

# upSKILLING THE CREATIVES

**Four 3-hour Workshops on Generative AI**

Diffusion-Based Models

The Legal & Critical Perspective

AI-Powered Design & Workflow

Prompt Writing

**→ March–April 2025**

## Description

The **Upskilling Creatives** project, co-funded by the **Cyprus University of Technology** and **CYENS**, combines expertise in Generative AI, Applied Arts, and Instructional Design. Targeting Design and Applied Arts students and graduates, it explores integrating Generative AI into creative practice. The project seeks to address key questions: What knowledge and skills do learners from creative backgrounds need to effectively engage with Generative AI? And what pedagogical models and tools best support this upskilling?

For registering please follow:

<https://forms.gle/5XXa2kWWVeDvRy1GT9>

**This event is free for all participants**

**DAY 1 → 19/03, 15:30pm–18:30pm**  
(CY time), F2F at CUT premises

## Introduction to Diffusion-Based Generative Models

**Giorgos Nikolaou**

This module introduces diffusion-based generative models, focusing on their underlying mechanisms and applications in AI for art generations. Participants will also learn to navigate and use Hugging Face platform, leveraging its tools and model repositories to explore and deploy these models efficiently.

## Generative AI as applied in the field of Design and Applied Arts: The Legal Perspective

**Ioanna Kyriakidou / Christos Chiotis**

The module focuses on the legal aspect of Creatives' rights in relation to their work and how these are affected by the introduction of new technologies like Generative AI tools.

**DAY 2 → 26/03, 15:30pm-18:30pm**  
(CY time), online or F2F at CUT premises (TBA)

## Exploring Generative AI in the Context of Design and Creativity

**Yana Klimava**

An informative and interactive session focusing on the application of Generative Artificial Intelligence (GenAI) tools in creative design industries. Developed to orient students and professionals in the rapidly evolving GenAI landscape, this module combines research and demonstrations with an engaging, hands-on exercise designed to foster creativity, explore AI tools, and encourage experimentation with emerging workflow approaches.

**DAY 3 → 02/04, 15:30pm-18:30pm**  
(CY time), online

## AI-Powered UI Design: From Sketch to Interface with Advanced Tools

**Tim Neumann**

An interactive workshop on using advanced AI tools to efficiently and creatively develop UI designs. The focus is on leveraging AI throughout the UI design process, from initial sketches to final presentations. The workshop covers developing effective prompt engineering skills to guide AI tools in generating design outputs, explores methods for integrating AI into the design workflow, and discusses the ethical considerations in AI-assisted design for responsible AI use.

**DAY 4 → 03/04, 15:30pm-18:30pm**  
(CY time), F2F at CUT premises

## Critical Perspectives on Generative AI for Creatives Power, Culture, and Local Context

**Alexia Achilleos**

The module aims to a) introduce critical examination skills in the use of GenAI; b) provide examples of how other creatives have used such approaches as inspiration in their work; and c) provide guidance on how creatives can critically approach GenAI in their own work. First, a brief presentation introduces critical approaches, as well as examples of how creatives have used critical approaches in the wider GenAI ecosystem in their work. The second, main part of the lesson, comprises an interactive art game that provides students with guidance on how to critically examine GenAI outputs, which they can proceed to use in their own creative interactions with such models.

## Crafting Creativity: Mastering Prompt Writing with Gen-AI Tools

**Simos Retalis**

This course module introduces participants to the art of crafting effective prompts for generative AI, covering essentials such as context setting, specificity, and clear instructions. Participants will explore how prompts influence both written and visual outputs, learning techniques for creating engaging short stories, generating artistic images, and developing compelling social media posts. Along the way, they will master reviewing and refining AI-generated outputs for quality and relevance, ensuring continuous improvement. By the end of the module, learners will have hands-on experience in writing prompts for storytelling and image creation, as well as an understanding of how to tailor AI-driven content to meet diverse creative and communicative goals.

## Bio: Giorgos Nikolaou

Giorgos Nikolaou, holds a BA and an MA from the Department of Visual and Applied Arts, School of Fine Arts, Aristotle University of Thessaloniki. There, he explored a wide range of artistic mediums and theories, specialising in painting and graduating with honours. Currently, he is pursuing a PhD in the Department of Electrical and Computer Engineering at Cyprus University of Technology, where he combines his expertise in art with a strong interest in technological advancements, particularly Artificial Intelligence. Alongside his academic endeavours, he continues to actively engage in artistic practice, refining his techniques and creating works that merge traditional and digital approaches, redefining contemporary art.

## Bios: Ioanna Kyriakidou & Christos Chiotis

Ioanna and Christos are lawyers at Chrysses Demetriades & Co LLC in Limassol, Cyprus. They have extensive experience in managing a wide range of cases and providing legal advice on compliance with European Union legal instruments, including the EU AI Act that entered into force in August last year. Ioanna and Christos specialise in providing legal advice and dispute resolution services in areas of law that are in close interaction with technological developments such as E-Commerce, Intellectual Property and Data Protection.

## Bio: Alexia Achilleos

Alexia Achilleos is an artist and researcher, whose work explores the power dynamics shaping AI technology, with reference to history, culture and geopolitics. Her work has been presented at institutions such as Ars Electronica festival, Civic Creative Base Tokyo, NeMe and NeurIPS. She is a PhD Fellow at CYENS - Centre of Excellence, and a Research Associate at MADLab at Cyprus University of Technology.

## Bio: Tim Neumann

Tim Neumann is a UX professional with over two decades of experience designing impactful digital solutions across web, mobile apps, e-commerce, and enterprise software. He has founded and led agencies, bringing an entrepreneurial vision and extensive real-world expertise from high-level projects for diverse business clients. Eager to explore emerging technologies—particularly AI-human co-design, AI-driven interfaces, and personalized experiences—Tim is also an NNg-certified UX Master. His academic journey spans an Art Direction Diploma, studies in Business Administration, and a return to Interaction Design, reflecting his dedication to continuous learning and innovation.

## Bio: Simos Retalis

Dr. Symeon Retalis is Professor of Learning Design Models for Technology-Enhanced Lifelong Learning Environments at the University of Piraeus, Greece. Also, Symeon is co-founder and chief scientific officer at Kinems Inc., a NY-based start-up company that develops a Kinect movement-based educational gaming platform for children with learning disabilities. Symeon has been actively engaged in research, development and innovation in the field of interaction design and development of technology enhanced learning environments for the past 15 years. He has been mentor and member of R&D teams that received 6 honors and awards at international competitions for innovative software (e.g. Microsoft Imagine Cup, Intel Business Challenge). He has been involved as a principal investigator (PI) and co-ordinator in more than 30 R&D projects funded by the European Union, national grants and software companies such as Smart Education and Google.

## Bio: Yana Klimava

Yana Klimava is a seasoned design professional from Ottawa, Canada. She specializes in the intersection of creativity, technology, and human-centered design. With expertise spanning industrial design, UI/UX, exhibition design and graphic design, Yana has worked across industries like consumer and commercial products, medical devices, embedded software and IoT, integrating innovative tools and approaches to solve complex design challenges. Her passion lies in leveraging the power of combining emerging technologies, such as generative AI, with innovative thinking to enhance creative processes and deliver impactful, empathetic, user-focused solutions.

### Academic Team:

**Andri Ioannou**, Department of Multimedia and Graphic Arts  
**Sotirios Chatzis**, Department of Electrical Engineering, Computer Engineering and Informatics  
**Omiros Panayides**, Department of Multimedia and Graphic Arts  
**Eva Korae**, Department of Multimedia and Graphic Arts

### Researchers:

**Sonia Andreou**, Postdoc researcher, CYENS & Cyprus Interaction Lab  
**Giorgos Nikolaou**, PhD candidate, Cyprus University of Technology