

TerraArtTech is an Erasmus+ KA210-YOU project, implemented in Sweden and Lithuania. The project investigates how nature-based activities interact with AI.

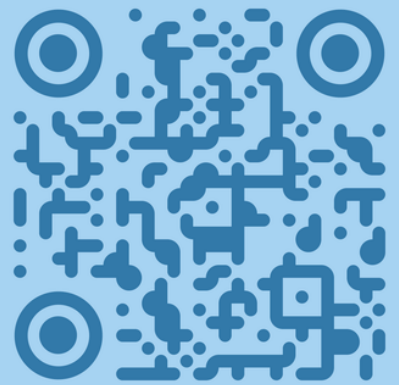
The projects consists of workshop in which participants combine sensory exploration, reflection, and AI-supported creativity.

The methodology is designed to help young people reconnect with creativity, nature, and digital tools in a conscious and reflective way.



TerraArtTech

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Methodology-structure

1. EXPERIENCE

Participants explore natural environments through the five senses and the four elements.

2. INTERPRETATION

Participants reflect, discuss observations, and identify themes, emotions, sounds, textures, or stories.

3. TRANSFORMATION

Participants use creative and AI-supported tools to transform experiences into artistic outputs.

4. REFLECTION

Participants present their creations, discuss processes, and reflect on what changed during the workshop.

Workshop-flow

PART 1 — TERRA & ART

- Familiarize the participants with the environment. Use grounding exercises, silent walks, collect and analyze objects.
- Guide participants from everyday pace into conscious presence through breath, silence, and sensory awareness.
- Activate the five senses and four elements as sources of creative impulses.
- Remind participants to consciously collect materials (objects, textures, sounds, images) as raw input for their creative work

PART 2 — ART & TECH

- Let the participants share their experiences - what did they see and/or find?
- Introduce AI-tools for idea generation. Don't set any limitations, let the participants work with images, video, sound, and any media they prefer. The goal is to find ways in which real life experiences in nature meet AI processes.
- Leave room for both collaborative and individual creation.
- Help participants turn their experience into a clear creative concept and format.
- Support the development of digital works based on materials collected during the hike.

Recommended tools

- **SEEK by iNaturalist** - Identify plants, fungi, insects, and biodiversity during the walk.
- **MERLIN Bird ID** - Record and identify birdsongs in real time.
- **AUDACITY** - Create layered soundscapes from environmental recordings.
- **CLAUDE AI** - Generate prompts, poems, reflections, and creative ideas.
- **NANO BANANA** - Generate experimental visual stories or short AI-driven video content from creative prompts.
- **SUNO AI** - Create original music and songs from text prompts, turning ideas into sound.
- **ChatGPT** – Support idea development, refine texts, generate prompts, and assist in shaping creative concepts.

Facilitation tips

- Begin with familiarizing with the environment, the experience in nature, before introducing technology.
- Keep moments of silence and slow observation.
- Avoid overwhelming participants with too many tools at once.
- Use small group reflection and sharing.
- Prepare practical stations for materials, food, and devices.
- Allow enough time for experimentation and discussion.
- Remind of the core model: Experience → Interpretation → Transformation → Reflection — experience first, technology second.
- Stay flexible and adapt the pace according to the group's energy and engagement.

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