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How AI frame your cinematic story

Educational scenario

Storyframed is an animation tool that allows groups of learners aged 16 and over to familiarise themselves with creating storyboards. Each sub-group is tasked with writing a short story... and using generative AI to create their storyboard. Will the AI be able to avoid clichéd representations? How can we challenge AI by using cinematic language?

This activity allows participants to 'learn by doing' and to question the creative limits and opportunities of generative image AI.

Objectives

- To provide learners the basic principles of storyboarding and the cinematic language.
- To improve awareness of AI issues such as biases, stereotypes, data protection, aesthetics, copyright.
- To introduce learners with the basic principles of generating images with AI.

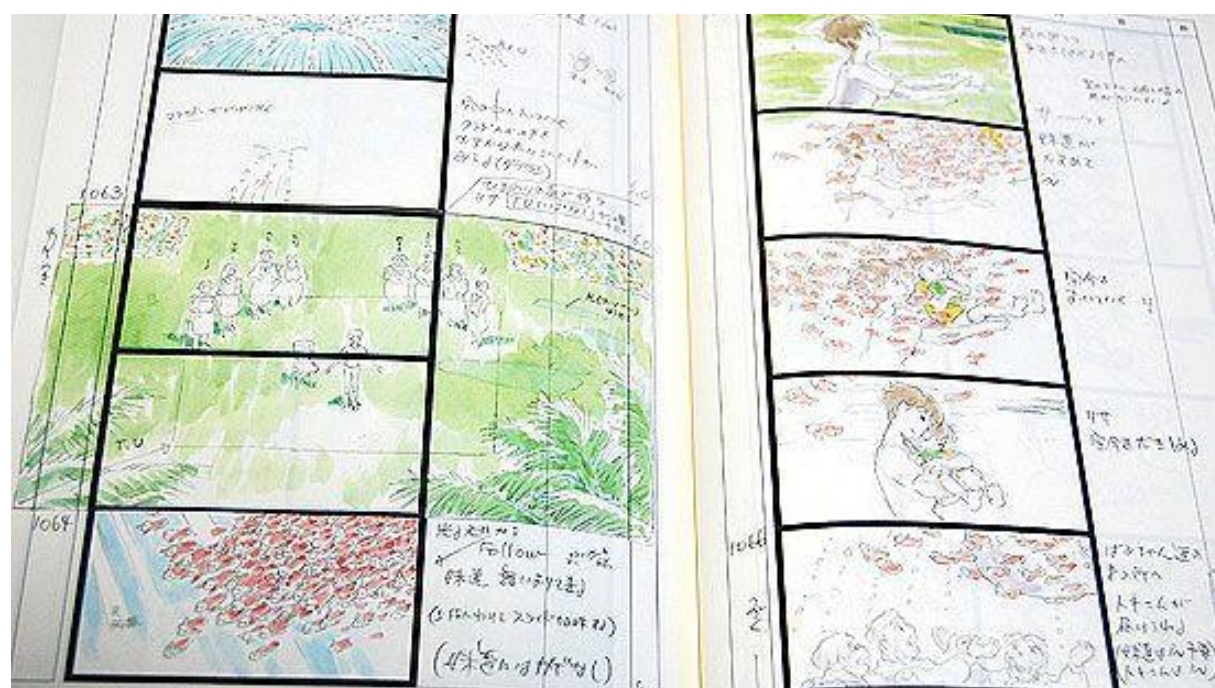
Here is a proposal for a group of 25-30 young people in non-formal education, that can be adapted to your own context.

Time / Organization	Activities / instructions	Material requirement
CREATION OF A SHORT STORY USING KEYWORDS		
10 min plenary	The educator explains what is a storyboard. He / she tells the purpose of the project : to create a storyboard by team and use sometimes an AI image generator to help us. We will take time at each step to discuss about the productions.	Projector An example of storyboard Computer

	He / she gives the first instruction : in group of 5, you are going to write a short story (3 to 7 sentences). But before, you will have picked 5 keywords to include in your story : 2 characters, 1 location, 1 feeling, 1 type of story.	
5 min 5 small groups	The group is divided in 6 groups (5 people per group). Each group picks a set of keywords.	1 set of « Keywords cards »
15 min 5 small groups	Each group writes the story.	1 Sheet of paper per group
GENERATION OF 3-4 IMAGES FOR A STORYBOARD		
10 min plenary	The educator explains how to generate an image with the AI application he /she had chosen.	Projector with the images generated by each group Computer with AI
20 min 5 small groups	Each group produces images.	1 computer per group
ANALYSING GENERATED IMAGES AND IDENTIFYING AI ERRORS AND BIASES (Maybe investigation)		
30 min. plenary	An educator asks : what do you think about those images ? What did you notice ?	Projector with the images generated by each group Computer with AI
	Depending on his/her objectives, the educator can start the discussions with: - Stereotypes and biases (ex : could certain representations be interpreted as cliches?) - Errors (ex : is it really Vilnius ?) - Do you recognise some artistic influence in the generated image ? - Cinematic language (ex : Does the story work ? Do you have a variety of framing techniques in the generated images?)	
INTRODUCING THE BASIC PRINCIPLES OF A STORYBOARDING AND CINEMATIC LANGUAGE		
30 min. plenary	The educator asks about the cinematic language (ex : Does the story work ? Do you have a variety of framing techniques in the generated images?).	Projector with the images generated by each group Computer
	The educator introduces learners to the cinematic language (ex : frames, angles, etc.)	

	The educator asks about the storyboard : if you give your storyboard to a director , will he or she have enough information to direct the film ? The educator introduces learners how to make the storyboard.	
CHALLENGING AI, REGENERATION OF THE FIRST IMAGES AND COMPLETION OF THE STORYBOARD		
60 min 5 small groups	By changing the prompts of the first 3-4 generated images, groups try to improve their images and to challenge cliché. Maybe groups reached the limits of AI ? Groups generate 6 images and complete their storyboards.	Projector with the images generated by each group Computer with AI 1 computer per group Blank storyboard per group Optional : printer, paper, scissors
ÉVALUATION		
30 min. plenary	Self evaluation / peer evaluation / comment by the educator.	Projector with the images generated by each group

ANNEX 1 : an example of storyboard



ANNEX 2 : keywords cards

[illegible]

ANNEX 3 : blank storyboard

