



# Artificial Intelligence (AI) in Screen Education Conference

31st March—1st April 2026

The Flux Innovation Lounge

## Schedule of Events

**Conference Organisers:**

**Hilary Jaques, Laurel Parker, Dr. Jenny Stewart**

## Schedule of events: day one

| Time    |   |
|---------|---|
| 9.00    | Registration  |
| 9.30    | Welcome: Event Organisers   |
| 9.40    | <p><b>Keynote</b></p> <p><b>Dr Tommaso Spinelli</b>, AI research fellow and Cloud and Platforms Service Owner (Government Digital Service)</p> <p>Chair: Hilary Jaques</p>  |
| 10.40   | Break   |
|         | <b>Panel One: AI in teaching and assessment</b>   |
| 11.00   | <p><i>AI as Co-Learner — Building Collaborative Intelligence in Education</i></p> <p><b>Nicholas Glean</b>: Senior Lecturer in Film Production at the University of Sunderland and the founder of <i>Mikkigarmi</i></p> <p><b>Neville Glean</b>: Senior Video Editor, Post-Production Specialist, and academic with expertise in Virtual Production, VR 360° video, and AI filmmaking.</p>  |
| 11.20   | <p><i>From Artificial to Assisted Intelligence: Redefining Assessment and Agency in Education</i></p> <p><b>Mark Buyskes MFA (Motion Picture)</b>: Lecturer at Windsor College</p>  |
| 11.40   | <p><i>“AI: Your Most Disruptive Student”</i>: Critical Reflection on Using AI in Teaching</p> <p><b>Dorota Ostrowska</b>: Senior Lecturer in Film and Modern Media at Birkbeck, University of London and the CLASP Fellow at the Institute for Writing and Thinking at Bard College, US</p>   |
| 12.00   | <b>Panel One Q and A</b> (Chair - Jenny Stewart)  |
| 12.15   | <p><i>Mind the Gap: AI Access Before the Big Screen</i></p> <p><b>Kerry Western</b>: Director of Teaching &amp; Learning, The BRIT School</p> <p><b>Adrienne Chapman</b>: Vice Principal, The BRIT School</p>   |
| 12.45   | Lunch   |
| 13.30   | <p><b>Professional workshop: Moonmax</b></p> <p>AI Filmmaking Masterclass</p>   |
| 14.30   | <p><i>Preparing students for AI-augmented screen careers roles</i></p> <p><b>Into Film</b> with:</p> <ul style="list-style-type: none"> <li>• Ali Gellert, The Big AI Project Lead</li> <li>• Sean Boyle, ScreenWorks Lead, Into Film</li> <li>• Stephanie Ronan-Chlond, The AI Filmmaker</li> <li>• Philip Dyas, Programme Lead for Film Production, Varndean College</li> <li>• Graham Chalk, Director of Film &amp; Media Production, The Brit School</li> </ul> |
| 15.30   | Close of day one  |
| 5pm-7pm | Drinks reception and demo of the <b>The Flux Innovation Lounge</b>  |

## Schedule of events: day two

| Time  |  |
|-------|--|
| 9.00  | Registration   |
| 9.30  | Welcome: Event organisers  |
| 9.35  | <p><b>Keynote</b></p> <p><b>Brian Tarran</b>, co-author of <i>AI in the Screen Sector: Perspectives and Paths Forward</i>, produced by the BFI as part of their partnership with the CoSTAR Foresight Lab.</p> <p>Chair: Jenny Stewart</p>   |
| 10.35 | Break  |
|       | <b>Panel Two: Creative AI</b>  |
| 11.00 | <p><i>Finding the Ludic Limits: Human Creativity and Generative AI in Screen Education</i></p> <p><b>Chris Hogg</b>: Writer and lecturer at Royal Holloway University</p>  |
| 11.20 | <p><i>AI Pathway Design within Animation Production Course</i></p> <p><b>Xue Han</b>: Senior Lecturer in Animation Production at Arts University Bournemouth</p>   |
| 11.40 | <p><i>Reconstructing Memory through Generative AI in Documentary Practice</i></p> <p><b>Samantha Andrews</b>: PhD Candidate in Creative Practice, University of Essex</p>  |
| 12.00 | <p><i>Evaluating the Impact of AI on Accessibility and Efficiency of Game Art and Immersive Media in Higher Education</i></p> <p><b>Luke West</b>: Lecturer in Animation &amp; Games at Arts University Plymouth.</p> <p><b>Martial Bugliolo</b>: Senior Lecturer and Course Leader for BA (Hons) Animation &amp; Games at Arts University Plymouth.</p> |
| 12.20 | <b>Panel Two Q and A</b> (Chair: Hilary Jaques)  |
| 12.40 | Lunch  |
| 13.15 | <b>Professional workshop: Studio1</b>  |
|       | <b>Panel Three: Legal and Ethical Considerations and Screen Industries and Education</b>   |
| 14.15 | <p>Who Owns the Pitch? AI, Ethics, and Co-Creation in Television Student Practice</p> <p><b>Katrina Sengstaken</b>: Lecturer in Animation &amp; Games at Arts University Plymouth</p>  |
| 14.35 | <p>AI in the Film and TV industry</p> <p><b>Kelsey Farish</b>: Solicitor: Entertainment, media and AI</p>  |
| 15.05 | <b>Panel Three Q and A</b> (Chair: Laurel Parker)  |
| 15.30 | Close of conference  |