

CAIT 2026 - Track 18

1. Title

AI + Art and Design: AI-Driven Creativity, Expression and Industrial Transformation

2. Brief Description of the Session

This session focuses on the deep integration and cross-disciplinary innovation between artificial intelligence and the fields of art and design. It aims to explore how AI reshapes creative production, visual expression, interactive experiences and the future landscape of cultural industries.

The session welcomes submissions on intelligent creation systems, computational aesthetics, human-AI collaborative design, data-driven art, immersive experiences, and AI-enabled design toolchains. It also addresses critical issues arising from technological intervention in art and design, including ethical boundaries, cultural subjectivity, shifts in aesthetic paradigms, and social value.

By bringing together artists, designers, computer scientists, cultural researchers and industry practitioners worldwide, this session seeks to advance technological innovation, creative practice and interdisciplinary dialogue, accelerating the intelligent evolution and ecological restructuring of art and design.

3. Call for Papers

Artificial intelligence is profoundly transforming artistic creation, design practice and cultural industries through diverse approaches. From computer vision-assisted creation to machine learning-driven stylistic exploration, from intelligent interactive installations to data visualization art, AI is expanding the boundaries of artistic expression, innovating design methodologies, and fostering new models of cultural production and consumption.

An increasing number of art institutions, design studios, museums and creative industries have begun to systematically adopt AI technologies, producing numerous outstanding works with both experimental rigor and social relevance. This session focuses on AI-driven transformations in art, design innovation and industrial upgrading.

We sincerely invite scholars, artists, designers, engineers and students worldwide working in AI art research, digital creation, design practice, cultural technology and industrial applications to submit research papers, case studies and review articles.

4. Topics

1) AI Art Creation and Expression

- AI-assisted or autonomous art creation (painting, sculpture, music, video, literature, etc.)
- Computational aesthetics and algorithmic generative art
- Human-AI collaborative creation systems and interactive art installations
- Data-driven art and information visualization
- Artistic concepts, aesthetic theories and critical paradigms in the AI era

2) AI Design Innovation and Applications

- Intelligent design tools and AI-assisted design workflows
- Generative design, parametric design and topology optimization
- AI-driven user experience (UX) and interaction design
- Intelligent product design and service system design

- AI applications in architecture, interior and landscape design
- 3) Cross-Modal and Immersive Experiences
- Applications of multimodal AI in art and cross-media creation
- AI-enabled virtual reality (VR), augmented reality (AR) and mixed reality (MR) art
- Intelligent stages, digital performance and immersive exhibitions
- Sound art and AI audio synthesis
- 4) Cultural Heritage and Digital Humanities
- AI-driven digital preservation and restoration of cultural heritage
- Intelligent heritage identification, classification and knowledge graph construction
- Historical art style analysis and cross-temporal artistic dialogue
- AI methodologies in digital humanities
- 5) Ethics, Society and Industry
- Copyright, authorship and ethical norms in AI art and design
- Algorithmic bias, cultural diversity and aesthetic fairness
- Impacts of AI on creative labor, design professions and art markets
- AI art industry chains, business models and policy governance
- Future-oriented training of AI creative talents and interdisciplinary education

5. Brief introduction of Chair and Co-chairs with photo



Lei Wang, School of Architecture and Design, Nanchang University, Nanchang 330100, Jiangxi, China

Lei Wang, Ph.D., Associate Professor, Senior Engineer, Master's Supervisor. Her primary research interests include human activity recognition and the interdisciplinary field of artificial intelligence and design. She has long been dedicated to exploring the applications of intelligent algorithms in design methodology innovation, creative generation and user experience optimization, with a focus on cutting-edge topics such as generative design and human-AI collaborative creation. She has presided over and participated in more than 10 national and provincial research projects, and published over 10 high-quality academic papers in relevant fields. She also serves as a peer reviewer for multiple SCI and EI journals, and actively promotes the deep integration of artificial intelligence technology with design disciplines.



Dongsheng Huang, School of Architecture and Design, Nanchang University, Nanchang 330100, Jiangxi, China

Dongsheng Huang, Ph.D., Professor, Senior Engineer. His research focuses primarily on the preservation and utilization of cultural heritage, as well as digital art and design. In recent years,

he has led two national-level projects and has led or participated in over 20 provincial- and ministerial-level projects, publishing a cumulative total of more than 50 academic papers and monographs.