

Working With Machines

AI/ML/Robotics-Human Interactions

Training & Feedback Loops

Jobs & Roles of the Future

Ethics-Fairness-Explainability in AI



Training & Feedback Loops

- Artificial intelligence (AI) systems thrive on data, and usually the best source of this data is feedback from users interacting with applications.
 - In the 1960s as a psychologist and researcher named Albert Bandura's assertions that, "People cannot influence their own motivation and actions "very well if they do not pay adequate attention "to their own performances, the conditions.
 - In Gamification/AI world it called as an engagement loop or feedback loop. The idea is that the player performs an action, receives feedback from the experience, and then is motivated to continue performing the same or similar action hoping to gain rewards, achievements, or progress.



Read this [article](#) about how to train AI

(Right click on the link and open in a new tab/window)

Training & Feedback Loops

- Here is another [NY Times report](#) on AI Learning.
- While the training of the machine is one aspect, we can also look at the training of the humans working with the machines
- This [Ted Talk by Matt Beane](#) discusses how we can 'LEARN' with and not in spite of AI.

Don't be a 'Know-it-all', instead be a 'Learn-it-all' – Satya Nadella



Image Courtesy: Microsoft.com