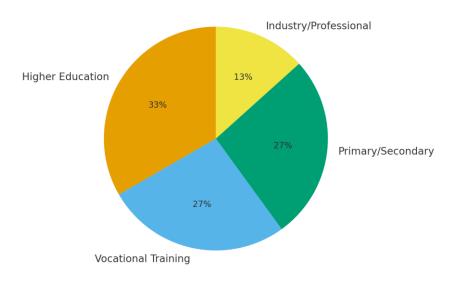
Roles within the educational profession



Semi-structured interviews

15

**Educational Levels Represented** 





#### **Educators Practices, Expectations and Needs (2/3)**

#### Findings: DEMOCRATIZATION OF EDUCATIONAL CREATION

Theme: Al as a tool for creative empowerment

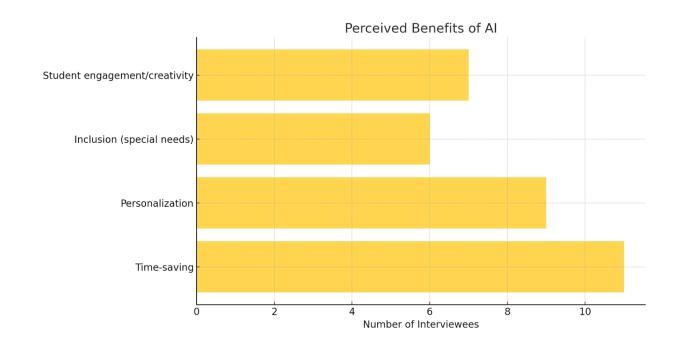
Participants: ~88%

#### Quotes:

- "It makes my pedagogical dreams come true"
- "In half an hour I have a complete game"
- "I 3D printed the Roman toys after AI generation"

#### Practices:

- Visual/video/3D creation for classrooms
- Generation of exercises adapted to levels
- Gamification learning
- Personalization at scale
- → Maximum creative freedom but requires new skills





#### **Educators Practices, Expectations and Needs (3/3)**

WP3: Identify the current practices, fears and expectations and gain awareness of the state of Al usage and impact on education

#### **CONSENSUS**

- ✓ Al is inevitable
- ✓ Urgent and missing training: new skills are required (Al literacy, ethics)
- ✓ Transformation of teachers 'roles
- ✓ Critical thinking is key
- ✓ Hallucinations, real problem
- ✓ Lack of political framework

#### **DIVERGENCES**

- × Usage Level: Minimalist vs Intensive
- × Optimism: optimistic vs cautious
- × Future Vision: Clear Al-Integrated vs Al-Restricted
- × Top Priority: Creativity vs Justice

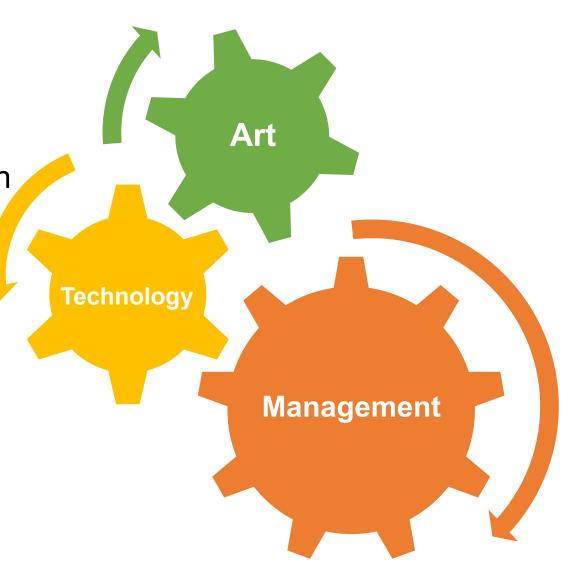
#### PRACTICAL IMPLICATION

- For educators
- Urgent Al Literacy Training (not just technical)
- Clear ethical guidelines for classroom use and assessment
- Communities of Practice for Sharing Experiences
- Established learning time (continuing education)



The ICN Artificial Intelligence Research Chair envisions a future where AI empowers individuals and organizations, fosters sustainable development, and drives innovation across society and industry through a transdisciplinary approach.

- Art Sparks creativity and challenges conventional thinking in Al-infused work.
- **Technology** Is the basis of AI solutions that transform industries and enable progress.
- Management Aligns Al innovation with strategic goals and sustainable impact.







# Research Axis Al Literacy and Education

Advance the understanding of AI by integrating AI concepts into educational programs, enhancing AI literacy across various disciplines, and equipping students and professionals with essential AI skills.



# Al Literacy Research Project: Building GenAl Literacy by Design

- Develop Al literacy (functional, critical, socio-cultural) through hands-on, reflective use of generative Al in business and information systems courses.
- Pedagogical Framework
  - Technology-Mediated Learning: Al as a mediating technology shaping learning interactions.
  - Experiential Learning: Learning through experience, reflection, and experimentation in iterative cycles.
  - Design Science Research approach: Iterative design, evaluation, and refinement of interventions.
  - 1,700+ students, 300+ groups, across multiple cohorts and programs (2023–2025).

Module	Big Data & Business Analytics	Digital Transformation & Cybersecurity	Management Information Systems
Task	Develop EU Green Deal–aligned analytics proposals using GenAl for research and synthesis.	Use GenAl to ideate and refine start-up pitches.	Create a travel campaign (text, image, video) with GenAl tools
Reflection	"How did GenAl shape teamwork, learning, and sustainability understanding?"	Compare <i>human vs. AI feedback,</i> discuss complementarity and limits.	Analyze prompting strategies and Al's creative vs. ethical boundaries.

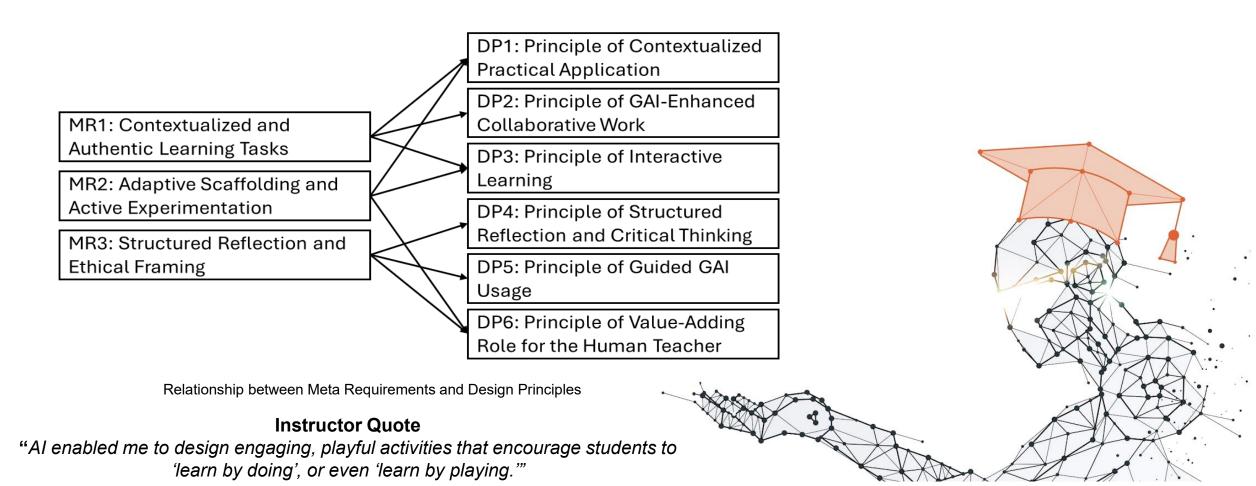


WE ARE UNIQUE



# **Research-Informed Educational Design 1/2**

- Design Principles for GenAl-Based Pedagogies (Hönigsberg S, Watkowski L, Mallek S, & Weritz P, 2025):
  - Derived six actionable design principles for integrating GenAl into higher education teaching





# Research-Informed Educational Design 2/2

- Measuring Al Literacy of Future Knowledge Workers (Hönigsberg S, Mallek S, Watkowski L, & Weritz P, 2025):
  - Al Knowledge acts as a cognitive bridge between Al Experience and Al Literacy.
  - Design experience generates even stronger effects on literacy than usage experience.
  - This research validates the theoretical principle that literacy develops not through exposure alone, but through structured reflection and knowledge organization (Honigsberg, Watkowski, Weritz, & Drechsler, 2025).

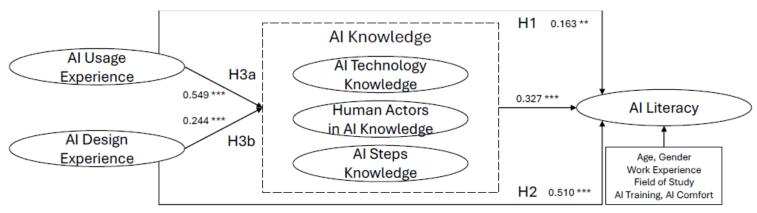


Figure 1. Theoretical Model



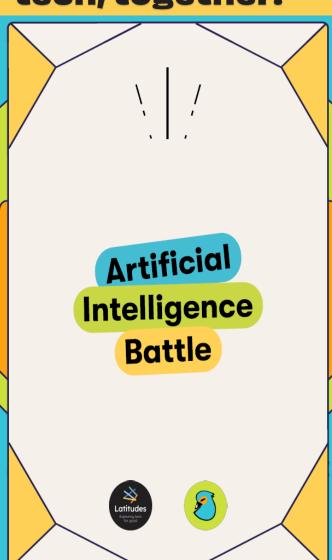
- A collaborative card game to discover the <u>social</u> and <u>environmental</u> challenges of generative Al
- Exploration of the challenges behind technologies and how to take action



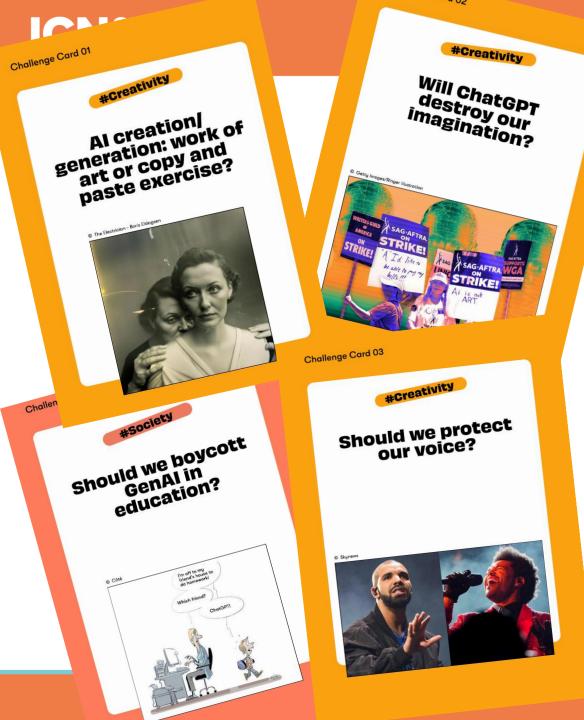












Role Play Card



#### **Creativity**

**Duration: 15 minutes** 

Instructions: You are faced with a situation concerning the ethics or future prospects of Generative AI (GenAI). Each person in your group will interpret a role. Your goal: to reach consensus after leading a 15-minute discussion.

Scenario: The year is 2030. It's now impossible to distinguish works of art (music, books, etc.) crafted by humans or GenAl.

These creations stir emotions in equal measure and the world has stopped trying to categorize them. Is this the right way forward for the future of art as we know it?

Time to weigh up the pros and cons of this proposal!



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