

### "When He Feels Cold, He Goes to the Seahorse" — Blending Generative AI into Multimaterial Storymaking for Family Expressive Arts Therapy

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- + Introduction
- + Methodology
- + Key Findings
- + Contribution
- + Conclusion



- + A study in AI for social good.
- + A study of AI-in-the-wild in sensitive settings.
- + Showcase child-safe, therapeutic AI use.
- + Shows how AI can materialize into therapy.



### **Goal of this study**

To explore how AI blends with traditional materials to enhance family communication and therapy.



Figure 1: (a) Character Making; (b) Scene/Object Making; (c) Story Making and Storytelling; (d) Story Sharing and Reflection; (e) Setup Display of Family Expressive Arts Therapy Activity.

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### Introduction

- Importance of Family communication
  - co-constructing and negotiating meanings
  - shaping identity
  - influencing the dynamics of parent-child relationships
  - support children's psychological well-being and overall development
- Family expressive arts therapy
  - facilitated by expressive art therapists
  - break down barriers of family communication via drawing, playing, storytelling, or collage-making
  - few HCI research on "storymaking-based expressive arts therapy"





# **Research questions**

#### • RQ1:

how would families engage in AI-infused multimaterial storymaking in expressive arts therapy?

#### + RQ2:

how would image-generative AI be leveraged as expressive materials in family expressive arts therapy?

#### + RQ3:

how would future design support parents, children and therapists in family expressive arts therapy?



### **Research design**

- + The family storymaking based expressive arts therapy activities
  - a professional therapist
  - 7 groups of families with 18 participants (10 parents, 8 children)
  - five-week sessions and interview data with the parents.
- Focus group discussion with 4 expert therapists
- the generative AI as expressive materials





+ Participants:

7 families (18 participants), 5-week sessions guided by a therapist.

Materials:

Traditional (clay, LEGO) + AI (Midjourney for image generation).

- + Process:
  - Families created physical artifacts → AI-generated images → materialized outputs (e.g., printed cutouts).
  - Activities: Character-making, scene-making, storytelling, reflection.
- + Data Analysis:

Thematic analysis of interviews, videos, and therapist feedback.

+ Focus group discussion with 4 expert therapists



# The flow of the process

- Al-generated images were employed as intermediate expressive materials
- These AI images were materialized into printed scenes, character paper cutouts, and physical tokens for further co-creation.



Figure 3: Illustration of how families combined analog materials and generative AI in their creative process.



### AI's role in the process



Figure 5: Study setup: (a) overview of the four activities; (b) diverse expressive materials (1-5: LEGO, colored clay, painting mediums, yarn, non-woven fabric; 6: paper cutouts of AI; 7: character tokens); (c) activity participants(mother: left, children and therapist: right).



### **Process of Generative AI(Midjourney)**

### + Inputs:

Photos of handmade artifacts (clay figures, drawings) & verbal descriptions from families.

#### + Outputs:

Multiple AI-generated image variations (e.g., characters, scenes) for families to select and refine.

#### Style Harmonization:

Ensured consistency (e.g., blending a child's crayon drawing with a parent's collage into a unified aesthetic).



### **Data collection**

- Session Observations
  - Video/Audio Recording: Family interactions, Material use, Therapist guidance
  - Field Notes
- Interviews
  - Post-Session Mini-Interviews (5 mins)
  - Intermediate Interviews (30 mins)
  - Final Interviews (1 hour)
- + Home Use Data
  - Families shared photos/comments via messaging apps about how they reused AI materials





- RQ1: how would families engage in AI-infused multimaterial storymaking in expressive arts therapy?
  - Children projected emotions via AI-generated characters (e.g., dinosaur as an obstacle).
  - Role-playing with tokens fostered perspective-taking.
- Therapeutic Value: Non-verbal expression, family collaboration.





- RQ2: how would image-generative AI be leveraged as expressive materials in family expressive arts therapy?
  - Expressive Therapies Continuum(ETC) Framework
    - Kinesthetic: Clay manipulation  $\rightarrow$  energy release.
    - Symbolic: AI-generated "seahorse" as a child's self-symbol.
  - AI's Role: Empowerment (lowered creative thresholds), connection (physical-digital fusion).





- RQ3: how would future design support parents, children and therapists in family expressive arts therapy?
  - For children: Personal relevance (e.g., toys in stories).
  - For parents: Discovered children's hidden strengths.
  - For therapists: Tools to observe dynamics (e.g., family roles via storytelling).



### AI's therapeutic meanings

| Themes  | Description  | Example Quotes   |
|---|--|--|
| AI as Empowerment<br>for Families   | Lowering the creative<br>threshold and increasing<br>creation efficiency;                    | "children may become more confident [] knowing that the quality<br>of their drawing didn't matter since AI can enhance images (P17)";  |
|   | Unconditionally accepting<br>families' imagination and<br>affording endless varia-<br>tions. | "I can't turn the things in my head into a specific look that I want,<br>but AI can help (P14)".   |
| AI as the Connection<br>between Physical and Digital,<br>Life and Stories | Fusing and harmonizing analog and digital artifacts;   | "once I created an artifact, and P4 crafted another, it allowed us to combine both creations into a unified image (P3)";   |
|   | Generating symbols that<br>can permeate life and sto-<br>ries.                               | "she has immersed herself in this role because [] she relates her<br>current state to the character of the little rabbit (P1)";  |
| AI as Co-creator  | Family-AI mutual interpre-<br>tations;   | "what fascinates me is that he not only selected the AI-image but also<br>interpreted its unexpected part as jeweled bananas (T4)";<br>"initially, we probably had a preconceived notion, but when AI-<br>generated images deviated from our expectations, we found this vari- |
|   | Family-AI comprise and authorship.   | ation to be acceptable (P17)";<br>"AI provided several images and allowed them to choose one that closely<br>mirrored their own creation. This may be considered as respecting<br>their ideas (P5)".   |

#### Table 4: Summary of the Therapeutic Meanings of Generative AI as Expressive Materials.



### Contributions

- + Demonstrated how to study AI-in-the-wild in sensitive settings.
- Demonstrates how AI can augment (not replace) embodied, creative practices in HCI.
- + Offers a model for integrating digital tools without losing tactile benefits for therapists.
- Shows how AI can democratize creativity and foster intergenerational bonding.



### Contributions

#### + Guidelines for AI in Therapy

- AI outputs should be tangible (e.g., printed, tokens) to integrate with traditional therapy.
- Hybrid Creation Loop
  Family creates clay figure → Photo → AI generates image → Printed cutout → Used in storytelling
- generative AI (Midjourney) blends with traditional materials (clay, drawing) in co-located family therapy.
- + Therapeutic Benefits of AI
  - AI helped children with limited art skills express complex emotions.
  - Families projected emotions onto AI-generated characters.
  - AI-materialized outputs (e.g., acrylic tokens) became transitional objects, used beyond sessions for ongoing storytelling.



### Conclusion

- AI + traditional materials enhanced therapeutic storymaking by fostering creativity, connection, and reflection.
- AI's unpredictability turned into creative opportunities (e.g., "diamond banana").
- + Generative AI isn't just a tool—it's a co-creator in family healing.



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