

**Research Project:**

# **Vibe Coding in Computational Arts pedagogy: Addressing the accessibility, inclusivity, and learning implications of AI-assisted coding in Fine Art education**

---

## **Participant Information Sheet – December 2025**

### **About this study**

As part of my PGCert in Academic Practice in Art, Design, and Communication at UAL, I am conducting a research project on *Vibe Coding* in Computational Arts education.

What does that mean? As of this year, AI-assisted coding has become so prevalent, that it has been given a name – Vibe Coding – and it has now found itself into popular code editors, as well as available through Large Language Models such as ChatGPT. This has implications for students on BA Fine Art: Computational Arts, and this research will help understand its benefits and challenges and provide insights into how teaching can remain accessible, inclusive, meaningful, and gratifying, in response to these technologies. The implications for marking are beyond the scope of this study.

The qualitative research will consist of online interviews with students at various stages of study, as well as sharing code that was made with AI assistance, to help inform the questions and interview discussion.

### **What does it mean to take part?**

If you take part you are consenting to taking part in an online interview, as well as sharing some code beforehand.

The code must be from a project that has either already assessed with grades received on a previous unit, or from an individual project that isn't part of your undergraduate studies. One page of code is sufficient and can either be supplied as a file or shared as a link to an online repository such as GitHub.

The data derived from the code analysis and interviews will be solely used for confidential and anonymised academic research. The data in no way shall impact or prejudice your student experience, ongoing academic support, and future assessment. You will not be treated unfairly or any differently for disclosing any use of AI.

The interviews will take place over Teams using the automated transcription turned on. This is to provide a transcription of the interview that will then be deleted from Teams,

copied onto a private SharePoint document, and anonymised. No video recording of the survey shall be saved.

If you opt to participate in this study, you will be free to withdraw at any point as long as you give notice before the 12<sup>th</sup> January 2026. You will not need to give any reason for deciding not to continue or participate.

## **How will my participation be kept confidential?**

Your participation and survey responses will be anonymised and remain anonymised. Any identifiable information about you will remain confidential to me as the sole researcher of this study. In the dissemination of research findings, you will remain anonymous, with only your year group added for context. For example: 'Student A, year 2, felt that their understanding of code...'

Any code shared with me will not be retained and local copies will be deleted once the study has concluded. Anonymised transcripts of the interviews will remain in a private OneDrive folder for the duration of the study and retained until December 2026, to support this study.

## **What will happen to the research results?**

Anonymised extracts from your responses may be quoted in this PGCert submission which constitutes both blogposts as a final presentation. Anonymised excerpts from the transcripts may also appear in the submitted research as part of an appendix. The research findings may also be later published in a research journal should the work be selected for publication.

Thank you for participating and contributing to this research study.

## **Investigator contact information**

Dr Matthew Plummer-Fernandez  
Course Leader BA Fine Art: Computational Arts  
[m.plummer@ual.ac.uk](mailto:m.plummer@ual.ac.uk)

Camberwell College of Arts, UAL  
45-65 Peckham Rd  
London SE5 8UF