

April 17, 2025

LIBE_130 AI VIDEO PRESENTATION REPORT

This report provides an overview of the creation and critical analysis of our AI-generated video presentation for the LIBE_130 course. The presentation focuses on the Snake Goddess Figurine of Knossos that dates to 1600 BC and is among the first collectibles of Minoan civilization. Video was generated using a collage of generative AI technologies including ChatGPT & InvideoAI. We wanted to examine the figurine in the context of its historical, cultural, and artistic importance via a digital narrative.

First of all, the prompts that we used to generate our AI Video are; ChatGPT 4.0 and Deep Research prompt (Web Search), ChatGPT O1 Deep Research, InvideoAI video and lastly, ChatGPT O1 Script Proofreading. Most of the visuals used in our AI video are directly proportional to the presentation, in other words, accurate visuals were used. Although there are some irrelevant visuals in between, when we look at the general flow of the video, the visuals and the presentation are related to each other. Only the "Snake Goddess" figurine was not used with multiple angles, there is only a single angle image. We do not think that there is a part that needs to be improved in particular, the visuals used have further enriched our presentation and there was no particular mistake. We think that the narrator in our video has a very nice and understandable pronunciation and a very sincere tone of voice; therefore, the video addresses the subject clearly and in detail. We also see that the photographs used in the video and what the narrator says are very consistent with each other, so there is no particular mistake in the script or narration. Since the video was very long, we had to shorten some parts and this caused some visuals to be changed manually. Errors in the script were seen with proofread and changed manually as well. Due to the length of the video, we had to remove the "Mystery of Snake Goddess" part from the presentation.

In summary, The AI video we created escorted its audience through the history, culture, art significance of Snake Goddess Figurine from Knossos. The many generative AI tools available, including ChatGPT and InvideoAI, allowed for an exciting and informative digital narrative to unfold, one that suits the aims of the LIBE_130 course. The film mirrors its subject in those ways, which is why, despite some small hiccups, like the use of a single-angle image of the figurine, which suggests more than it shows, or the inevitable omission of other content (like the fact that his work still hangs in formations across the country) due to playable time, the film works, the work is factually sound. The clarity of the narration, the consistent coupling of visuals and script, and the thoughtful curation of content all showcase the strengths of AI-aided media creation along with our critical reflective response to its use. Overall, this tells a powerful story of the potential of generative AI in a pedagogical space with practical learnings around one of the oldest symbols of Minoan culture.

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