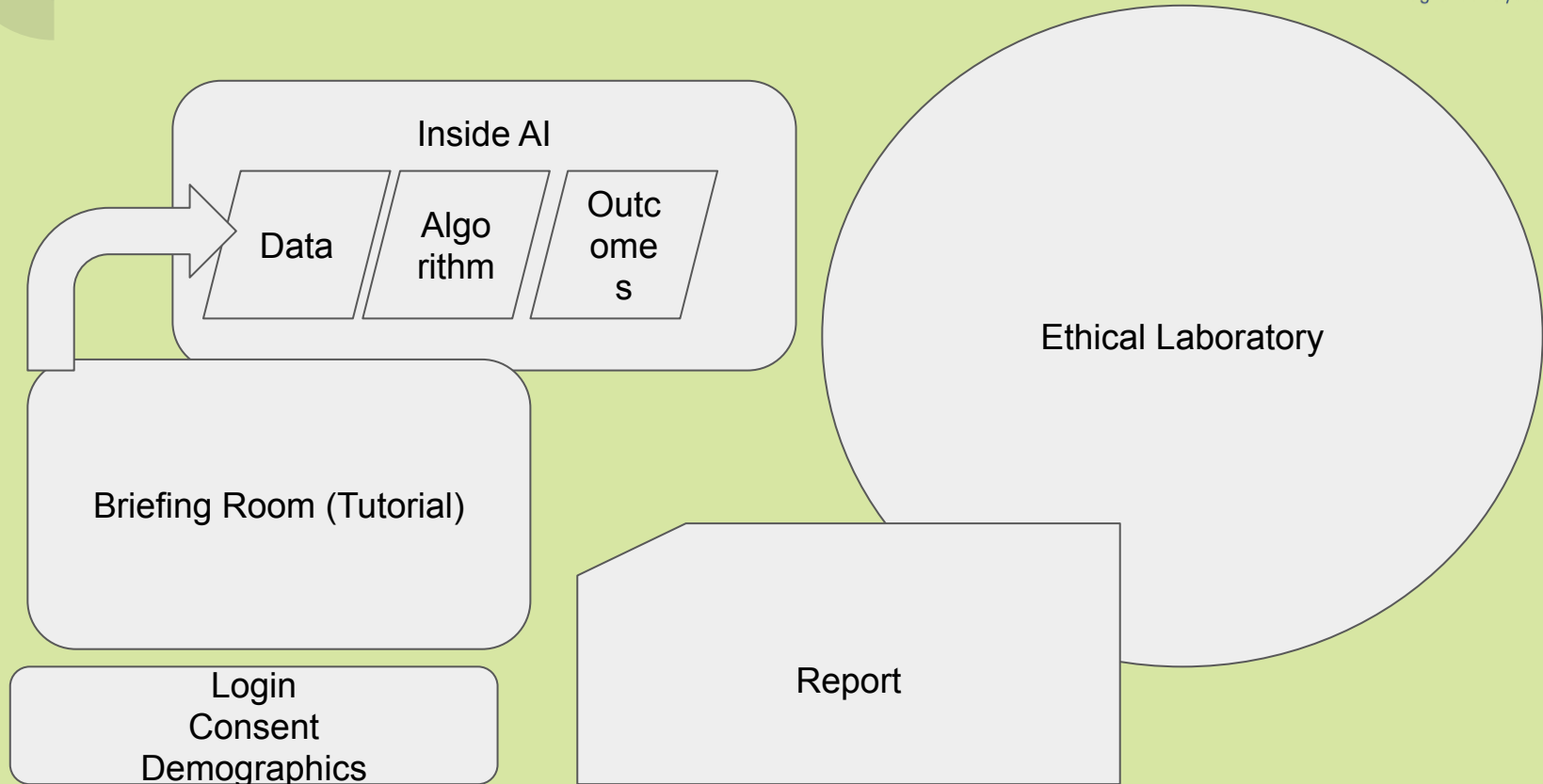# AI Ethics Computer Game—Inside AI

Present by: Benjamin Yang
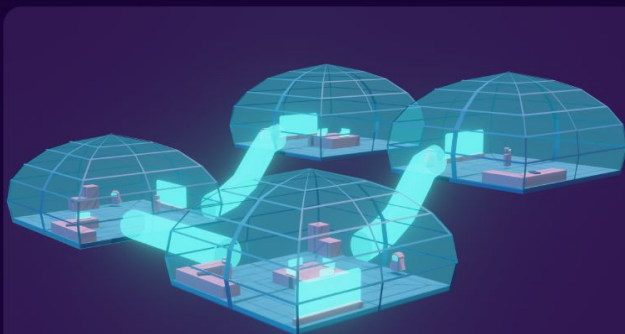
Advisors: Ole Molvig, Sarah Burriss

Overall Game Schematic
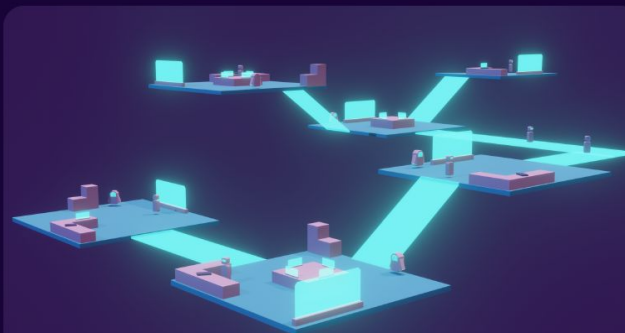
ISIS
Institute for Software
Integrated Systems

Inside AI

Data | Algorithm | Outcomes

Ethical Laboratory

Briefing Room (Tutorial)

Login
Consent
Demographics

Report

Game Environment

Domes and Tubes

Transparent dome/solarium structures create "rooms" while still allowing other areas to be seen within the dome. Transparent tubes connect the structures.
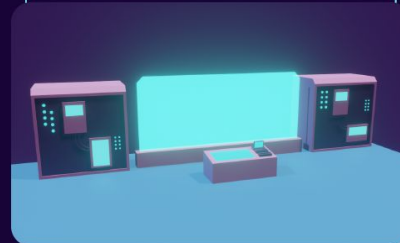
Robot NPC Concepts

Platforms and Ramps

Open air platforms allow other platforms to be viewed from anywhere. Connected by ramps and walkways.

Consoles for Info/mini games

Screens with consoles that players can approach to input collected info or interact with minigames.

Learning Objectives

The overarching goal of this game is to introduce and explore consequential AI ethics topics, including

(a) Core practices (e.g., ethical reasoning, perspective-taking)
(b) Connecting technical knowledge and ethical impact
(c) Key issues (e.g., deepfakes, data privacy).

Reflection

1. Challenges Encountered
2. Lessons Learned
3. What went well

Thanks for Listening!