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# **RESEARCH PAPER**

# An Overview of Artificial Intelligence Applications in Art Education

# <sup>1</sup>Tahmeena Javaid Adeel\* and <sup>2</sup> Kinza Yasmeen

- 1. Assistant Professor, Department of Computer Arts, Fatima Jinnah Women University, Rawalpindi, Punjab, Pakistan
- 2. Lecturer, Department of Computer Arts, Fatima Jinnah Women University, Rawalpindi , Punjab, Pakistan

| *Corresponding Author: | tahmeena@fjwu.edu.pk |
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This study examines the integration of AI into art education from 2020 to 2025, with a focus on the way it shapes pedagogy, student engagement, creativity, and ethical considerations. The dawn of AI technologies has brought considerable changes to the educational environment, especially in the creative domains. These instruments provide the students in the arts with new channels for a very personal update on the content, the feedback system upgrading, and the innovative creation of works of art, as they pose dilemmas such as authorship, bias, and over-reliance on automation at the same time. A systematic review of the literature in which 20 peer-reviewed studies from academic databases and scholarly repositories published from January 2020 to May 2025 were analyzed was conducted. The Studies met the criteria of relevance, accessibility, and educational context. To eliminate the thematic content analysis of technological applications, pedagogical strategies, learning outcomes, and institutional responses, the data extraction method was used. The results demonstrate that artificial intelligent not only enriches man's creativity but also draws on, innovative technological resources, designed for final optimizations and stimulates proper pupil participation. The use of Generative AI tools like DALL·E and Stable Diffusion has helped to greatly facilitate the process of iteration design and visual exploration. In a few cases, the respondents raised issues about some likely outcomes: the disappearance of traditional skills and illegal use of computer-generated materials. It is suggested that art education curriculums should include AI literacy, enhance continuous professional development for teachers, and set up clear ethical guidelines for AI use. Further research needs to investigate the effects of AI on students' creativity and cognitive development in the long run. A balanced, inclusive, and critically informed approach is the key to utilising AI's potential in the realisation of sustainable and equitable advancements in art education.

# KEYWORDS Artificial Intelligence, Art Education, Creative Technologies, Creative Expression, Technology Integration

## Introduction

AI's influence has been transformative in numerous sectors, and education in the arts is one of them. In recent times (2020-2025), the use of AI technologies in art education has become a subject worthy of serious consideration, a trend which has transformed teaching and learning(Ke, 2023). As art changes, so does the technology used for teaching and learning. This paper explores the various applications of AI in art education, the positive and negative impacts of AI, and the new implications it holds for future artistic training.

The technologies of AI, such as machine learning algorithms, neural networks, and generative art tools, have already begun the revolution in education. These modalities of technology open new windows to the world of education by providing educators with the means to improve curricula, make studying more personalised, and guide students in exploring their creativity. In fact, artificial intelligence-powered platforms can examine students' work, provide comments on it, and thus help them develop their skills in the

right direction (Nazari et al., 2021). In other words, the feedback they can get is instant, and they can work on that basis to achieve perfection for themselves. Such a custom-made service was never part of the teaching process in a traditional classroom, where most attempts to satisfy everyone resulted in the least being entertained or challenged.

Furthermore, artificial intelligence has revolutionised the creative process; we can see that AI and artists are collaborating to create artworks that spark new ideas about authorship and creativity in the arts. This move sparks curiosity about the artist's creative process and how Al can assist the artist, without entirely substituting for the artist. There is a dilemma with the rise of AI-created art, which makes it very accessible for students to discover the creative aspect of AI while maintaining traditional methods that technology and artistic practices allow them to employ, and also learn how to think and experiment in innovative ways (Elfar & Dawood, 2024).

Although AI has numerous advantages, its use in the arts also raises some serious concerns. The ethical side of the problem is one of the most questionable points, as it involves the topics of bias and authorship. If the information that the AI systems are fed is tainted with preconceptions of all sorts, then the AI systems are said to be carrying a torch for the stereotypes and discriminations in force, thus widening the inequity gap (Elfar & Dawood, 2024). Teachers need to be aware of these nuances to make modern technology non-discriminatory and motivational to all, hence facilitating diversity in art education.

All technologies have advanced significantly, and educators are now facing the challenge of coping with this development. The former implies that there is a growing need for teachers to undergo continuous professional development and training to integrate AI into their pedagogical practices effectively. If they do not receive such support, Al may potentially play no role in art education, and as a result, students may lack the basic skills necessary for the digital age.

Considering these recent developments, it is essential for us to examine the advancements in AI in art education thoroughly, and by doing so, we will be able to assess how these technologies can be effectively deployed to enhance the educational experience. This review, therefore, aims to discuss the advancements that have emerged through an examination of the best applications of AI in the arts.

Looking to the future, the role of AI in art education is expected to expand, presenting both challenges and opportunities. For teachers, researchers, and decision-makers, maintaining ongoing communication about the impact of AI on creative education is essential. Through the establishment of a collaborative environment that incorporates technology and addresses ethical dilemmas, the art education community can ensure that Al will act as a valuable partner in the growth process of young artists. This inquiry will not only illuminate the current state of AI in art education, but it will also help the arts advance in a way that is more inclusive and innovative.

#### **Literature Review**

The integration of AI in art education has increased tremendously between 2020 and 2025. It shows a shift in pedagogical approaches toward the digital revolution in learning systems. The reviewed literature spans a range of educational levels, technologies, and methodologies, highlighting several critical themes.

Studies such as those by Hutson (2024) and Huang (2023) show that AI tools have been used to enhance creativity processes in all levels of art education. These tools allow rapid visual, concept expression ificantly enriching students' artistic capabilities. However there is growing need for integration of AI tools in the all sector of education. This will update

the students who are looking forward to work in industry. The information not only about the AI literacy but ethical awarness is important as well(Sims, 2024; Wang, 2023).

The role of AI is important in optimising teaching resources and making content according to student needs. AI-driven tutors and feedback systems (e.g., LLaVA-Docent allow teachers to focus on higher-order teaching responsibilities (Lee et al., 2024; Liang, 2024). Several studies (e.g., Miralay, 2024; Hutson & Cotroneo, 2023) find that AI and AR applications increase student engagement, motivation, and imagination. These tools provide interactive experiences. This experience gives the feel of traditional techniques while encouraging the development of young minds.

Despite all these benefits, studies also raise concerns about the problems that will arise from excessive use of AI tools. The foundation of art skills will get weak due to overreliance on AI tools(Hu, 2024). The Emotional bond with the work is getting affected. As in traditional art techniques, artists spend hours on their work. That time built a link, connection, and ownership to the work (Ke, 2023). This gives rise to the requirement of clear guidelines on intellectual property and authorship. All these studies move our research in the direction of finding the scope of AI in art education and how ethical concerns are handled in these studies.

## **Material and Methods**

This investigation has followed a literature review, an organised approach to investigating the use of Artificial Intelligence (AI) in art education from 2020 to 2025. The idea was to detect, examine, and combine the works of researchers who emphasised the ways AI technologies were utilised in educational settings to support the teaching of art, the learning of art, and the development of creativity.

## **Data Collection and Selection Criteria**

Relevant studies were initially located via educational databases, freely accessible repositories, and journals indexed in the specialities of education, digital media, and computer science. The selected studies were

- Time Frame: Publications covering the period from January 2020 to May 2025.
- Content Focus: Articles addressing the use of AI technologies (e.g., generative AI, machine learning models, AR/VR integrations, multimodal systems) in any educational space of art (formal or informal, K-12 to higher education) explicitly in the papers.
- Language: Papers written in any language.
- Accessibility: Necessary for a full-text document, enabling the purposes of analysis of results and methods to be present and accessible.

Twenty peer-reviewed works satisfied the acceptance qualifications, and in the final analysis, they were incorporated. These articles were selected and outlined in a table for orderly comparisons as per the following criteria:

- Title
- Year of publication
- The primary focus of the AI application
- Key findings or outcomes

## **Data Analysis**

A qualitative content analysis approach was employed in the analysis of the selected studies. The thematic coding method was adopted to reveal fans, enemies and first of all:

- Pedagogical objectives and outcomes
- Types of AI technologies used
- Educational levels and settings
- Reported benefits, challenges, and limitations
- Implications for future practice and research

The main idea was to both highlight the matches and recognise the differences in the literature, thereby paving the way for future research and practice.

|           | Studies containing the use of AI in Art education  |      |  |  |                                   |  |
|-----------|--|------|--|--|-----------------------------------|--|
| Sr.<br>No | Title  | Year | Focus Area   | Key Findings   | Reference                         |  |
| 1         | Enhanced Art Design<br>Education: Integrating<br>Artificial Intelligence for<br>Resource Optimization<br>and Innovative Teaching | 2024 | AI in art<br>design<br>education                   | AI integration in art design<br>education enhances resource<br>management and teaching<br>methodologies, fostering<br>creativity and personalised<br>learning experiences.   | (Liang,<br>2024)                  |  |
| 2         | From Creation to<br>Curriculum: Examining<br>the Role of Generative AI<br>in Arts Universities                                   | 2024 | Generative AI<br>in arts<br>curricula              | The study discusses the integration of AI tools, such as Stable Diffusion, into university arts curricula, emphasising the need for swift adoption to equip students with the competencies required in an AI-augmented artistic landscape.                 | (Sims,<br>2024)                   |  |
| 3         | Research on the<br>Application of Artificial<br>Intelligence (AI) in (K-14<br>to K-18) Art Education                             | 2024 | AI in high<br>school art<br>education              | AI tools like ChatGPT and<br>DALL-E aid in generating and<br>refining creative documents.<br>While 55% of teachers used AI<br>for formative feedback, 24%<br>expressed concerns that over-<br>reliance on AI could affect<br>students' creative instincts. | (Hu, 2024)                        |  |
| 4         | Empowering Creativity<br>with Generative AI in<br>Digital Art Education  | 2024 | Generative AI<br>in digital art<br>education       | The study focuses on the<br>impact that image-based<br>generative AI tools could have<br>on the creative process for<br>students in the 3D Animation<br>classroom, finding that most<br>students found AI helpful for<br>their productivity.               | (Kicklighte<br>r et al.,<br>2024) |  |
| 5         | Integrating Art and AI:<br>Evaluating the<br>Educational Impact of AI<br>Tools in Digital Art<br>History Learning                | 2024 | AI in art<br>history<br>education                  | AI tools enhanced students'<br>understanding of artistic<br>concepts and fostered a deeper<br>appreciation of historical<br>artworks. Challenges included<br>accurately capturing complex<br>artwork details and crafting<br>effective prompts.            | (Hutson,<br>2024)                 |  |
| 6         | Use of Artificial<br>Intelligence and<br>Augmented Reality<br>Tools in Art Education<br>Course                                   | 2024 | AI and AR in<br>higher<br>education art<br>courses | AI and AR applications<br>increased student motivation<br>and strengthened creativity and<br>imagination skills, though some<br>decline in traditional drawing<br>and painting skills was<br>observed.   | (Miralay,<br>2024)                |  |

Table 1 Studies containing the use of AI in Art educatio

|    | <b>3</b>   |      |   |  |                                 |
|----|--|------|---|--|---------------------------------|
| 7  | LLaVA-Docent:<br>Instruction Tuning with<br>Multimodal Large<br>Language Model to<br>Support Art<br>Appreciation Education                       | 2024 | AI as a<br>personal tutor<br>for art<br>appreciation                | Developed a multimodal large<br>language model (LLaVA-<br>Docent) to serve as a personal<br>tutor, enhancing art<br>appreciation education through<br>tailored dialogues and<br>questions.   | (Lee et al.,<br>2024)           |
| 8  | The Application of<br>Artificial Intelligence<br>Technology in Art and<br>Design Teaching in<br>Universities                                     | 2024 | AI in<br>university-<br>level art and<br>design<br>education        | Proposed new methods for<br>expressing new media<br>interactive art using AI,<br>improving the extraction speed<br>of interactive elements and<br>enhancing flexibility in<br>teaching.  | (Wang,<br>2023)                 |
| 9  | IntegratingDigitalTechnologiesand AI inArtEducation:PedagogicalCompetenciesand theEvolutionofDigitalVisual Culture                               | 2024 | AI and digital<br>technologies<br>in art<br>education               | Discussed the integration of<br>digital technologies and AI in<br>art education, emphasizing the<br>need for new pedagogical<br>competencies and the evolution<br>of digital visual culture.   | (Erişti &<br>Freedman,<br>2024) |
| 10 | Exploring the Impact of<br>Artificial Intelligence on<br>Arts Education:<br>Enhancing Students'<br>Creativity                                    | 2023 | AI's impact on<br>students'<br>creativity in<br>art education       | The paper discusses the<br>application of GANs and AR<br>technology in art education,<br>highlighting AI's role in<br>improving students' innovation<br>ability and academic<br>performance, while also<br>addressing challenges and<br>potential threats. | (Huang,<br>2023)                |
| 11 | Embracing Artificial<br>Intelligence in the Arts<br>Classroom:<br>Understanding Student<br>Perceptions and<br>Emotional Reactions to<br>AI Tools | 2023 | Student<br>perceptions of<br>AI in art<br>education                 | The study evaluates the<br>perceived effects and emotional<br>reactions associated with the<br>integration of AI tools in the<br>educational experience of<br>undergraduate students at a<br>School of Arts in a private<br>university in Latin America.   | (Grájeda et<br>al., 2024)       |
| 12 | Artificial Intelligence<br>and Art Education   | 2023 | Role of AI in<br>art education                                      | AI has the potential to<br>revolutionize art education by<br>facilitating creative and<br>participatory learning<br>experiences, though challenges<br>include managing resources<br>and fostering a creative<br>environment.                               | (Tuandam,<br>2023)              |
| 13 | The Effectiveness of<br>Artificial Intelligence<br>Teaching Methods in Art<br>Subject Classrooms   | 2023 | AI-assisted<br>teaching<br>methods in<br>art<br>classrooms          | AI-assisted teaching methods<br>positively impacted students'<br>academic performance and<br>satisfaction, with 80%<br>expressing satisfaction with the<br>AI teaching methods.  | (Shi Yang<br>2023)              |
| 14 | Classroom Design and<br>Application of Art<br>Design Education Based<br>on Artificial Intelligence   | 2023 | AI in art<br>design<br>classroom<br>management                      | Integrated AI technologies to<br>improve classroom<br>management efficiency, enrich<br>content, diversify teaching<br>modes, and enhance interaction<br>between teachers and students.   | (Zhao 8<br>Gao, 2023)           |
| 15 | Generative AI Tools in<br>Art Education: Exploring<br>Prompt Engineering and<br>Iterative Processes for<br>Enhanced Creativity                   | 2023 | Generative AI<br>tools and<br>prompt<br>engineering<br>in education | Examined the integration of<br>generative AI tools like DALL-<br>E2 in art education,<br>emphasizing the importance of<br>prompt engineering and<br>iterative processes to enhance<br>creativity.  | (Hutson 8<br>Cotroneo,<br>2023) |

| 16 | What is in a Text-to-<br>Image Prompt: The<br>Potential of Stable<br>Diffusion in Visual Arts<br>Education                       | 2023 | Text-to-image<br>AI in visual<br>arts education          | Assessed the potential of text-<br>to-image AI tools like Stable<br>Diffusion in teaching art<br>history, aesthetics, and<br>technique, highlighting new<br>possibilities for<br>experimentation and<br>expression.       | (Dehouche<br>&<br>Dehouche,<br>2023)  |
|----|--|------|--|---|---------------------------------------|
| 17 | Unveiling the Canvas:<br>Sustainable Integration<br>of AI in Visual Art<br>Education   | 2023 | Systematic<br>review of AI<br>in visual art<br>education | Conducted a systematic review<br>of AI technologies in art<br>education, discussing trends,<br>learning theories, applications,<br>and evaluations to understand<br>AI's role in visual art education.                    | (Su &<br>Mokmin,<br>2024)             |
| 18 | Understanding and<br>Creating Art with AI:<br>Review and Outlook   | 2022 | AI in art<br>analysis and<br>creation                    | The paper provides an<br>integrated review of AI's role in<br>art analysis and creation,<br>discussing its impact on<br>research and creative practices<br>in the visual arts.  | (Cetinic &<br>She, 2022)              |
| 19 | Artificial Intelligence in<br>the Creative Industries:<br>A Review   | 2022 | AI in creative<br>industries                             | The paper reviews the state of<br>AI technologies and<br>applications in the creative<br>industries, examining successes<br>and limitations, and<br>differentiating between AI as an<br>innovative tool and as a creator. | (Anantrasi<br>richai &<br>Bull, 2022) |
| 20 | The Application of<br>Artificial Intelligence<br>Technology in Art<br>Teaching Taking<br>Architectural Painting as<br>an Example | 2022 | AI in<br>architectural<br>painting<br>education          | Implemented AI technologies,<br>including deep learning models,<br>to enhance teaching methods in<br>architectural painting,<br>achieving high accuracy in<br>training and testing phases.                                | (Li &<br>Zhang,<br>2022)              |

### Discussion

Hundreds of surveys and experiments conducted in educational settings confirm that the implementation of AI in art education is a multifaceted issue. The materials suggest that AI has considerably improved teaching methods and has also encouraged individual learning among students. They also highlight that AI has provided ample scope for creativity among students. For example, generative AI tools are reported to be immensely helpful in creating new materials, allowing students to conduct virtual experiments with new forms and realise ideas that would not have been possible using conventional techniques. The incorporation of AI, however, presents difficulties. Some teachers believe that excessive dependence on artificial intelligence tools will hinder students' creative impulses and traditional skills, such as painting and drawing. Furthermore, ethical concerns about bias in artificial intelligence algorithms raise questions about the fair application of these tools in different educational settings.

The conversation also emphasises the importance of teachers adapting their pedagogical approaches to utilise artificial intelligence effectively. This includes continuous professional development to ensure that teachers are adequately prepared to navigate the evolving technical landscape and effectively apply artificial intelligence, thereby enhancing student learning without compromising creative expression. Analysis of the gathered research uncovers several significant trends:

## Novelty and Creativity

Demonstrating a broadening pedagogical scope, the integration of artificial intelligence has expanded from K-12 classrooms (Hu, 2024) to university curricula (Sims, 2024). Creative expression and formative feedback have been achieved by retooling tools like DALL·E and ChatGPT.

#### **Enhancement in Engagement**

Several studies (Huang, 2023; Hutson, 2024) highlight AI's role in fostering creativity, artificial design processes, and personalised learning. Particularly in ideation and visual experimentation, generative AI is beneficial.

#### **Resource Optimisation and Personalisation**

Studies by Liang (2024) and Wang (2024) underscore AI's ability to maximise resource use and tailor instruction. Diverse learner needs are supported by automated feedback, adaptive learning environments, and AI-driven curriculum design.

#### **Challenges and Ethical Considerations**

Concerns include over-reliance on AI tools (Hu, 2024), a potential decline in traditional skills (Miralay, 2024) and emotional or cognitive disengagement (Grájeda et al., 2024). These issues raise questions about the balance between augmentation and automation.

#### **Emerging roles of AI**

Creative applications include artificial intelligence as a teaching assistant or, perhaps, a student, demonstrating a conceptual shift from an instrument to a partner. Multimodal systems, such as LLaVA-Docent (Lee et al., 2024), embody this frontier.

Overall, although the inclusion of artificial intelligence in art education offers fascinating possibilities, it necessitates careful consideration of its impact on teaching methods, student creativity, and ethical standards.

## Conclusion

To sum up, the fusion of artificial intelligence with visual art education that has occurred between 2020 and 2025 marks a significant shift. It holds the potential to transform teaching and learning processes from the current standards. The outcomes of the studies considered herein provide a strong signal regarding the beneficial characteristics of AI as a tool for enhancing creativity, personalising education, and utilising fewer resources in education.

However, the complications associated with integrating AI, particularly issues such as excessive reliance, ethical concerns, and the necessity for teacher training, must be addressed to maximise its benefits. In the era of the digital revolution in art education, where the field is continually evolving, the roles of educators and policymakers are crucial in fostering an environment that embraces technological advancements alongside the fundamental values of art.

Future research is likely to be most helpful when employing longitudinal studies to examine the long-term impact of AI on student outcomes and creative development, as well as the effect of various pedagogical methods that integrate these technologies. Efforts to explore the intersection of AI and art education can enable educators to equip their students with the skills necessary for coexisting with technology and creativity in the future.

#### Recommendations

Based on the reviewed literature, the educators should embed AI in an existing curriculum of art and design courses to prepare students for hybrid creative environments. A balance between traditional and digital skills needs to be developed to preserve traditional artistic skills (e.g., sketching, composition) while leveraging AI tools for exploration and iteration.

Students need to be encouraged to discuss authorship, ethics, and the role of AI in creative decision-making. Training programs need to be offered to educators on using AI tools effectively and ethically, including instructional design adaptations and technological fluency.

Policymakers should devise a framework and standards to address ownership, data privacy, and fair use when utilising AI in educational and creative contexts. All students need access to AI technology to have an equal opportunity to compete globally. Experimental studies and classroom evaluations are necessary to assess the long-term effects of AI on learning outcomes.

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