Research Project Abstract Example

This quantitative experimental study examines the impact of AI-generated imagery on undergraduate theatrical design students' self-perception of their visual communication skills. Specifically, it compares students' perceived abilities when using traditional research image collection methods versus Adobe Firefly, an AI image generation tool. The study employs a one-shot case study design, where participants complete two design projects - one using traditional methods and one using Adobe Firefly. Self-perception data is collected through Likert scale surveys administered after each project. The sample consists of undergraduate theatrical design students from multiple universities, recruited through convenience sampling. Data analysis includes t-tests to compare means between the two conditions and ANOVA to assess variance in survey results. This research aims to provide insights into the potential effects of AI tools on design education and students' confidence in their visual communication abilities. Results may inform curriculum development and the integration of AI technologies in theatrical design programs.