



## Paper Reading

Title:

Disembodied creativity in generative AI: prima facie challenges and limitations of prompting in creative practice

Authors:

David Casacuberta and Anel Guersenzvaig

Research hypothesis/questions

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Participants

N= \_\_\_\_\_ Specifics: \_\_\_\_\_

Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different

Conditions:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

Material & Apparatus

- Sensors \_\_\_\_\_
- Questionnaires \_\_\_\_\_
- Tasks \_\_\_\_\_



### Outer Form of the Study

The images help me to understand the paper

Totally agree Totally disagree

The abstract covered the main findings of the paper

Totally agree Totally disagree

I understand the contribution of the paper

Totally agree Totally disagree

### Overall Impression

This study is very interesting to read

Totally agree Totally disagree

Was the approach ethically well conducted? E.g. dataset.

Totally agree Totally disagree

This paper will help me with my future work

Totally agree Totally disagree

### Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

The paper posits that GenAI in its current form leads to an instruction-dependent process that is disembodied and separate from human creativity.

### Reflection

Do you think this approach was worth the time and effort? What was most exciting?

I do think it was interesting and definitely worth explaining and the exciting part was the question idea that creativity is an embodied experience that employs components that cannot be translated into text and therefore cannot be prompted.



### Paper Reading

Title:

Co-Writing with Opinionated Language Models  
Affect User's.

Authors:

Advait Bhat, Daniel Buschek...

Research hypothesis/questions

Does Opinionated or Biased LLMs generated  
opinions or outputs impacts what users write or  
how they think on them shape their opinions?

Participants

N= 1506      Specifics: (N=500) independent judges  
evaluated

### Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different

Conditions:

1. create custom experimental platform
2. biased or opinionated AI models
3. write w/o writing assistant

### Material & Apparatus

- Sensors \_\_\_\_\_
- Questionnaires \_\_\_\_\_
- Tasks write about a topic "is selected media  
good for society?"



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### Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

It was mainly about how AI would  
influence ppl in the future if the  
training data is curated for specific need

### Reflection

Do you think this approach was worth the time and effort? What was most exciting?

The approach was pretty straightforward  
but it could have added a bit more  
deeper ways in which it could  
influence people real actions.



## Paper Reading

Title:

Generative Agents: Interactive Simulacra of Human Behavior

Authors:

J.C. Park, Joseph C. O'Brien, Carrie J. Cai, et al

Research hypothesis/questions

How might we craft an interactive artificial society that reflects believable human behavior?

Participants

N= 25

Specifics: AI-Models mimicking human interaction

Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research (causal analysis)
- Qualitative study
- Something different

Conditions:

1. The AI can successfully simulate human society
2. The AI interactions are logged.
3. Don't cause parasocial bonds.

Material & Apparatus

- Sensors Just a computer
- Questionnaires Logging AI-AI and AI-Human interaction
- Tasks Create seed descriptions and then monitor the flux



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### Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

I think it is more geared towards understanding  
AI-AI and Human-AI relations.

### Reflection

Do you think this approach was worth the time and effort? What was most exciting?

Indeed. It explores the possibility of creating  
a simulation of human interactions and better  
NPCs (Non-player Characters).



## Paper Reading

Title:

Genie Generative Interactive Environments

Authors:

Jake Bruce et al.

Research hypothesis/questions

What if, given a large corpus of videos from the internet, we could not only train models capable of generating novel images and videos, but entire interactive experiences

Participants

N= \_\_\_\_\_

Specifics: \_\_\_\_\_

### Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different

Conditions:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

### Material & Apparatus

- Sensors \_\_\_\_\_
- Questionnaires \_\_\_\_\_
- Tasks \_\_\_\_\_



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### Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

Create and explore creative ideas for games  
by only one prompt

### Reflection

Do you think this approach was worth the time and effort? What was most exciting?

I think the research was really time consuming but worth it.  
The possibility to create prototype games with one prompt.  
Especially the worlds looks really good





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### Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

- EASY & ACCURATE 2D - 3D CONVERSION FOR CREATORS
- GAME ASSET GENERATION, INDUSTRIAL APPLICATION & MEDICAL HELP
- ACCESSIBLE FOR NON-TECHNICAL PEOPLE TO SIMULATE 3D OBJECTS.

### Reflection

Do you think this approach was worth the time and effort? What was most exciting?

- YES, THE APPROACH SHOWS A SIGNIFICANT UPGRADE OVER CURRENT METHODS. MORE PRECISE & DETAILED OBJECTS.
- EXCITING: HOW MULTIPLE METHODS COMBINED TO FORM A EFFICIENT & PRECISE TOOL FOR ALL PURPOSE USE.



### Paper Reading

Title:

Catalyst for Creativity or a Hollow Trend: A Cross-Level Perspective on The Role of Gen. AI in Design

Authors:

Naqvi, He, Kaur

Research hypothesis/questions

- 1) How has the integration of gen AI changed design practice
- 2) How do people navigate ownership of design artifacts when using AI?
- 3) What if any changes are needed in design education to account for these new technologies?

Participants

N= 28

Specifics: >18 yrs old

### Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different Cross level

Conditions:

- 1. Senior Design students
- 2. Senior Design students
- 3. \_\_\_\_\_

### Material & Apparatus

- Sensors \_\_\_\_\_
- Questionnaires \_\_\_\_\_
- Tasks \_\_\_\_\_



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### Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

-own skills

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### Reflection

Do you think this approach was worth the time and effort? What was most exciting?

Experience -> competent?

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## Paper Reading

Title:

Humans versus AI

Authors:

Lucas Bellaiche, Rohin Shah, Martin et al.

Research hypothesis/questions

Whether and why people might prefer human-composed to AI-generated artworks.

Participants

N= ~~200~~ 297

Specifics: Two study groups

Study group 1: ~~149~~ 179 participants

Study group 2: ~~148~~ 148 participants

Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different

Conditions:

1. provided participants with questionnaires
2. questionnaires regarding liking, profundity, Beauty etc.
3. Rate them 1 to 5 with 1 being highest & 5 being least.

Material & Apparatus

- Sensors \_\_\_\_\_
- Questionnaires \_\_\_\_\_
- Tasks \_\_\_\_\_



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### Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

Survey about how likely people like or dislike the creativity by people or AI.

### Reflection

Do you think this approach was worth the time and effort? What was most exciting?

Yes, it was worth but the ratings by the people were quite exciting.



## Paper Reading

Title: Sound Designer - Generative AI

Authors: Fabio Moscardini

Research hypothesis/questions  
How Gen-AI models might support  
Sound designers in their practice.

### Participants

N= \_\_\_\_\_ Specifics: \_\_\_\_\_

### Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different

### Conditions:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

### Material & Apparatus

- Sensors \_\_\_\_\_
- Questionnaires \_\_\_\_\_
- Tasks \_\_\_\_\_

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## Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

→ using Gen-AI we can create  
Audio or sound same as  
we want using LLM's.

## Reflection

Do you think this approach was worth the time and effort? What was most exciting?

→ For music, films, or background  
sounds, we can create sounds  
for these. According to our own  
taste.



### Paper Reading

Title: Social Dynamics of AI Support in Creative Writing

Authors: Katy Honka Aeno, Tao Loug, Lydia Chilton

Research hypothesis/questions  
When and why might a creative writer ask a computer for support instead of a colleague or mentor

#### Participants

N= 20

Specifics: mixed background (poetry, fiction, journalism)

#### Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different

#### Conditions:

1. Writers with AI Studio Writes
2. Writers without AI
3. \_\_\_\_\_

#### Material & Apparatus

- Sensors \_\_\_\_\_
- Questionnaires \_\_\_\_\_
- Tasks \_\_\_\_\_



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### Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

AI tools are not just tools - they act  
as social actors in creative writing

### Reflection

Do you think this approach was worth the time and effort? What was most exciting?

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### Paper Reading

Title:

Generative AI in Children's creative collaboration

Authors:

Daeyn Yoo, Michele Newman, Caroline Pitt

Research hypothesis/questions

What are the parents and children's perceptions of using Gen AI in children's collab

Participants

N= 28

Specifics: che

Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different

Conditions:

1. children use Gen AI for creative things
2. \_\_\_\_\_
3. \_\_\_\_\_

Material & Apparatus

- Sensors \_\_\_\_\_
- Questionnaires \_\_\_\_\_
- Tasks \_\_\_\_\_



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This paper will help me with my future work

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### Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

In this paper ~~compare~~ focus on GenAI creativity  
in children. they think very well with the help of  
GenAI to improve creativity.

### Reflection

Do you think this approach was worth the time and effort? What was most exciting?

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## Paper Reading

Title:

Creativity in an AI-Driven World: What Do We Fear?

Authors:

Samia Moustaghfir and Atimade Ehan Kob

Research hypothesis/questions

The limited reliance on AI for creative tasks indicates that concerns about its suppression of creativity are overstated.

Participants

N= \_\_\_\_\_

Specifics: AI, Education, Creativity

Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different

Conditions:

1. The study was conducted with university students.
2. It took place in an academic/learning environment
3. \_\_\_\_\_

Material & Apparatus

- Sensors \_\_\_\_\_
- Questionnaires Used to collect student's opinions and experiences
- Tasks Academic activities using AI tools



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This paper will help me with my future work

Totally agree Totally disagree

## Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

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## Reflection

Do you think this approach was worth the time and effort? What was most exciting?

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### Paper Reading

Title: How AI Ideas Affect the Creativity, Diversity, and Evolution of Human Ideas: Evidence from a Large, Dynamic Experiment

Authors:

Joshua Ashkinaze, Julia Mendelsohn, Li Qiwei

Research hypothesis/questions

This paper depicts the dependence of person in AI and tells the readers and current generation that people can do same brainstorm as AI does.

Participants

N= 844 values & countries  
Specifics: countries - 48  
Responses - 3414  
participants - 844

Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different

Conditions:

1. Same Task given to both AI & person.
2. vary by exposure and disclosure.
3. dynamic component - people's answers are given to next participants.

Material & Apparatus

- Sensors
- Questionnaires sharable link with results
- Tasks

[relate AI and human answers to brainstorm new idea.]

## Outer Form of the Study

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Totally agree

Totally disagree

The abstract covered the main findings of the paper

Totally agree

Totally disagree

I understand the contribution of the paper

Totally agree

Totally disagree

## Overall Impression

This study is very interesting to read

Totally agree

Totally disagree

Was the approach ethically well conducted? E.g. dataset.

[equal contribution of AI & human]

Totally agree

Totally disagree

This paper will help me with my future work

Totally agree

Totally disagree

## Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

It doesn't contribute but tells people to brainstorm before asking the question to AI. [Then you can compare & amazingly from the study human perform well on the same task.]

## Reflection

Do you think this approach was worth the time and effort? What was most exciting?

Yes, the thought of collecting data from AI & equally from people as examples for future participants to brainstorm ideas is good work.



## Paper Reading

Title: Empowering Dysarthric Speech: Leveraging Advanced LLM's for Accurate Speech correction & Multimodal Emotion Analysis

Authors:

kaushal Attaluri ; Anisudh chebolu , Sireesha chittapu

Research hypothesis/questions

The paper propose an AI system that converts unclear dysarthric speech to correct intended sentences

Participants

N= \_\_\_\_\_ Specifics: \_\_\_\_\_

Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different

Conditions:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

Material & Apparatus

- Sensors \_\_\_\_\_
- Questionnaires \_\_\_\_\_
- Tasks \_\_\_\_\_

This paper focuses on use of GenAI-tools for speech recognition, sentence reconstruction, emotional analysis.



### Outer Form of the Study

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This paper will help me with my future work

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### Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

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### Reflection

Do you think this approach was worth the time and effort? What was most exciting?

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# Paper Reading

Title:

How Generative AI in User-Generated Content

Authors:

Yiqing Hua, Shuo Niu, Jie Cai, Lydia B Chilton, Hendrik Heur, Donghee Yvette Wohn

Research hypothesis/questions

How the wide deployment of such technologies will impact social media ecosystem

Participants

15-30 scholars

N= WSHOP 1  
3-4  
WSHOPS 5-8

and remote participants

Specifics: Content, Creator, Consumer, Community, platform

Methodology

Study Design:

- Within-subject design
- Between-subject design
- Repeated-measures design
- Correlational research
- Qualitative study
- Something different

Conditions:

1. pre workshop
2. one-day workshop
3. follow-up activities

Material & Apparatus

- Sensors \_\_\_\_\_
- Questionnaires Discussions
- Tasks \_\_\_\_\_



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### Contribution of the Paper

What is the main contribution to the field of creativity & HCI?

deliberate on social, legal, ethical & practical implications of  
employing generative AI in content creation  
- discuss best practices when leveraging technology

### Reflection

Do you think this approach was worth the time and effort? What was most exciting?

yes. The most exciting is opportunities & challenges  
among different creation communities