# 4<sup>th</sup> Webinar Script

| Title | Successful VR Art Practises & Basic Knowledge of Text-to-Image AI (AI Art Generator) |
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| Organiser | OPEN EUROPE & ASOCIACIJA SOCIALINIS HUBAS |
| Organiser Contact Info | |

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| Learning outcomes | After the completion of the webinar, participants should be able:<br>1. to describe what text-to-image AI is and give examples of AI tools for art creation;<br>2. to effectively engage with the technology;<br>3. to use the tool(s) properly by following some basic steps of prompt formulation (prompt engineering);<br>4. To engage with technology, being fully aware of its ethical implications<br>5. to describe the potential of VR in the field of art;<br>6. to identify the possibilities of how to use their art in creating VR;<br>7. understand how VR art and technology can become a successful business. |

| Name | Role | Notes |
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| Agne Raubaite - Eigirdiene | Moderator | Programs coordinator in Asociacija Socialinis hubas |
| Lukaš Kuzminski | Presenter/Trainer | https://docs.google.com/document/d/154KJ6HTx0_svx2nhkXeKhzp2PG6WLj8e/edit?usp=drive_link&ouid=108445616148136926646&rtpof=true&sd=true |
| Mª Elena Chapa de la Peña - Open Europe | Presenter/Trainer | Link to bio:<br>https://docs.google.com/document/d/1PIoVCB032X8HkUYbFwqpSKtlEix7SmfZ/edit?usp=drive_link&ouid=114874933286959567902&rtpof=true&sd=true |
| Ana I. Herranz Zentarski | Technical Assistant | Project Coordinator at Open Europe |

| Phase | Topic | Speaker |
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| **Introductions** | | |
| **Greeting** | Welcome to participants | Agne Raubaite - Eigirdiene |

| Housekeeping | Webinar structure and administration | Agne Raubaite - Eigirdiene |
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| **Speaker Introduction** | Introduce Presenter | Agne Raubaite - Eigirdiene |
| **Body Content** | | |
| **1st part: "Successful VR practices" Speaker Content** | Introduction to VR and its relations to Tourism, Art, Education, and other fields. Comparison to 3D movies. | Lukaš Kuzminski |
| | Implementation of VR. Preparation process - what should a beginner user know. | |
| | Best experience and examples of Virtual Reality: art and Virtual Reality. Museums that include VR in their exhibitions and how. Presentation of artists who transfer their art to VR: Andrew Jones. | |
| | Best practices of Lukaš's activities in projects and how VR can become a successful business. VR practices in Lithuania: VR movie based on famous artist M.K. Ciurlionis "Angelu takais", Recycling training for kids. Presentation on the importance of VR for accessibility, and enhancing reality. | |
| **2nd part: "Text-to-Image AI / AI Art Generator"** | Words possess the remarkable ability to spark our imagination, but what if we could transform them into captivating visual masterpieces? At MOVE & ACT, we recently hosted a thought-provoking webinar that delved into the world of Text to Image generators, shedding light on the intersection of language and art. Join us in examining the ethical aspects of generative AI in the artistic community, including the ongoing debate and backlash surrounding these tools. We'll explore pressing concerns such as copyright violations and the concept of "fair use." | Mª Elena Chapa de la Peña - OPEN EUROPE |
| **Wrap Up, Questions & End** | | |
| **Wrap Up** | Urge participants to fill in the evaluation questionnaire | Agne Raubaite - Eigirdiene |
| **Questions and Answers** | Open Q&A Session | Mª. Elena Chapa de la Peña - Open Europe |
| **Conclude** | | Agne Raubaite - Eigirdiene |
| **4th Webinar evaluation form link:** https://forms.gle/w5zwNa7TTG7dh2xP7 | | |
| **4th Webinar Test link:** https://forms.gle/JbVKKRFm1BvkXsbd7 | | |