



GRADING THE GRADERS: GLOBAL STUDENT PERSPECTIVES ON HOW UNIVERSITIES HAVE REACTED TO GENERATIVE AI

Date: 12th July 2024
Time: 10am-12pm AEST
Attend: Online

Time	Presentation Title	Presenters
Official Welcome		
10 am-10:10 am	Official Welcome and Acknowledgement of Country	Professor Maryanne Dever (she/her), Deputy Vice-Chancellor and Vice President (Education), Western Sydney University, Australia
10:10 am-10:15 am	The Library of the Future	Fiona Salisbury (she/her), Executive Director Library Services, Western Sydney University, Australia
Researching Student Perspectives on Generative AI		
10:15 am-10:30 am	Perceptions and Use of GenerativeAI among University Students	Dr Samantha Newell (she/her), Lecturer, School of Psychology, The University of Adelaide, Australia
10:30 am – 10:45 am	Generative AI: Drawing the Line Between Misuse and Missed Opportunity	William Mabin (he/his), Game Designer and Developer, Founder of Toxyn Games, South Africa
10:45 am-10:50 am	Break	
Student Perspectives: How Universities Have Reacted to Generative AI		
10:50 am-11:05 am	Generating Firsts: OpenAI’s Partnership with Arizona State University	River Graziano (they/them), Science and Technology Editor at The State Press, Engineering and Creative Writing Student, Arizona State University, United States of America
11:05 am-11:15 am	Carousel of Conveyance: Artificial Voids	Oliver Cocker (he/his), Editor at Craccum, Law/Literature Student, University of Auckland, New Zealand
Student Perspectives: Thinking Critically about Generative AI		
11:15 am-11:30 am	Reversioning AI: Intersectional Feminist Approaches to Mitigating Bias in Sentient Generative AI	Esther Bello (she/her), Abstract Artist and Creative Technologist, PhD Researcher in Arts and Computational Technology, Goldsmiths, University of London, United Kingdom
11:30 am-11:45 am	Tickets to the RenAIssance: Are We Pioneers or Spectators?	Akshita Jain (she/her), Mechanical Engineering Student, Writer for NUSSU The Ridge, National University of Singapore, Singapore
11:45 am – 12 pm	Group Discussion and Closing Remarks	



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GUEST SPEAKER BIOGRAPHIES

Dr Samantha Newell is a Senior Fellow of the HEA and a Lecturer in Psychology at The University of Adelaide. Dr Newell is emerging as a leading voice in Generative AI in Higher Education, with publications co-authored with international AI scholars. Her recent national survey explores perceptions of Generative AI among Australian University students. Samantha also conducts research into the use of technology to foster rapport and enhance engagement in asynchronous environments. Her other published research explores ways to increase student voice, negotiation, and co-creation of the learning environment.

William Mabin is a Game Designer and Developer with 10+ years experience in 3D art, multimedia and game design. He has lectured at a variety of higher education institutions in South Africa. William is the founder of Toxyn Games and a Consultant and Mentor for UK-based company, MasterEd. William is passionate about mentoring others and collaborating with like-minded creatives.

River Graziano is a senior at Arizona State University in Tempe, where they study creative writing and mechanical engineering. They currently work at ASU's independent student news organization, The State Press, as the Science and Technology Editor. River is grateful to have connections with creative, technical, and administrative faculty, giving them a multifaceted perspective regarding generative AI's potential impacts. They would also like to shout out their reporters at The State Press for being relentless truth-seekers, especially in regards to AI. Without them, this presentation would not be possible.

Oliver Cocker is a Law/Literature student at the University of Auckland, New Zealand. He works with the student union to publish the university's weekly publication, Craccum, as an editor. Oliver's particularly interested in the effects of world events on students and has covered all topics from elections and natural disasters, to rocket launches and artificial intelligence. His work included scrutinising the University of Auckland's first AI policy and has been critical of conflicting standards regarding the use of it by the University itself.

Esther Bello is an abstract artist and creative technologist based in London, UK. A PhD candidate in Arts and Computational Technology at Goldsmiths, University of London, her research explores the transfer of human emotional knowledge to Generative AI through her practice of abstract painting. Employing a feminist perspective, she looks to address and challenge homogenous datasets, ingrained emotional constructs, societal biases, and the unethical practices in the design of AI in its current adoption.

Akshita Jain is a Mechanical Engineering student at the National University of Singapore. She is interested in researching green energy alternatives in the aviation industry, and her current flight of fancy (pun intended) is the possibility of hybrid airships providing humanitarian aid, on which she wrote her IB Extended Essay. Akshita's experiences with the use of generative AI in academics have led to her interest in the ethics of its use, and she is keen to explore the ethics of its use in the arts. Akshita also enjoys trying new things, from Georgian food to scuba diving.