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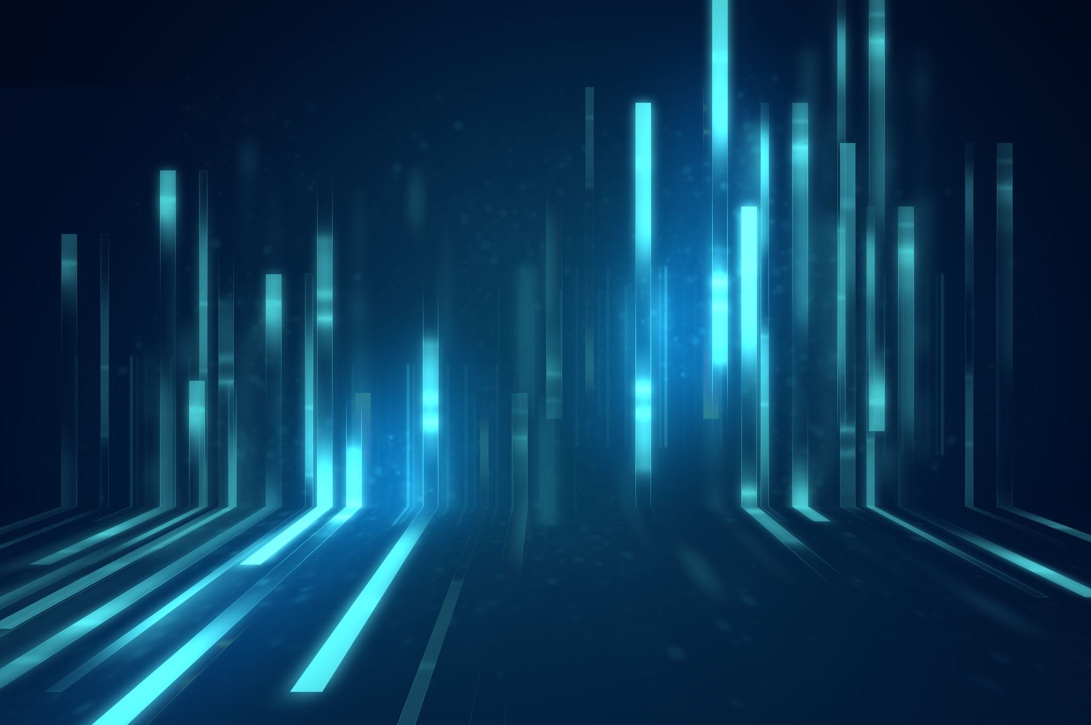
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Fairness

Intermediate

Module 5

Gameplay Scenarios



# Introduction

In this module, we present two gameplay scenarios in which you can explore the consequences of decisions in Ethical AI.

As these are designed for use in a group you will need to reach out to your study course, colleagues or other Ethical AI peer group (perhaps even virtually if you contribute to any online communities).

One person in the group is appointed moderator. Only the moderator should see the flowcharts, so unless you are to be the moderator do not look at the flowcharts in advance.

The moderator leads the session simply by reading out the text in the nodes in the flowchart. Each time a decision node is reached, the moderator then asks the group to decide which path to take. The group can discuss their choice one by one or, if leading a larger group, they can be split into separate rooms to discuss the chosen outcome.

In this way, each of these scenarios will take some time to work through. The aim of this module is to allow the participants to use the principles they have learned in the first part of the course in a safe and fun environment, and also to learn from the other participants’ ideas.

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