
AI Multimodal Assignment Example

Assignment Title: AI Multimodal Project

Module #: Week 3

Description: You will create one substantial educational product using generative AI tools in your preferred modality combination, along with a supporting product document. This project allows you to explore multimodal AI deeply while creating something meaningful for your teaching context. You will demonstrate your understanding of how different AI-generated media types can enhance learning, address diverse learner needs, and solve real educational challenges. Make sure you review the rubric to view how this project will be assessed. ***[NOTE: You should not have to pay for any gAI tool that you use for this project. Be careful with the free accounts that you create.]***

Instructions

[Provide clear, step-by-step instructions for how students will complete the lesson or activity. Include timing, groupings, and checkpoints as needed.]

Part 1: Choose Your Project Type

Select **ONE** of the five project types below. Consider your teaching context, your interests, and which modality will best help you explore multimodal AI's educational potential. Make sure this part of the project can either be submitted here or have a publicly available URL.

1. Project A - Educational Video Series
2. Project B - Interactive Visual Story/Comic
3. Project C - Educational Music/Audio Experience
4. Project D - AR/VR Concept with Supporting Materials
5. Project E - Educational Game Prototype

Your product must:

- Be complete and ready for classroom use
- Address at least one clearly stated learning objective
- Identify grade level and subject area
- Include AI-generated content from at least two different modalities (for example: text, image, audio, or video)

Part 2: Supporting Product Documentation

Create a concise, focused two- to three-page document that provides a narrative that answers the following questions. The document should use headers and subheaders, be in 12-point font, and be double-spaced.

A. AI Tools and Process

- List the AI tools used (include URLs)
- Explain what each tool created
- Include 2–4 key prompts and one example of a revised prompt
- Briefly describe your workflow, one challenge you encountered, and how you resolved it
- Identify which AI modalities were most effective and why

B. Educational Alignment

- State the learning objective(s)
- Identify grade level and subject area
- Explain how the product supports student learning
- Explain how a teacher would implement it (timing, preparation, and assessment evidence)

Resources *[Insert links, templates, rubrics, additional resources here]*

PROJECT TYPE A: Educational Video Series

What You Will Create: A series of 3-5 short educational videos (2-3 minutes each) on a related topic or skill sequence.

Required Elements:

Use text-to-video AI tools such as:

- Runway ML (<https://runwayml.com>)
- Pictory (<https://pictory.ai>)
- Synthesia (<https://www.synthesia.io>)
- InVideo AI (<https://invideo.ai>)
- HeyGen (<https://www.heygen.com>)
- Or combination of tools (e.g., ChatGPT + video editing)

Your video series must include:

- AI-generated visuals or animations
- AI-generated narration (text-to-speech) OR script written with AI assistance
- Clear learning progression across the series
- On-screen text, graphics, or captions for accessibility
- Consistent visual style and branding

Supplementary Materials:

- Brief viewing guide for teachers (1 page)
- Student worksheet or discussion questions (1-2 pages)
- Transcript of all videos

Best For: Educators teaching skills that benefit from visual demonstration, step-by-step processes, or concepts that need multiple exposures.

PROJECT TYPE B: INTERACTIVE VISUAL STORY/COMIC

What You Will Create: An educational story or comic that teaches a concept, explores a scenario, or presents a problem-solving situation through sequential visual narrative.

Required Elements:

Use image generation AI tools such as:

- DALL-E (via ChatGPT Plus or API)
- Midjourney (<https://midjourney.com>)
- Leonardo.ai (<https://leonardo.ai>)
- Adobe Firefly (<https://firefly.adobe.com>)
- Stable Diffusion interfaces

Your visual story must include:

- 8-12 distinct scenes/panels with AI-generated images
- Consistent character design and visual style across all images
- Educational narrative written with or enhanced by text generation AI
- Clear learning objective embedded in the story
- Dialogue or narration that supports learning
- Decision points or interactive elements (if creating interactive story)

Supplementary Materials:

- Teaching guide explaining how to use the story (1-2 pages)
- Discussion questions or activities to accompany the story
- Documentation of prompts used to maintain character consistency

Delivery Format Options:

- Digital comic/graphic novel (PDF, slides, or comic creation tool)
- Interactive story platform (Twine, Google Slides with branching, website)
- Printable booklet format

Best For: Educators teaching through narrative, exploring ethical scenarios, presenting historical events, or engaging younger learners.

PROJECT TYPE C: EDUCATIONAL MUSIC/AUDIO EXPERIENCE

What You Will Create: A collection of 3-5 educational audio pieces that teach concepts through music, rhythm, storytelling, or podcast-style presentation.

Required Elements:

Use AI music/audio generation tools such as:

- Suno (<https://suno.ai>)
- Udio (<https://udio.com>)
- Text-to-speech tools (ElevenLabs, Play.ht, Natural Reader)
- Music generation features in larger platforms

Your audio collection must include at least 3 of these types:

- Learning songs with educational lyrics (mnemonic devices, concept songs)
- Podcast-style educational episodes with AI-generated voice
- Background music for learning activities or transitions
- Audio explanations or storytelling
- Interactive audio experience (choose-your-path audio story)

Supplementary Materials:

- Lyrics sheets or transcripts for all audio pieces
- Implementation guide for teachers (how and when to use each piece)
- Visual supports to accompany audio (slides, images, or worksheets)

Best For: Educators teaching language learners, using music for memory, creating auditory learning options, or developing podcast-style content.

PROJECT TYPE D: AR/VR CONCEPT WITH SUPPORTING MATERIALS

What You Will Create: A detailed concept design for an augmented reality (AR) or virtual reality (VR) educational experience, with AI-generated visual assets and supporting materials.

Required Elements:

Use AI tools to generate:

- Visual assets (environments, objects, characters) using image generation AI
- Descriptive scenarios and interactions using text generation AI
- Storyboards showing user experience flow
- Narration scripts or audio guides

Your AR/VR concept must include:

- Clear description of the learning experience (what students do, what they see)
- 8-12 AI-generated images showing key scenes or elements
- Storyboard or user flow diagram
- Learning objectives clearly aligned to the experience
- Accessibility considerations and alternatives for students without AR/VR access

Supplementary Materials:

- Detailed implementation plan (how this would work in a classroom)
- Teacher guide with learning objectives and assessment ideas
- Mockup showing how the interface would look (can be slides, prototype tool, or annotated images)

Delivery Format:

- Professional presentation (slides, video walkthrough, or interactive prototype)
- Can use prototyping tools like Figma, Adobe XD, or detailed slideshows

Best For: Educators interested in immersive learning, science/spatial concepts, virtual field trips, or

innovative future-focused instruction.

PROJECT TYPE E: EDUCATIONAL GAME PROTOTYPE

What You Will Create: A playable educational game prototype (digital or physical) with AI-generated game elements.

Required Elements:

Use AI tools to generate:

- Game characters, items, or card designs (image generation AI)
- Game scenarios, questions, or challenges (text generation AI)
- Game rules and instructions
- Visual assets and branding

Your game must include:

- Clear learning objectives embedded in gameplay
- Complete rule set
- All necessary game materials (cards, boards, digital assets, etc.)
- 3-5 rounds or levels of play
- Instructions for both students and teachers
- Assessment strategy (how teachers know students learned)

Game Format Options:

- Card game (print-and-play)
- Board game (print-and-play)
- Digital game (using no-code tools like Twine, Google Slides, or simple web tools)
- Hybrid (physical game with digital AI components)

Supplementary Materials:

- Printable game materials (if physical)
- Teacher guide with learning objectives and facilitation tips
- Student reflection sheet or assessment tool

Best For: Educators who want to gamify learning, teach through play, review content engagingly, or develop critical thinking through gameplay.

MULTIMODAL AI PROJECT RUBRIC

Criteria	Ratings
Educational Product Quality	Exemplary Product is complete, polished, and ready for classroom use. Clear learning objective is embedded throughout. Grade level and subject area are clearly identified. Uses at least two AI modalities seamlessly. 30 to >26 pts Proficient Product is complete and functional. Learning objective is clear. Uses at least two AI modalities appropriately. 26 to >22 pts Developing Product is partially complete or needs refinement. Learning objective is somewhat unclear or weakly integrated. Limited or uneven use of AI modalities. 22 to >17 pts Needs Improvement/Not Included Product is incomplete or not classroom ready. Learning objective unclear or missing. Minimal or incorrect use of AI modalities. 17 to >0 pts
Integration of Multimodal AI	Exemplary AI tools are used strategically and creatively. Modalities enhance learning in meaningful ways. Strong evidence of thoughtful AI design decisions. 20 to >17 pts Proficient AI tools are used appropriately and support learning. Modalities are clearly integrated. 17 to >14 pts Developing AI tools are used but integration feels surface-level or inconsistent. 14 to >10 pts Needs Improvement/Not Included Limited or ineffective use of AI tools. 10 to >0 pts
Educational Alignment & Implementation	Exemplary Learning objectives are clear and measurable. Strong explanation of how the product supports student learning. Clear implementation plan including timing, preparation, and assessment evidence. 20 to >17 pts Proficient Objectives and implementation are clear. Assessment and classroom use are adequately explained. 17 to >14 pts Developing Objectives or implementation lack clarity or depth. 14 to >10 pts Needs Improvement/Not Included Weak or missing alignment to learning goals and classroom use. 10 to >0 pts

Criteria	Ratings
Support for Diverse Learners	Exemplary Intentional support for diverse learners is evident. Accessibility considerations are clear and meaningful. 10 to >8 pts Proficient Some attention to learner differences and accessibility. 8 to >6 pts Developing Limited mention of diverse learners. 6 to >4 pts Needs Improvement/Not Included No clear consideration of diverse learners. 4 to >0 pts
AI Tools Documentation	Exemplary Clear list of tools with URLs. Prompts included and refined. Workflow, challenges, and solutions are thoughtfully explained. 10 to >8 pts Proficient Tools and prompts documented with adequate explanation. 8 to >6 pts Developing Documentation is incomplete or lacks clarity. 6 to >4 pts Needs Improvement/Not Included Minimal or missing documentation. 4 to >0 pts
Professionalism & Organization	Exemplary Submission follows directions. Writing is clear, organized, and professional. Document stays within required length. 10 to >8 pts Proficient Minor issues with clarity or formatting. 8 to >6 pts Developing Noticeable organization or formatting issues. 6 to >4 pts Needs Improvement/Not Included Significant lack of clarity, organization, or adherence to directions. 4 to >0 pts