

Die Beitragsbilder wurden mit Hilfe von Künstlicher Intelligenz auf playground.com erstellt. Die folgenden Prompts generierten die entsprechenden Bilder.

1. Aufgaben gemeinsam bearbeiten

Create a graphic that symbolizes young graphic novel characters working on tasks together. The graphic should show several teenage graphic novel characters sitting at a table and working together on a tasking involving the usage of digital tablets. Each character should be clearly recognizable and actively involved in the task. The graphic should convey teamwork, cooperation and mutual support.

2. Digitale Notizen anfertigen und organisieren

Create a graphic novel image of a young boy around the age of 12, creating digital "post its" on a glassy, see-through school board, behind the board you can see the slightly blurred classroom with rows of student desks and chairs, on the right hand side, the windowfront of the classroom is visible. the boy has already put a few of this digital "post it's on the schoolboard sorted out. make it look hyper realistic and slightly futuristic

3. Fakten überprüfen

Create an advertising style photo of a billboard, on which the word "fake" turns into "fact". the front layer of the billboard is peeling down on the right hand side revealing behind the letters "KE" (from the word "fake") the two letters "CT" on the billboards second layer. visible in the background of the billboard is a blurred harborside,

4. Freie Inhalte im Netz finden

Create a graphic novel style view on a MacBook screen on which the searcher is clearly visible and show the search for free pictures of whales under creative commons free license. A Pair of teenage hands with bracelets on the arms is visible on the keyboard of the MacBook. On the screen there is the creative-commons-license visible. in the background a view outside of a window is visible but blurred

5. Ideen sammeln und strukturieren

Create a picture of a young boy around the age of 14 thinking intensely about a creative project. The boy is sitting on the floor on a round multicolored woven carpet in his room. Create this picture in a graphic novel artistic way.

6. Die individuelle digitale Lernumgebung

Create an image of a visible desktop-screen, on which a young brunette female comic character, slightly nerdy looking adult is visibly organizing her desktop icons on her computer. it is important to see this organizing process in the picture. make it look like a jim lee style grafic novel, broken glass style

7. Informationsquellen bewerten

Create an image that depicts a group of adolescent grafic novel characters engaging with various forms of digital media, while one student character is shown critically evaluating the authenticity and reliability of the information. The background should illustrate a digital learning environment, and the students should be portrayed in a jim lee style, grafic novel, broken glass style manner

8. Informationen finden

Produce a grafic novel style image that portrays a comic style parent or parents actively assisting their child with using internet search engines. The focus of the image should be on the collaborative and educational nature of the interaction, emphasizing the importance of

parental guidance in developing their children's digital search skills, make it look like a jim lee style graphic novel, broken glass style

9. Internetrecherche mit Online-Bibliotheken

Create a graphic novel image that shows the back of a child, looking into the distance, comparing a historic library on the right side of the picture's background, with a digital library on the left side of the picture's background emphasize the usage of digital books., make it a jim lee style graphic novel, broken glass style

10. Künstliche Intelligenz im Lernprozess nutzen

Create an image that pitches an AI robot as a student. One searching a school book and another analyzing data on a holographic image. The scene shall be professional in a high school background

11. Lernen mit Dokus

Create a graphic novel style picture that pitches a graphic novel style student character visible from behind, sitting in front of multiple screens. on this screen the student is watching multiple biological documentation to learn about nature. the background is a blurred student room, make it in a jim lee style graphic novel art, broken glass style

12. Lernen mit digitalen Bildern und Grafiken arbeiten

Create graphic novel character image that pitches a student visible from a third person point of view, sitting in school while drawing art on a digital tablet. Make the young female student wear artistic clothes. The background shall be a school auditorium with lots of pictures of different sizes on the walls. , make it in a jim lee style graphic novel art, broken glass style

13. Passende Lernziele setzen

Produce a captivating, graphic novel image that depicts a parent actively engaged in supporting their child's digital learning journey. The scene should portray a nurturing and encouraging environment, with the parent and child collaboratively exploring digital educational materials or engaging in a learning activity. Emphasize the visible display of parental guidance and support, showcasing the bond between the parent and child as they work towards achieving specific learning objectives. The image should convey a sense of enthusiasm, curiosity, and shared accomplishment, illustrating the positive impact of parental involvement on their child's educational development

14. Referate Erstellen

Create a graphic novel art piece in the style of Jim Lee, depicting a young Caucasian student giving a presentation in front of his class. The art should incorporate a broken glass aesthetic, symbolizing the student's resilience and determination. The student should be shown confidently presenting, The artwork should capture the theme of perseverance and achievement in the face of adversity. There should be a few listener visible supporting him with supporting open minded body language

15. Sprachenlernen mit digitalen Werkzeugen

Create a graphic novel like artwork, jim lee style. Imagine a high-tech classroom where a bunch of students are fully engaged in language learning using cutting-edge digital tools. Capture the vibrant energy of the learning environment, with students immersed in interactive language apps, virtual cultural experiences, and personalized feedback. The image should convey the excitement and ease of language learning through technology, sparking curiosity about the digital tools that can empower children to become confident multilingual learners

16. Vernetztes Lernen

Produce a high-detail, graphic novel style illustration of a global networked learning environment. The image should feature students from diverse cultural backgrounds engaging in collaborative learning activities through digital platforms. Emphasize the interconnected nature of the network by visually representing the flow of information and communication among the students across different geographical locations. Highlight the benefits of networked learning, such as cultural exchange, shared knowledge, and collaborative problem-solving. This image aims to showcase the power of technology in creating a borderless educational community and promoting global citizenship through interconnected learning experiences.

17. Wissen multimedial aufbereiten

Produce a visually stunning, graphic novel style image that showcases a diverse group of students, spanning various age groups, actively engaged in collaborative learning using multiple multimedia tools. The scene should capture the energy and enthusiasm of the students as they work together to prepare knowledge, leveraging modern technology such as laptops, tablets, and interactive displays. Emphasize the seamless integration of multimedia into the learning process, highlighting its role in fostering interactive and dynamic educational experiences. The image should convey a sense of shared discovery and achievement, illustrating the power of different types of multimedia in facilitating collaborative learning across different age groups. This visual representation aims to inspire and promote the benefits of technology-enhanced education for students of all ages

18. Wikipedia & Co

Create a thought-provoking, photorealistic image that juxtaposes the success and pitfalls of well-known websites such as Wikipedia. The image should artistically convey the key success factors for a good website, including technical excellence, search engine optimization (SEO), mobile responsiveness, and compelling content. Simultaneously, it should depict common web design and marketing mistakes that can hinder the success of a website, such as poor user experience, slow loading speeds, and non-responsive layouts. The visual representation should spark contemplation on the delicate balance between achievement and potential setbacks in the digital landscape, using iconic websites as a lens to explore the dynamics of online success and failure