

Human–AI Co-Creation

Category: Artificial Intelligence in Education

Human–AI co-creation is an iterative process in which a person and an AI system contribute to developing an idea, text, design or other artefact. The human frames the purpose and evaluates meaning; the system offers transformations or possibilities that can be selected, challenged, combined or rejected.

Co-creation is not demonstrated merely because AI generated part of a product. It involves reciprocal influence across multiple turns and meaningful human control over direction, criteria and final authorship ([Moruzzi & Margarido, 2024](#)).

Co-Creative Cycle

1. **Frame:** Define the purpose, audience, constraints and the human contribution expected.
2. **Elicit:** Invite alternatives, questions or transformations rather than accepting a single first response.
3. **Interrogate:** Examine assumptions, omissions, evidence and possible bias in each contribution.
4. **Transform:** Revise, combine or reject suggestions through independent disciplinary and creative judgement.
5. **Account:** Document contributions, permissions and responsibility for the completed artefact.

Examples in Practice

Architecture students might ask an image generator for several spatial interpretations of an accessibility brief. They compare the results with standards and user evidence, sketch their own alternatives and explain which suggestions they rejected. Assessment focuses on the documented design reasoning, not simply the visual finish.

Why It Matters

Co-creation can widen the space of possibilities and make revision visible, yet it can also blur authorship or encourage premature acceptance of plausible outputs. Explicit roles and reflective documentation keep human agency and learning at the centre of the process. They also make the development of ideas across successive versions available for teaching, critique, assessment and formal peer review ([Lubart, 2005](#)).

Further Reading

6. Moruzzi, C., & Margarido, S. (2024). [A user-centered framework for human-AI co-creativity](#). CHI EA '24, 1–9.
7. Lubart, T. (2005). [How can computers be partners in the creative process?](#). International Journal of Human-Computer Studies, 63, 365–369.
8. Miao, F., & Holmes, W. (2023). [Guidance for generative AI in education and research](#). UNESCO.

Related Terms: Generative AI Literacy | Creativity | Prompt Literacy | Academic Integrity