

# Chapter 10

## Artificial Intelligence Innovations in Visual Arts and Design Education

**Hanjun Su**

 <https://orcid.org/0000-0002-7106-1455>

*Universiti Sains Malaysia, Malaysia*

**Jingru Zhang**

 <https://orcid.org/0009-0002-6537-2334>

*Universiti Sains Malaysia, Malaysia*

**Shiqing Tang**

*Nanjing Chengxin Primary School, China*

### ABSTRACT

*Visual arts and design education is an important area in higher education, and artificial intelligence (AI), which can provide personalised learning experiences, plays a pivotal role in facilitating the learning process and student creativity within it. This chapter provides an insight into the current use of AI technologies in the teaching of visual arts and design, highlighting their impact on student engagement. Through the integration of current research findings as well as detailed case studies, it reveals how AI can be effective in fostering creativity and meeting specific pedagogical needs in the field of visual arts and design. In addition, the article explores the role of AI in visual arts and design education and highlights the ethical issues encountered when integrating technology into educational frameworks. Finally, the chapter looks at future research trends and calls for further studies to improve the quality of teaching and learning in visual arts and design education and to prepare students for a technology-led future.*

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# 1 INTRODUCTION

Over the last few decades, accelerated development in the field of information technology has significantly contributed to advancing Artificial Intelligence in myriad ways. In education, technological innovation continuously informs ways of delivering teaching materials and enriches the subject's learning experience. Since AI is becoming widely available, the world of art and accordingly its education are just beginning to look more closely at the possibilities. At the higher level of arts education, among the fields that could benefit from AI's innovative outcomes are visual arts and design education. Undergraduate arts education in various countries is typically viewed as a form for fostering creativity and learning acquisition in this aspect. These fields are, by nature, creative and expressive in ways that the approaches to teaching must then create a learning context in which to reach creativity and a personal expression of technical ability. Higher education institutions need to provide students with personalised learning experiences to meet their diverse needs and abilities. Artificial intelligence, with its ability to analyse data and adapt to individual learning patterns, is a powerful tool to achieve this.

By providing features such as sources of inspiration, compositional references, and style transitions, AI art generators make the creation of art easy. Artificial intelligence is thought to represent a turning point in fine art (Cotroneo & Hutson, 2023). As the creative industry increasingly adopts AI tools in design, animation, and other visual arts applications, it becomes imperative to equip students with AI knowledge and skills. Understanding and utilising AI will not only enhance students' creativity but will also improve their employability in a technology-driven job market. However, these technologies and capabilities have yet to be fully integrated into actual higher art education.

Visual arts and design education has traditionally relied on direct student-teacher interaction, hands-on practice, and iterative feedback. These approaches face challenges of scalability, accessibility, and resource constraints. Artificial intelligence can address these challenges by providing scalable, personalised and adaptive learning solutions. By leveraging AI technologies, educators can provide customised learning paths, real-time feedback and enhanced creativity tools that enrich the learning experience and prepare students for a future where technology plays a key role in the creative industries.

This chapter aims to explore the multifaceted impact of AI on visual arts and design education. The main research questions are as follows:

1. How can AI be applied in visual arts and design education?
2. What are the ethical issues that need to be considered when integrating AI into visual arts and design education?

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