# Use of GenAI in assessments Framework

Caveat: This flowchart is a suggested model and is not universally applicable. It should be reviewed and may require further customisation to meet individual assessment criteria.

From broad principles

To framework:

| Assessment design allows, encourages or requires the use of GenAI | Assessment design allows limited or restricted use of GenAI | Assessment design excludes the possibility of using GenAI |
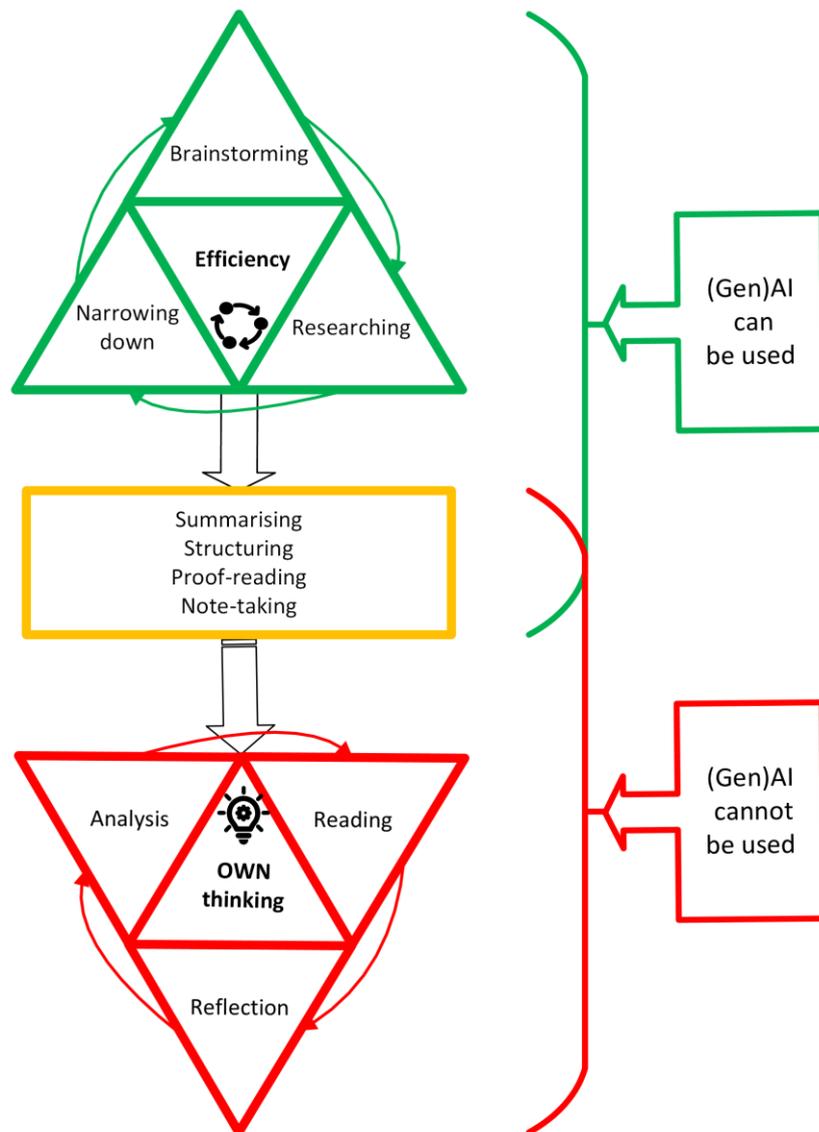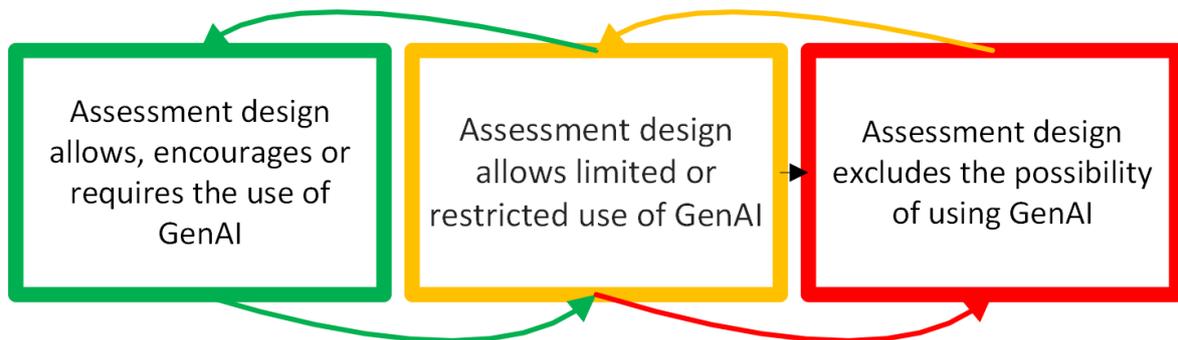
Examples of framework use.

First example, for a marketing assessment

| Brainstorming Creating videos with avatars | Copywrting | Choosing and developing a marketing strategy |
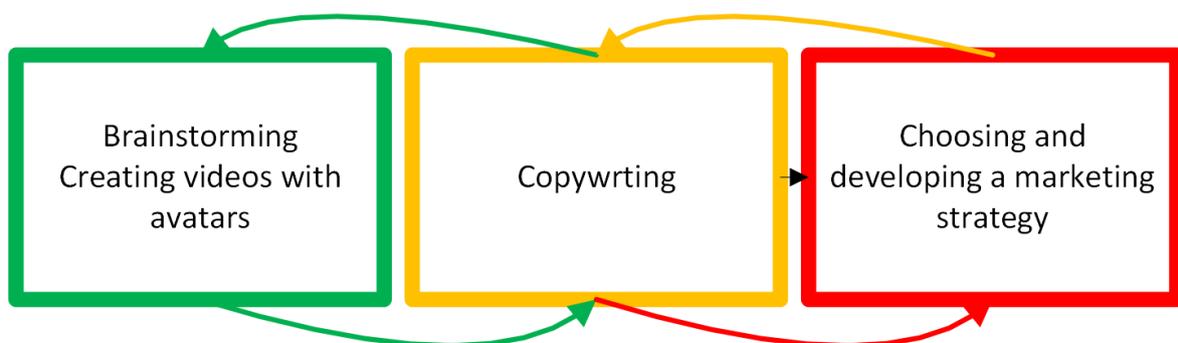
Second example, for a microeconomics assessment

| Researching examples Brainstorming | Editing and proof-reading | Showing calculations and graphical illustrations |
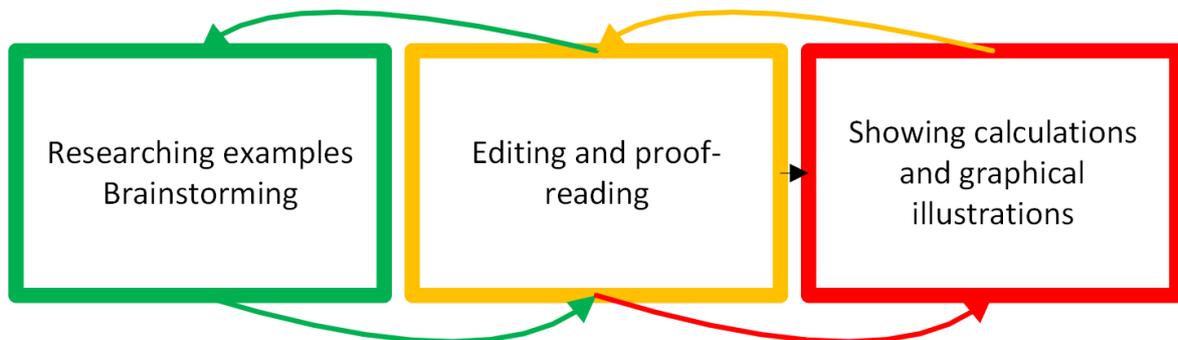
Explanations/Note:

The framework is based on the principles presented in the QAA workshop on the 15th of January 2025 and includes feedback from colleagues in the room, including a follow up by email. Based on the focus groups from across institutions, we posit that students (at least some students) *will use* GenAI in assessments. A clear common theme of all focus groups concerned the *lack of clarity* on what constitutes appropriate and inappropriate use of GenAI in assessments. It was equally clear from the workshop, that "*one size doesn't fit all*": the permitted use of GenAI will depend on the learning outcomes. Additionally, due to the speed of tools development and the innovative assessments, development of a universal model is challenging. Therefore, the suggested framework proposes a compromise: it can be used consistently for all assessments (noting that some boxes can be empty, if necessary) providing clarity for students, but require customisation to ensure that the framework is adapted to the specific learning outcomes.

Principles:

- **Yes to use of GenAI**: gains in efficiency, repetitive tasks, no specialist skills.
- **No to use of GenAI**: replacing own thinking and reflection, replacing practice of specialist skills.
- All content should be produced with **human oversight**; human takes the final responsibility.