**AI Class Instructions**

**Experiment: AI Matching Game**

1. Go to the link: <https://mitmedialab.github.io/matching-ai/>
2. Each image has a corresponding solution using AI. Match the image to the corresponding prompt.

**Experiment: AI or Not**

1. Go to the link: <https://docs.google.com/drawings/d/1Z4DiMjmd4aUDFXaXCC1NApJn_Vl084CgaaeErkJZXmU/copy>
2. Sign into your Google account (using gmail)
3. Make a copy of the drawing
4. You will see a bunch of images, which you can drag towards left or right.
5. If you think that something contains AI, move it to the right! If you do not think it has AI, move it to the left!

**Experiment: Intro to Machine Learning (Code.org)**

<https://studio.code.org/s/aiml-2021/lessons/1/levels/1>

**Sign in to Studio Code**

1. If you have a Code.org account, sign in using your credentials
2. If you do not already have a Code.org account, click the “**Create an Account**” button
3. Click “**Continue with Google**”
4. Follow the prompts to create a Code.org account

**Level 1 - Recognizing Fish**

1. Read the instructions in the alert boxes as they appear
2. If the image shows a fish, click the “Fish” button
3. If the image shows a piece of garbage, click the “**Not Fish**” button
4. Repeat steps 3 and 4 until the counter in the top right of the activity window reaches 30
5. Click the “**Run**” button in the bottom left of the activity window
6. Watch the AI sort through the trash and fish until the “**Continue**” button appears in the bottom left corner of the activity window. You can speed up the process by clicking the fast forward button at the bottom of the activity window
7. Click the “**Continue**” button in the bottom left corner of the activity window

**Level 2 - Recognizing Fish Features**

1. Read the instructions in the alert boxes as they appear
2. Pick a feature from the selection of traits provided (e.g. **Circular**)
3. If the image shows a fish with your chosen trait, click the button corresponding feature (e.g. “**Circular**”)
4. If the fish does not have the feature you chose, click the button that does not correlate with that trait (e.g. “**Not Circular**”)
5. Repeat steps 3 and 4 until the counter in the top right of the activity window reaches 30
6. Click the “**Run**” button in the bottom left of the activity window
7. Watch the AI sort through the trash and fish until the “**Continue**” button appears in the bottom left corner of the activity window. You can speed up the process by clicking the fast forward button at the bottom of the activity window
8. Click the “**Continue**” button in the bottom left corner of the activity window

**Level 3 - Recognizing Fish Expressions**

1. Read the instructions in the alert boxes as they appear
2. Pick a feature from the selection of expressions provided (e.g. **Happy**)
3. If the image shows a fish with your chosen expression, click the button corresponding emotion (e.g. “**Happy**”)
4. If the fish does not have the expression you chose, click the button that does not correlate with that expression (e.g. “**Not Happy**”)
5. Repeat steps 3 and 4 until the counter in the top right of the activity window reaches 30
6. Click the “**Run**” button in the bottom left of the activity window
7. Watch the AI sort through the trash and fish until the “**Continue**” button appears in the bottom left corner of the activity window. You can speed up the process by clicking the fast forward button at the bottom of the activity window
8. Click the “**Finish**” button in the bottom left corner of the activity window

**Experiment: Shoe Recommender**

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**Level 1: Basic Shoe Recommender**

1. Go to the link: <https://studio.code.org/s/aiml-2021/lessons/4/levels/1>
2. In the left side of the screen, you can see a phone screen
3. Click **‘Run’**
4. Click **‘Recommend Shoes’** to get a recommendation for a shoe
5. Click **‘Another Recommendation’** and then **‘Recommend Shoes’** to get another recommendation for a shoe. Do it several times to get several recommendations.
6. Click **‘Finish’** and a pop up will appear asking if you are finished. Click **‘Continue’** to play the next game.

**Level 2: Improved Shoe Recommender**

1. Click **‘Run’**
2. Click **‘Recommend Shoes’**
3. You will be asked if it is raining outside. Click **‘Yes’** if you want to get a shoe recommendation for a rainy day. Otherwise, click **‘No’**
4. Then you can choose an option depending on where you are spending your day to get a commensurate shoe recommendation.
5. Click **‘Recommend Shoes’** to get a recommendation for a shoe
6. Click **‘Another Recommendation’** and then **‘Recommend Shoes’** to get another recommendation for a shoe. Do it several times to get several recommendations.
7. Click **‘Finish’** and a pop up will appear asking if you are finished. Click **‘Continue’** to play the next game.

(Now you might be asked to fill out a survey. **Skip** it by clicking **‘Continue’**)

**Level 3: Ultimate Shoe Recommender**

1. Click **‘Run’**
2. Click **‘Recommend Shoes’**
3. Now you can choose an option depending on where you spend most of your time to get a commensurate shoe recommendation.
4. Then you can choose an option for the type of the weather at the place.
5. After that, you can choose an option if you are interested in wearing socks. If so, you will click **‘Yes socks!’**, otherwise **‘No socks!’**
6. Again, you can choose if a typical day of your life is casual, professional, hard working or lazy.
7. Then you can tell the AI whether you care about people noticing your shoes or not.
8. Click **‘Recommend Shoes’** to get a recommendation for a shoe based on all the information you have provided so far.
9. Click **‘Another Recommendation’** and then **‘Recommend Shoes’** to get another recommendation for a shoe. Do it several times to get several recommendations.
10. Click **‘Finish’** and a pop up will appear asking if you are finished.