

## *The Eternal Technological Dream*

Exploring the origins and the connections  
of the technology underlying  
Artificial Intelligence  
from the artificial and fantastic creatures  
of Greek myth  
to the current myth  
of Artificial Intelligence (AI)



**Annarella Perra**





# Project Overview

## 1 Explore Greek Myths

Examine at least 2 Greek myths featuring "artificial" figures like Talos and Pandora

## 3 Develop Collaborative Wall

Collaboratively build a Padlet tracking the project's stages

## 2 Apply AI Tools

Use generative AI to create profiles, images, and videos of mythical figures

## 4 Complete Eduescape

Participate in team problem solving activity with microdebate

# Context



## Target Audience

Fourth year high school students



## Subject Integration

Combines Greek literature with civic education and digital citizenship



## Time Frame

5 hours total activity



## Approach

Active Learning, Flipped learning etc.



## Assessment

PanQuiz and team eduescape



## Documentation

Complete project documented in a Padlet online



# Learning Environment

Technological Classroom

Collaborative Methodology

Blended Approach

In-class activities have been combined with preparatory homework  
and flipped learning materials



# Educational Sequence on AI and Greek Myths

## Explore Greek Myths

Students delve into myths of artificial figures and creators



## Create Textual Profiles

Students develop profiles of mythical figures



## Create Dialogues

Students write dialogues between creators and creatures



## Participate in Eduscape

Students engage in a timed escape room activity



## Explore AI Tools

Students learn to use generative AI tools



## Create Images and Videos

Students produce visual content related to myths



## Conduct General Test

Students take a multiple-choice test



## Reflect on Work

Students share their thoughts and insights





# PADLET *The Eternal Technological Dream*

<https://tinyurl.com/y3a66usp>



Padlet

Annarella Perra + 7 • 1me


**greco AI/IA**

L'eterno sogno tecnologico... Esplorazione alle origini della tecnologia che sottende all'Intelligenza Artificiale tra luci e ombre della Rete; dalle creature "artificiali" e fantastiche del mito greco al mito attuale dell'Intelligenza Artificiale (IA/AI) - Percorso 4Bc 2024-2025

**Fasi di lavoro**

In evidenza

**FASI**



1. Esplorazione di almeno 4 miti greci con relative figure "artificiali" e fonti della letteratura greca.
2. Con il supporto di IA generativa, uso di prompt e relativo controllo correttezza dati, policy e affidabilità dei generatori:
  - creazione di profili testuali di una figura mitica artificiale
  - creazione di immagini e/o brevi video
  - ipotesi di riflessione e breve programmazione di una figura artificiale oggi: Quale codice ci suggerisce un generatore IA? Quali istruzioni potremmo dare noi per far agire una figura artificiale?
3. Elaborazione collaborativa della scheda condivisa
4. Quiz "Testa la conoscenza"
5. Edugame finale (verifica collettiva) con soluzioni da dibattere in squadra.

**Creatori e Creature: corso Tutor AI e NAPKIN (account docente)**

**Le fonti: studio e gestione con NoteBook LM (account docente)**

**Immagini e video (no sign up) student facing**

**Dialoghi con creatori e creature artificiali (no sign up) student facing**

**Strumenti/Tool AI generativa**

**QUIZ "Testa la tua conoscenza!" (verifica generale) AI + Greco**

**Scheda di lavoro condivisa in Classroom**

**EduQuest - Task finale (Active Learning)**

**Proviamo a dare voce alle creature... (account docente)**

**E se prova programm**

**INTRODUZIONE**

PDF

INTRO Creature Artificiali

Aggiungi commento

**TALOS**

PDF

Talos

Aggiungi commento

**Automi di EFESTO e Pandora**

PDF

Automata Efesto

Aggiungi commento


**Creazioni di DEDALO**

**Studio e gestione delle fonti**

<https://tinyurl.com/vrvy5auj>

Aggiungi commento

**Pandora**



Federica e Alice

Aggiungi commento

**Dialogo con Pandora**

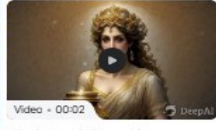
PDF

(1)

Federica e Alice

Aggiungi commento

**Pandora**



Elisabetta ed Elisa - video

Aggiungi commento

**Dialogo con Dedalo**

PDF

Conversazione con Dedalo

Francesco, Letizia e Michele

Aggiungi commento

**Dialogo con Talos**

PDF


Screenshot 2025-03-29 102944

Luigi e Paolo e Alessandro

Aggiungi commento

**Dialogo con Pandora**


**Your Story Education (no sign up)**



<https://tinyurl.com/vccf87>

Aggiungi commento

**Deep AI Video generator (no sign up)**




deepai.org

video - DeepAI

Aggiungi commento

**Magic Studio Ai Art generator (no sign up)**



magicstudio.com

AI Art Generator: Free Text-to-Art Creation by Magic Studio

Aggiungi commento

**Notebook LM (account del docente)**

**Scheda operativa /Hyperdoc**

PDF

scheda GR -AI 4Bc

Condivisa in Classroom

Aggiungi commento

**EduEscape/ EduQuest "Fuori dall'incubo"**

In evidenza

EduQuest

Max 60 minuti per risolvere e uscire! Ogni step è temporizzato e concatenato.

Annarella Perra 2 mesi fa

Start here... il resto solo in sede/room ovviamente!

Annarella Perra 2 mesi fa


il resto solo in sede... ovviamente!

Aggiungi commento

**Team Work (05 aprile 2025)... in progress!**

Segue Debate con discussione delle ipotesi risolutive...

**img parlante DEDALO**



Video • 00:05

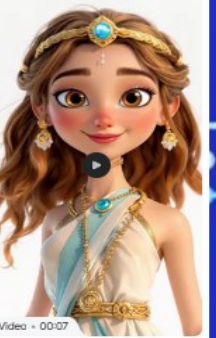
Dedalo (2)

tool: VIDNOZ

<https://aiaop.vidnoz.com/>

Aggiungi commento

**img parlante PANDORA**



Video • 00:07

Pandora

tool: HEYGEN

<https://ago.heygen.com/>

Aggiungi commento

**Prime ipotesi mitiche!**

Qualche esempio Python on 1

online-python.com

Online Python - Interpreter

Annarella Perra 2 mesi fa

Simulazione con AI S





# Integration of AI

1

## Mythological Figures

Give consistency to ancient characters

2

## Interactive Dialogue

Converse with AI-generated entities

3

## Critical Analysis

Understand AI capabilities and limitations

# AI Integration Activities

## Text Generation

Students will create profiles of mythical artificial beings, analyze the accuracy of AI-generated content against historical sources.



## Visual Creation

Students generate images and short videos depicting figures, compare AI interpretations with traditional artistic representations.



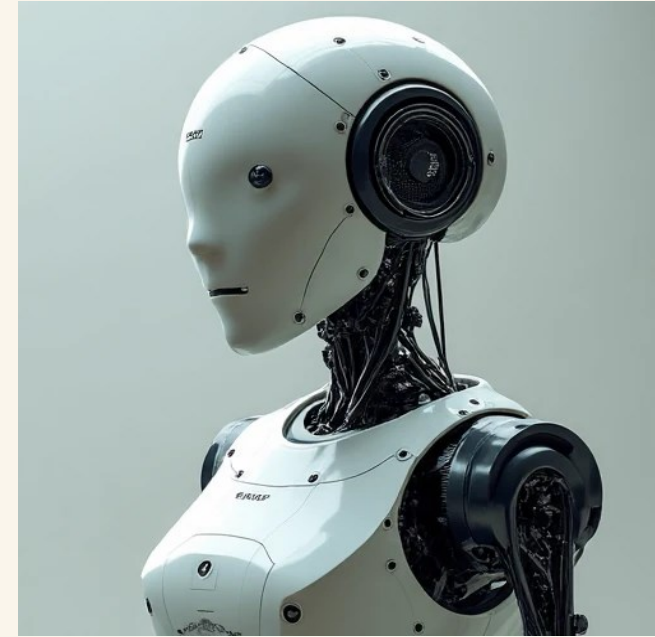
## Code Exploration

Students examine what code an AI generator suggests for creating entities, develop instructions that would guide artificial figure's actions.





# Ancient AI Parallels



## Hephaestus (creator)

Divine craftsman who created autonomous beings

## Talos

Bronze automaton guardian of Crete programmed for specific tasks, created by Hephaestus

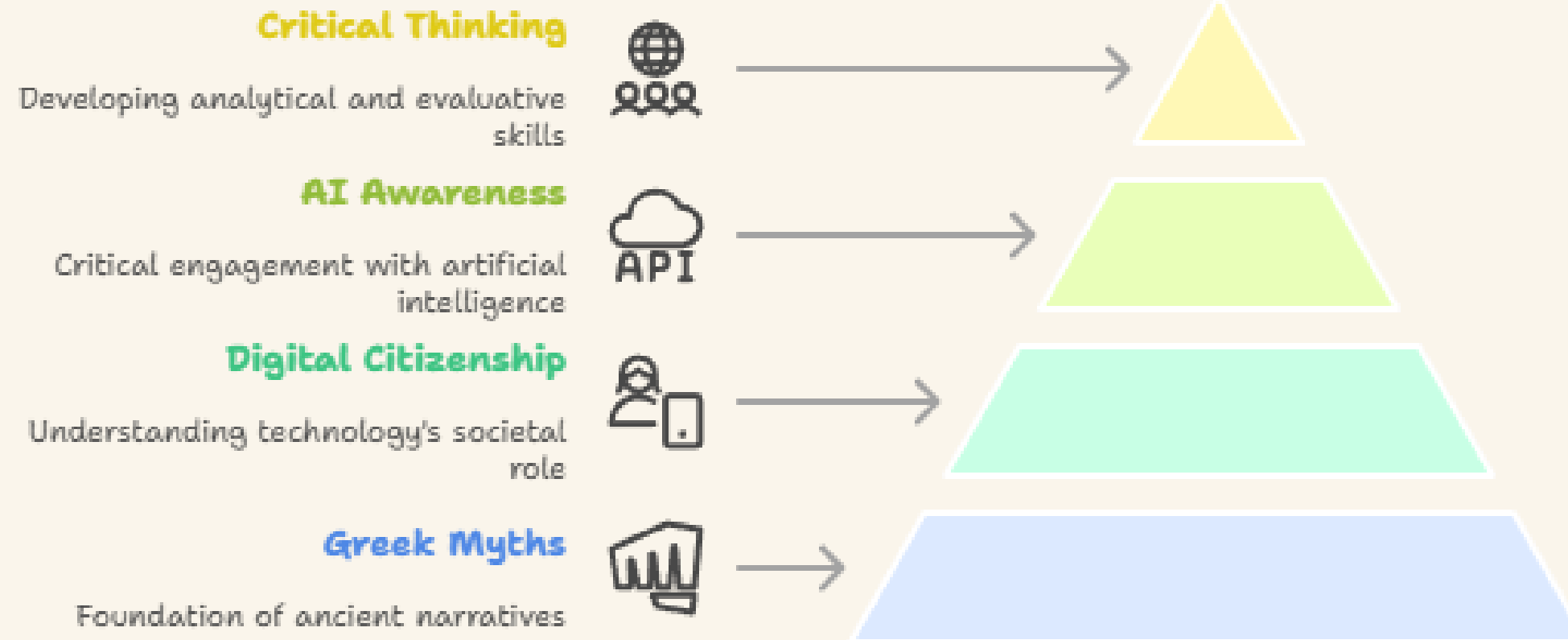
## Pandora

Artificial woman with predetermined behaviour, first human woman crafted by gods

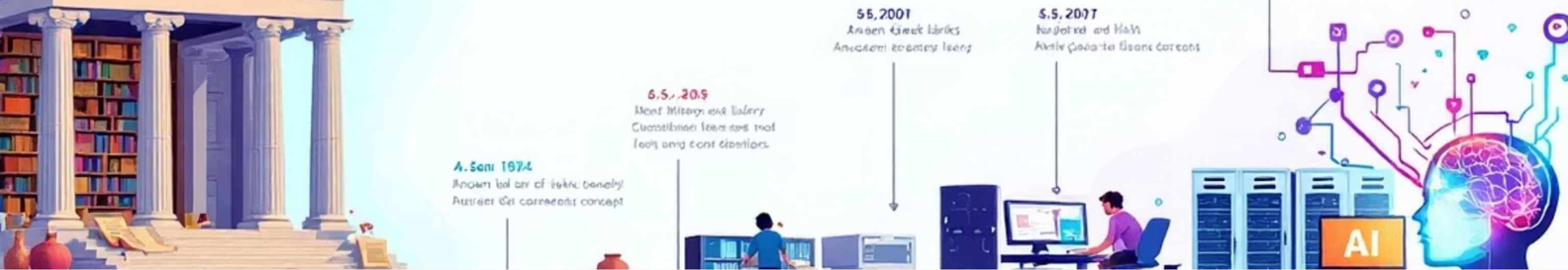
## Daedalus (creator)

Human craftsman (e.g. wax wings and labyrinth)

# Educational Goals Pyramid







# Timeline

## Preparation

Students review teacher-prepared materials  
materials and flipped lesson at home 1 hour  
hour



## Creation

2 hours development of collaborative  
hyperdoc documenting findings and  
reflections.



## Exploration

1 hour of collaborative in-class work  
exploring myths and AI connections.



## Final task

1 hour for Edugame and team debate.



# Activity Structure

Activity	Actors	Resources
All study resources	Teacher	Shared classroom classroom script
Padlet wall	Teacher and students	Documentation platform
Myth exploration	Student groups	Greek literature sources
AI content creation	Student groups	Generative AI tools
Assessment	All participants	PanQuiz and Eduescape





# AI Tools



Course materials

AI Studio Google

Napkin

NotebookLM

Tutor AI

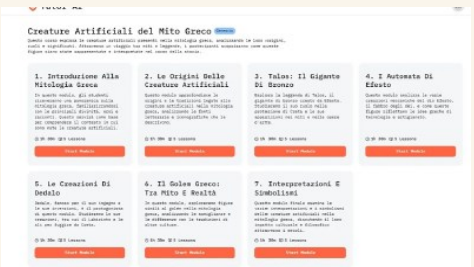
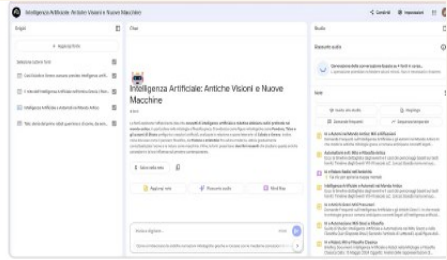


Image generator  
Interview generator  
Video generator

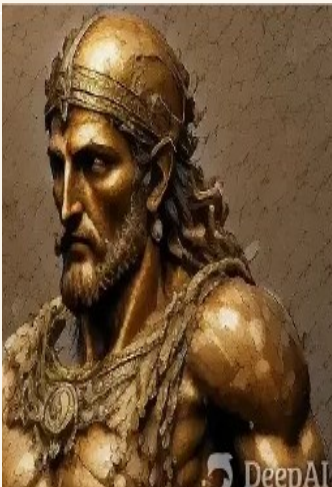
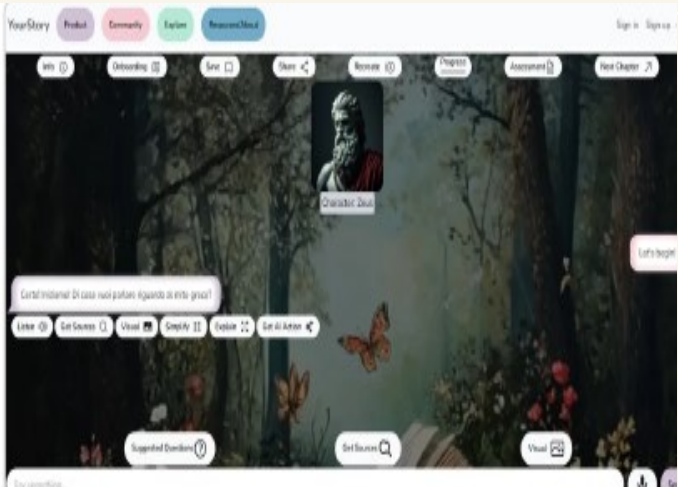
Magic Studio

Your Story

Deep AI video

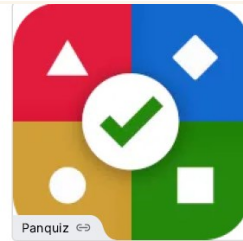
HeyGen

Vidnoz



Quiz maker

PanQuiz



Code editor

Python



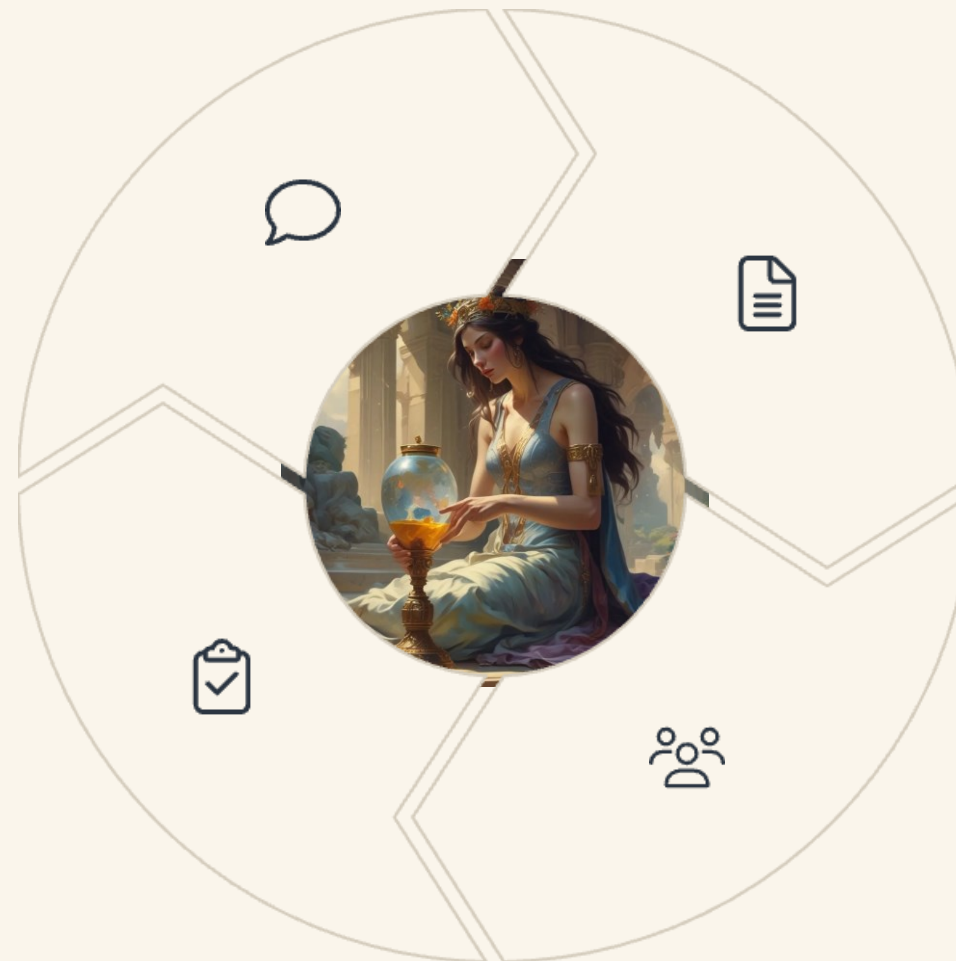
# Assessments

## Formative Monitoring

Constant teacher guidance and  
general test

## Self-Assessment

Working groups reflection



## Collaborative Works

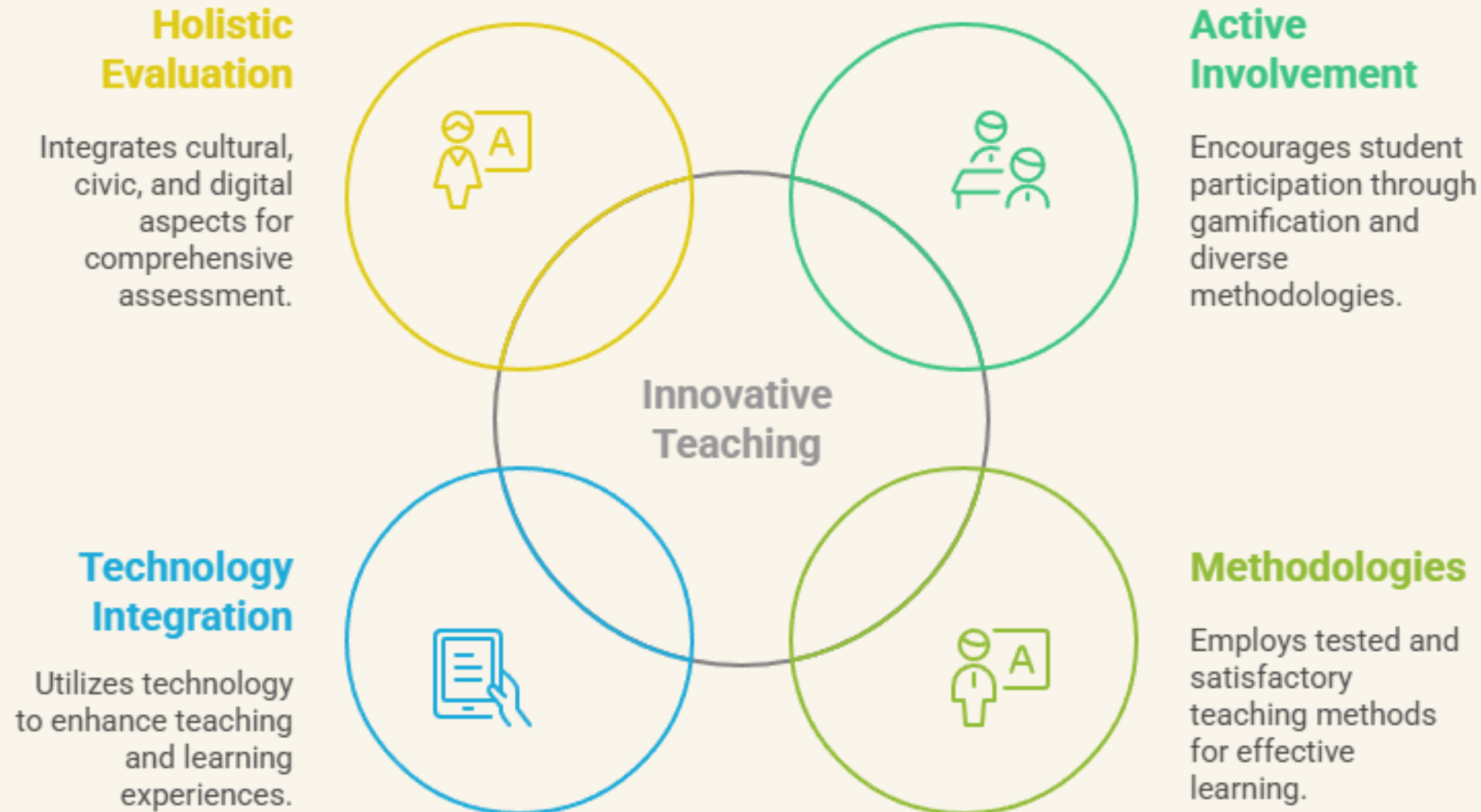
Evaluation of group-created  
documentation

## Edunescape - Team Debate

Final task



# Educational Framework



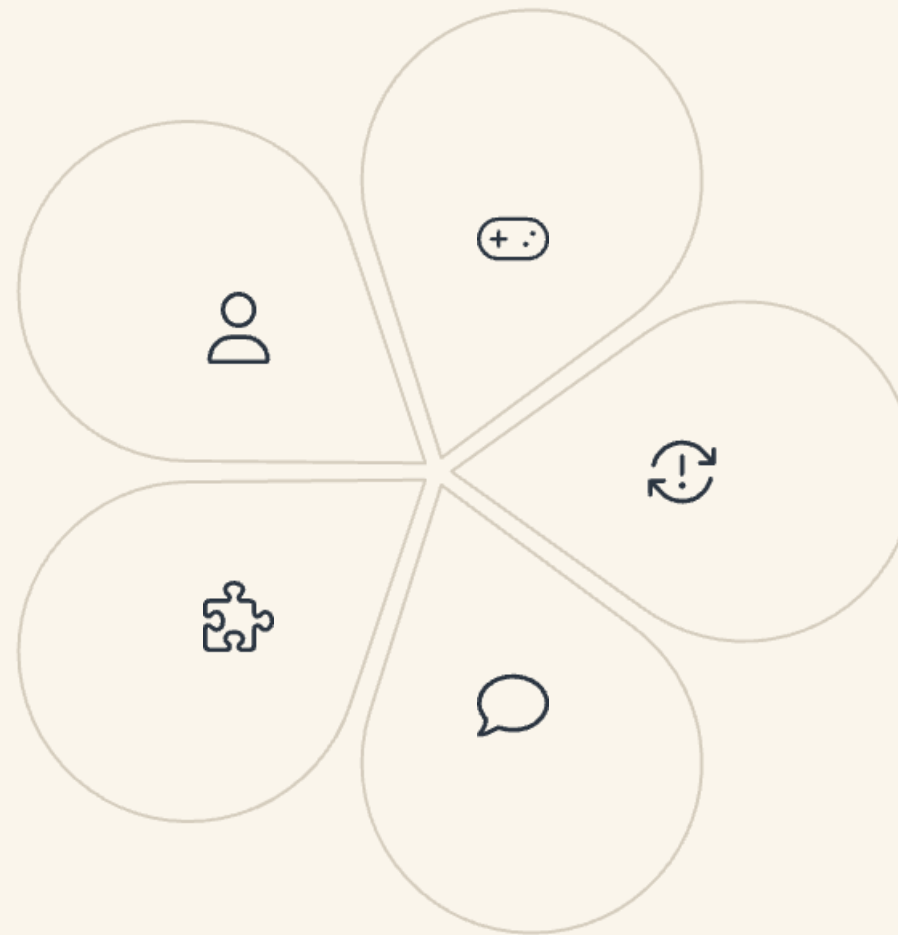
# Teaching Methodologies

## Collaborative and Active Learning

Students work together to explore concepts and create content.

## Problem Solving

Tackling challenges through critical thinking.



## Gamification

Learning through play and competitive elements.

## Flipped Learning

Students explore content before classroom discussion.

## Debate

Structured discussion of ideas and concepts.



# Project Outcomes

## Student Engagement

The class showed high levels of interest and involvement throughout the project.

## Knowledge Acquisition

Students successfully responded to all stimuli, including the the PanQuiz assessment.

## Critical Reflection

Participants thoughtfully considered AI's potential, advantages, and limitations.

## Problem Solving

Particular enthusiasm emerged during the Eduescape Eduescape and final microdebate phases.



# Escaping the Mythical Nightmare

## Technological Dream

Limitless creation of AI

## Exploring Fantastic Creatures

Learning about mythical automatons

## Documenting the Work

Sharing knowledge on Padlet board

## Exploiting Acquired Competences

Escaping the AI nightmare

Problem Solving (8)  
Teamwork – EduEscape  
(1 hour)

- Observe all the details
- Map and associate all information
- Read texts carefully
- Think carefully about clues
- Argue in the provided sheet
- Resolve the case
- Present the solution with ad hoc arguments



The adventures  
of the Inspector  
Notrueman

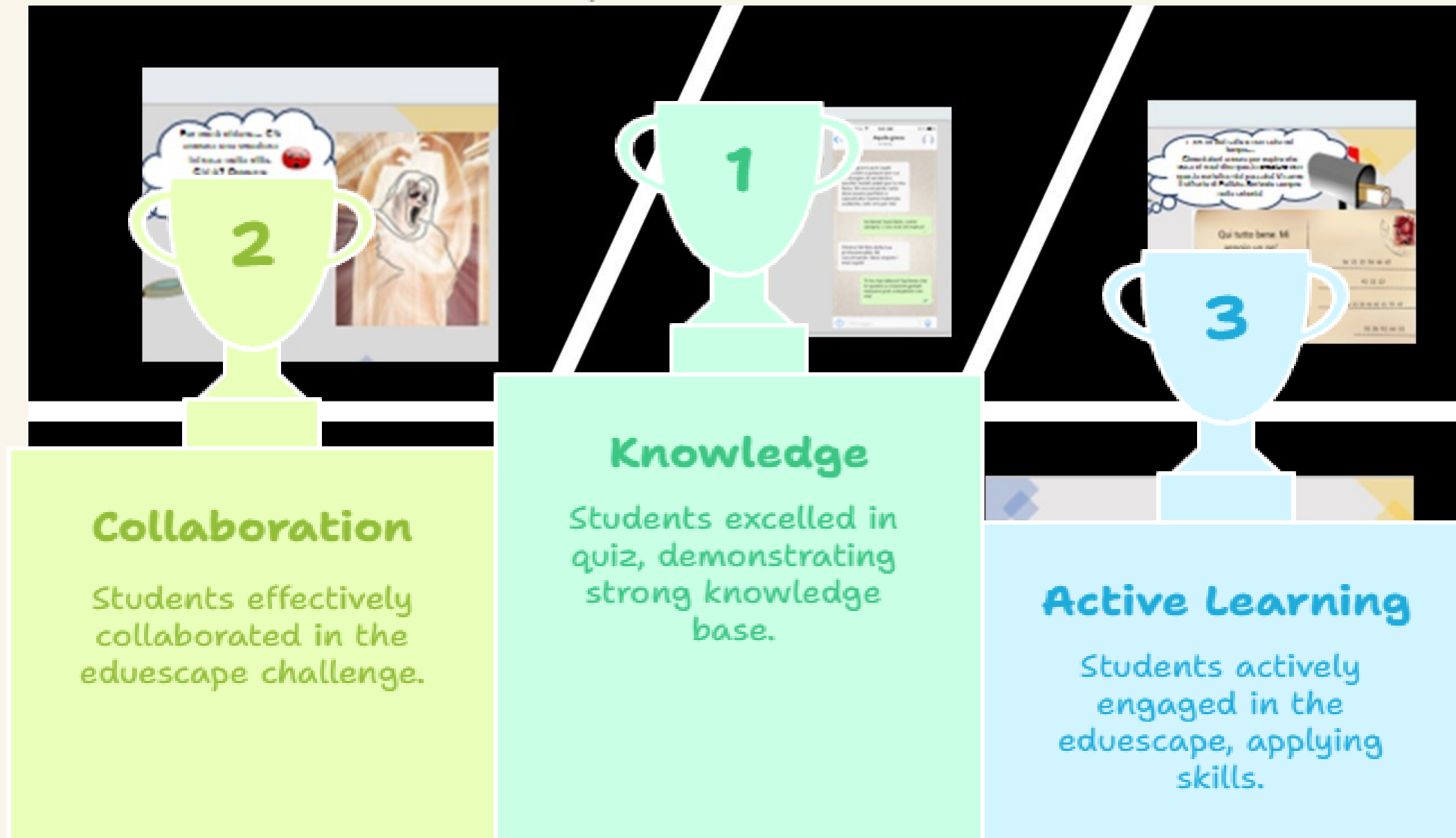
New episode

*Mythical....  
nightmare!*

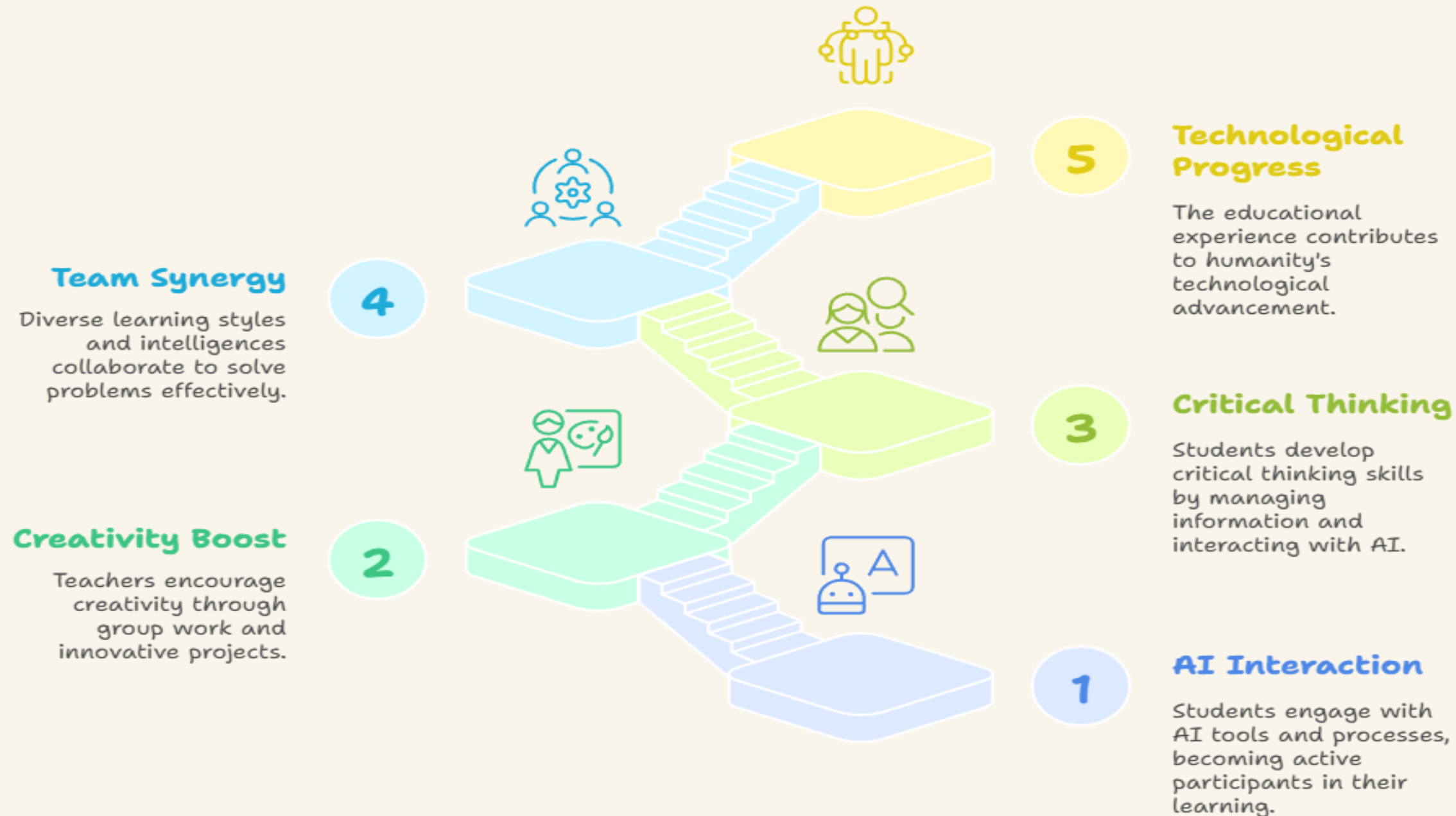
Ann.Perra 2025



# Eduescape Success Metrics



# Journey to AI Mastery





# Conclusions

## **Student Engagement**

High appreciation and active participation

## **Skill Development**

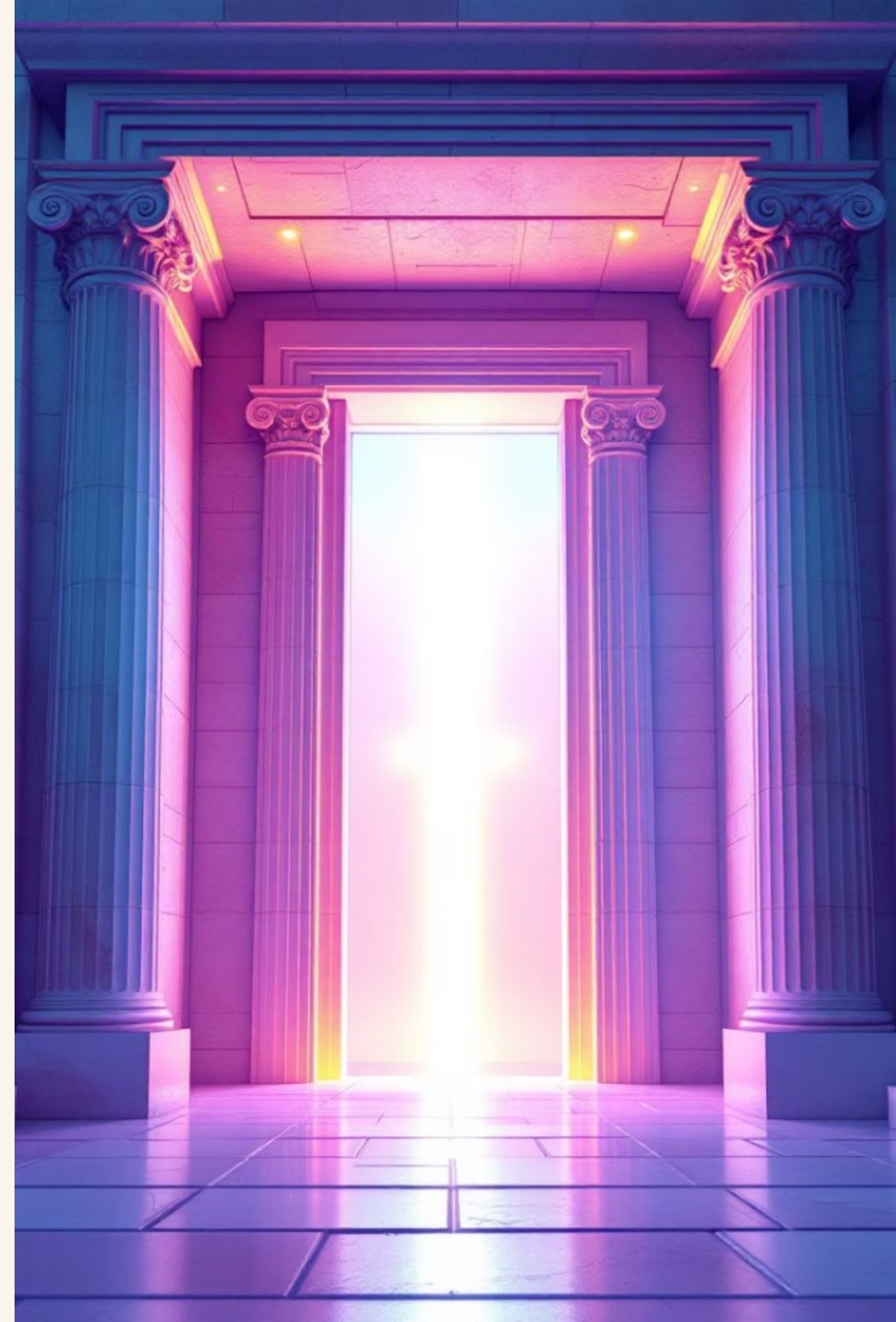
Enhanced creativity and critical thinking

## **Team Synergy**

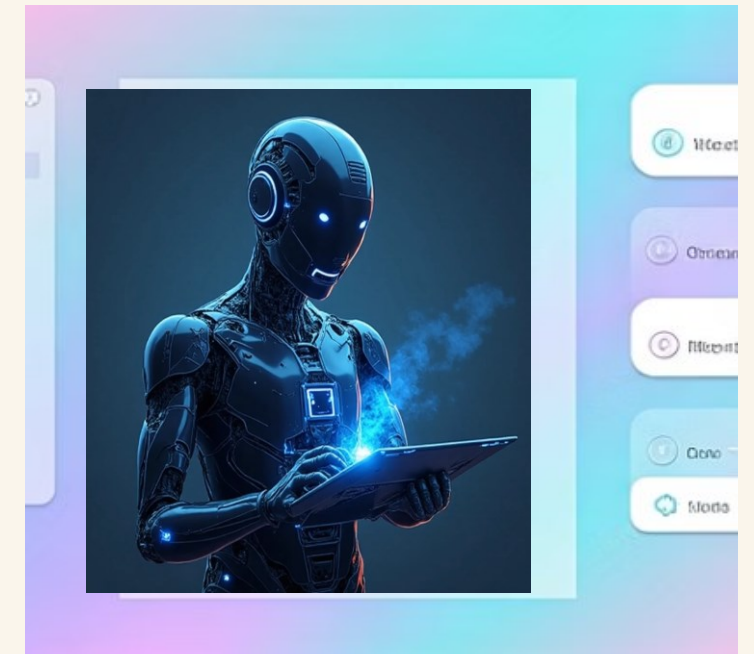
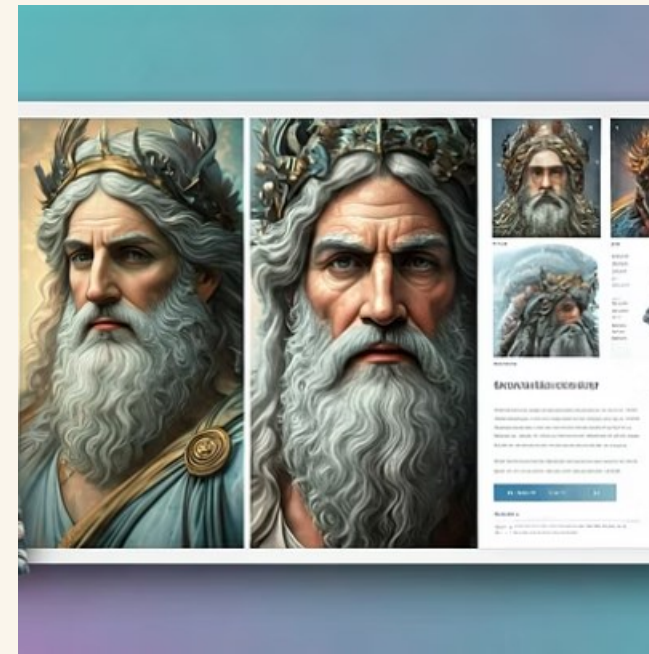
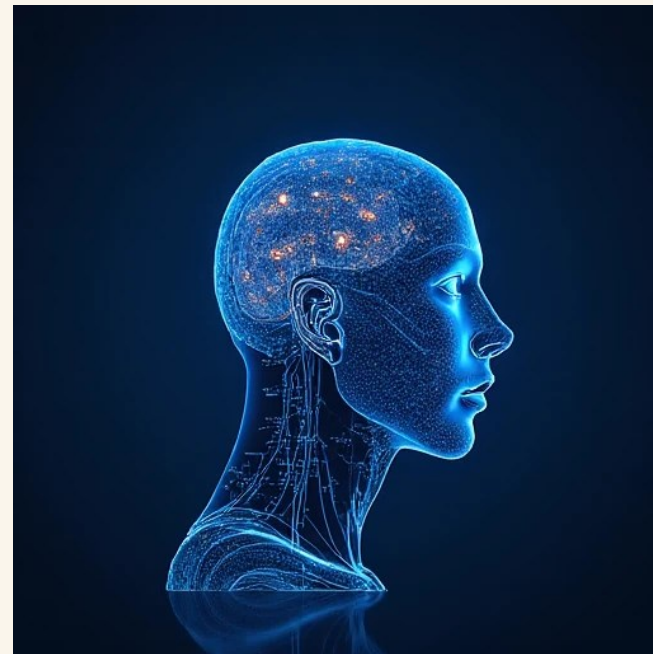
Different learning styles working harmoniously

## **Future Hope**

Technology contributing to progress, not nightmares



## Resources



Greek literature textbooks, STEAM materials and various webapps linked in paper biblio-sitografy.





# International Conference The Future of Education Edition 15



 **The Future of Education**  
15th Edition

 **25 June 2025**  
Online Event

 **26 - 27 June 2025**  
in Florence (Italy)

 **@PixelConferencesFlorence**

 **<https://conference.pixel-online.net/FOE>**





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Umane B. R. Motzo

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*The Eternal Technological Dream*

## *Thank You!*



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