



Generative AI 101

Introduction to the Fundamentals

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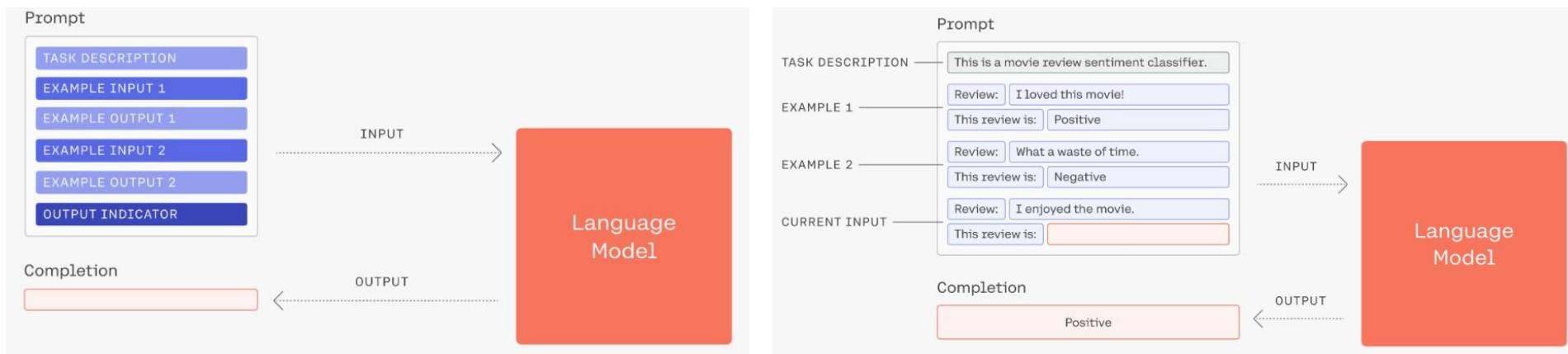
Overview

- What is generative AI
- Large language models
- Tokens
- Tokens versus parameters
- Prompt engineering
- Zero-shot, one-shot and few-shot learning
- Prompt guide
- Generative AI systems examples
- Large language models – getting started
- OpenAI – ChatGPT
- OpenAI tools
- ChatGPT command types
- ChatGPT - plugins
- What about the students?
- Office 365 Copilot – Windows 11 Copilot
- What are our options?
- What about Turnitin?
- Practical use in learning and teaching
- Assessment redesign for generative AI
- Resources and further reading

What is generative AI and
how does it work?

Generative AI (GenAI)

- Type of Artificial Intelligence that **leverages AI to generate content or data**
- Data can include text, images, audio, video, 3D models, code and video games
- Typically created in response to prompts (prompt engineering)
- Prompts are constructed inputs to language models to generate useful output
- Usually given with examples - zero shot versus few shot learning



Source: docs.cohere.com

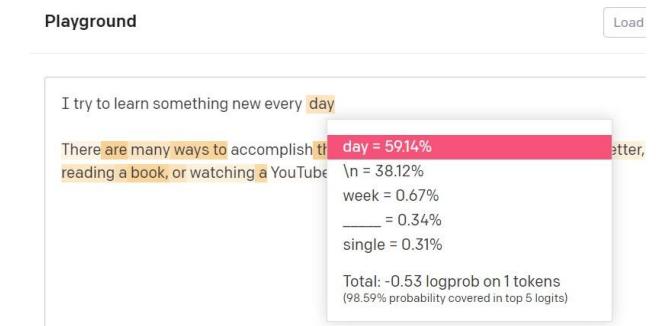
<https://docs.cohere.com/docs/prompt-engineering>

Large language models

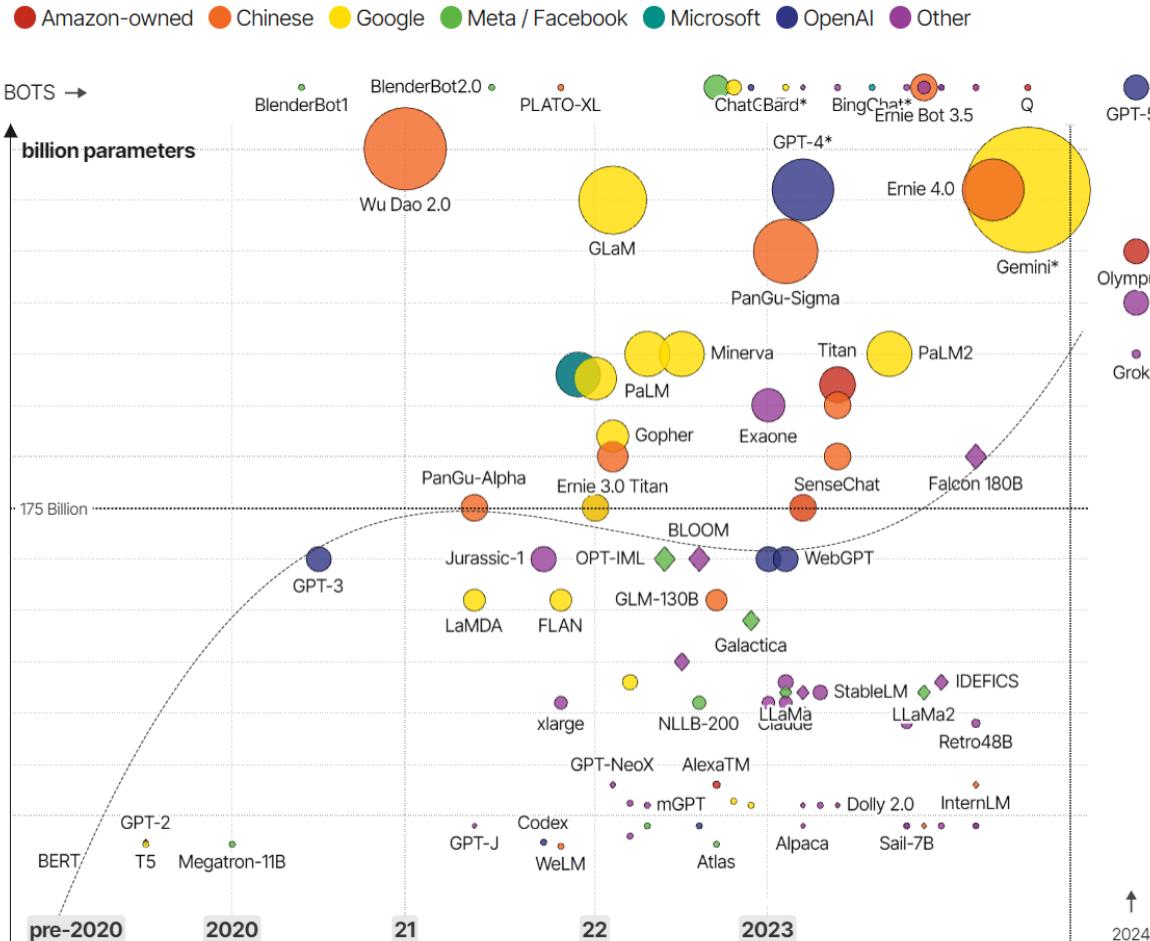
- Type of machine learning model/algorithm
- Performs variety of **natural language processing** (NLP) tasks
- Learn, understand, and process **human language efficiently**
- E.g., generate/classify text, answer questions conversationally
- Large = number of values (parameters) the model can change autonomously as it learns
- Uses hundreds of billions parameters

Large language models

- Trained with large amounts of data
- Based on neural networks (Transformers) that learn context and understanding through sequential data analysis
- Uses self-supervised learning to predict the next token in a sentence, given the surrounding context
- Process is repeated over and over until the model reaches acceptable level of accuracy
- GPT-4 (Generative Pre-trained Transformer)

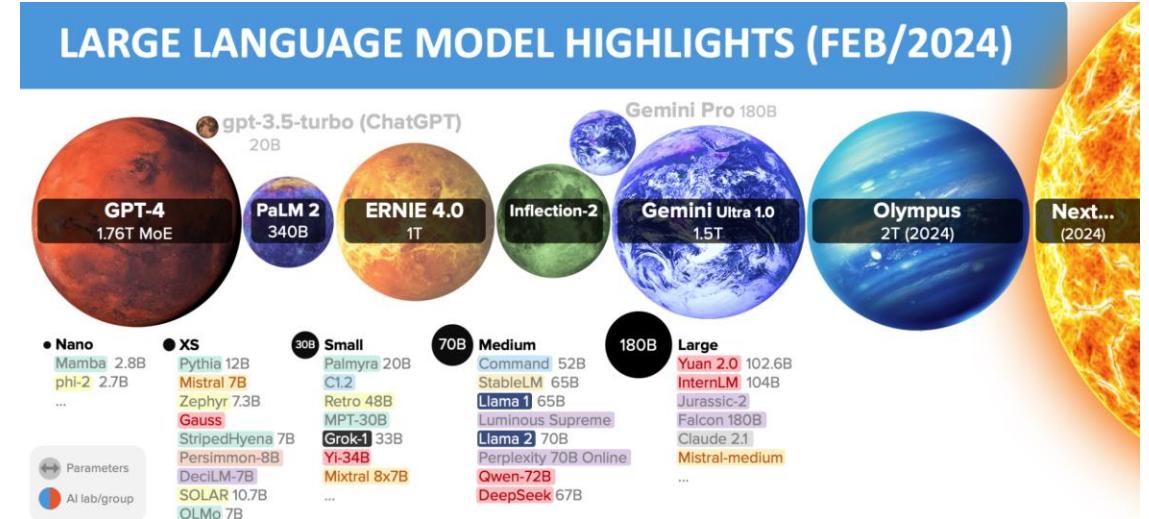


Large language models (LLM)



Source: informationisbeautiful.net

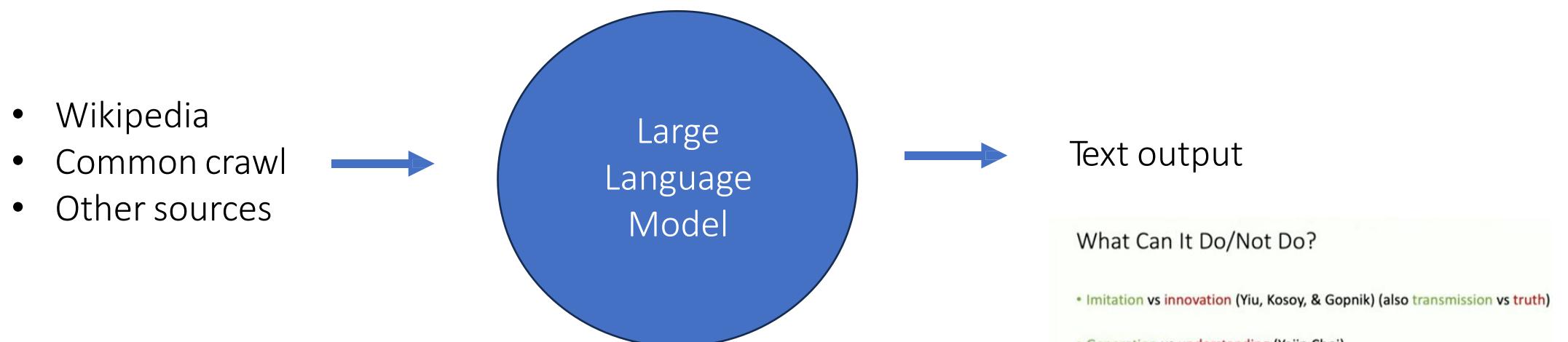
<https://informationisbeautiful.net/visualizations/the-rise-of-generative-ai-large-language-models-langs-like-chatgpt/>



Source: <https://lifearchitect.ai/models/>

Large language models training

- LLMs return similar patterns to data it is trained on (not thinking)



What Can It Do/Not Do?

- **Imitation vs innovation** (Yiu, Kosoy, & Gopnik) (also **transmission vs truth**)
- **Generation vs understanding** (Yejin Choi)
- **Memorization vs reasoning** (Melanie Mitchell)
- **Reacting vs planning** (Yann LeCun)

Source: informationisbeautiful.net
Generative AI +: Education
<https://www.youtube.com/@mit>

Tokens

- Basic units of text/code LLM uses to process or generate language
- Can be characters, words, subwords, segments of text or code
- Tokens generally = ~4 characters of text for common English
- $\frac{3}{4}$ of a word – 100 tokens \approx 75 words
- GPT models process text using tokens
- **Common sequences of characters found in text**
- Understands the statistical relationships between these tokens
- Used to predict next token in a sequence of tokens

Tokens

OpenAI Platform +

platform.openai.com/tokenizer

Overview Documentation API reference Examples

Tokenizer

The GPT family of models process text using **tokens**, which are common sequences of characters found in text. The models understand the statistical relationships between these tokens, and excel at producing the next token in a sequence of tokens.

You can use the tool below to understand how a piece of text would be tokenized by the API, and the total count of tokens in that piece of text.

GPT-3 Codex

the cow jumped over the moon

Clear Show example

Tokens	Characters
6	28

the cow jumped over the moon

TEXT TOKEN IDS

A helpful rule of thumb is that one token generally corresponds to ~4 characters of text for common English text. This translates to roughly $\frac{1}{4}$ of a word (so 100 tokens \approx 75 words).

If you need a programmatic interface for tokenizing text, check out our [tiktoken](#) package for Python. For JavaScript, the [gpt-3-encoder](#) package for node.js works for most GPT-3 models.

GPT-3 Codex

;

Clear Show example

Tokens	Characters
1	1

;

GPT-3 Codex

😊

Clear Show example

Tokens	Characters
2	2

😊

<https://platform.openai.com/tokenizer>

Tokens

Overview Documentation API reference Examples Playground

Help Personal

Mode  Complete Lega

Model text-davinci-003

Temperature 1

Load a preset... Save View code Share ...

Get started

Enter an instruction or select a preset, and watch the API respond with a **completion** that attempts to match the context or pattern you provided.

You can control which **model** completes your request by changing the model.

KEEP IN MIND

- ⚠ Use good judgment when sharing outputs, and attribute them to your name or company. [Learn more](#).
- ⚠ Requests submitted to our API and Playground will not be used to train or improve future models. [Learn more](#).
- ⓘ Our default models' training data cuts off in 2021, so they may not have knowledge of current events.

I try to learn something new every day

There are many ways to accomplish this.  day = 59.14%
letter = 38.12%
week = 0.67%
___ = 0.34%
single = 0.31%

Total: -0.53 logprob on 1 tokens
(98.59% probability covered in top 5 logits)

Submit ⏪ ⏴ ⏵ ⏶ ⏷ ⏸ ⏹

50

Temperature

Maximum length 256

Stop sequences Enter sequence and press Tab

Top P 1

Frequency penalty 0

Presence penalty 0

Best of 1

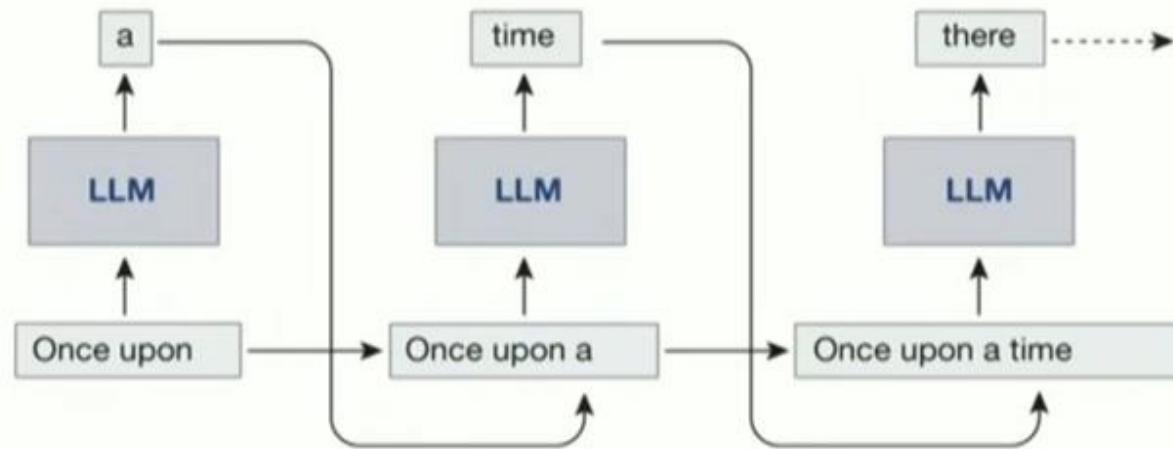
Inject start text

Inject restart text

Show probabilities  Most likely

<https://platform.openai.com/playground>

Tokens and structure



What can you learn from text?

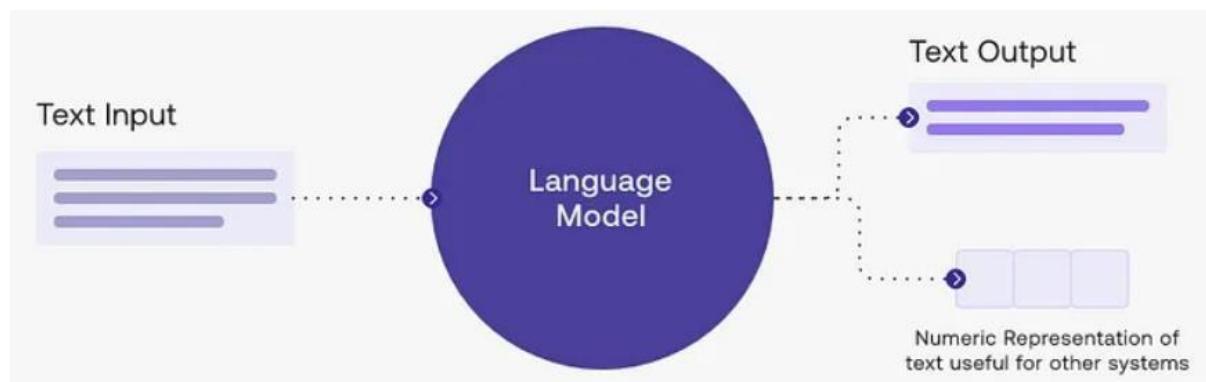
<i>The cats under the sofa</i>	<i>purr puffs</i>	rules of grammar
<i>Daniel Akaka was born in</i>	<i>Honolulu Chicago</i>	facts
<i>If you drop an egg it will</i>	<i>break bounce</i>	physical common sense

Source:

Shanahan M, McDonell K, Reynolds L. Role play with large language models. Nature. 2023 Nov;623(7987):493-498. doi: 10.1038/s41586-023-06647-8. Epub 2023 Nov 8. PMID: 37938776.

Tokens versus parameters

- Large language model (LLM) context
- Token is a basic unit of meaning e.g., word, punctuation mark
- Parameters = numerical values that define model behaviour
- Adjusted during training to optimize model's ability to generate relevant and coherent text



Large language model

Takes an input and produces a token
as an output

Why are tokens important?

- Context window in large language models
- Length of text model can process and respond to in given instance
- Constraints length of prompt and response

Prompt (tokens)



Response (sampled tokens)



Context window

ChatGPT-4 currently has a cap related to message frequency – 128,000 tokens

gpt-4 8000 tokens	gpt-4-32k 32000 tokens
gpt-4 6000 words	gpt-4-32k 24000 words

MODEL	DESCRIPTION	CONTEXT WINDOW	TRAINING DATA
gpt-4-0125-preview	New GPT-4 Turbo The latest GPT-4 model intended to reduce cases of "laziness" where the model doesn't complete a task. Returns a maximum of 4,096 output tokens. Learn more.	128,000 tokens	Up to Dec 2023

Cost is based on tokens used

How much does GPT-4 cost?

Updated today

The following information is also on our [Pricing](#) page.

We are excited to announce GPT-4 has a [new pricing model](#), in which we have reduced the price of the prompt tokens.

For our models with **128k** context lengths (e.g. `gpt-4-1106-preview` and `gpt-4-1106-vision-preview`), the price is:

- \$10.00 / 1 million prompt tokens (or \$0.01 / 1K prompt tokens)
- \$30.00 / 1 million sampled tokens (or \$0.03 / 1K sampled tokens)

For our models with **8k** context lengths (e.g. `gpt-4` and `gpt-4-0314`), the price is:

- \$30.00 / 1 million prompt token (or \$0.03 / 1K prompt tokens)
- \$60.00 / 1 million sampled tokens (or \$0.06 / 1K sampled tokens)

For our models with **32k** context lengths (e.g. `gpt-4-32k` and `gpt-4-32k-0314`), the price is:

- \$60.00 / 1 million prompt tokens (or \$0.06 / 1K prompt tokens)
- \$120.00 / 1 million sampled tokens (or \$0.12 / 1K sampled tokens)

<https://help.openai.com/en/articles/7127956-how-much-does-gpt-4-cost>

OpenAI pricing calculator

Calculate how much it will cost to generate a certain number of words by using OpenAI GPT-3.5 and GPT-4 APIs.

Enter number of words:

100000

10k 100k 500k 1m

Select the base language model:

GPT-4 8K (\$0.06/1k tokens)

Estimated price to generate 100000 words: \$8.8000

As OpenAI bills you based on the number of tokens sent in your prompt plus the number of tokens returned by the API, I am taking an assumption of a prompt length of 200 words for every 1000 words generated by the API. I am adding that cost to the final cost as well.

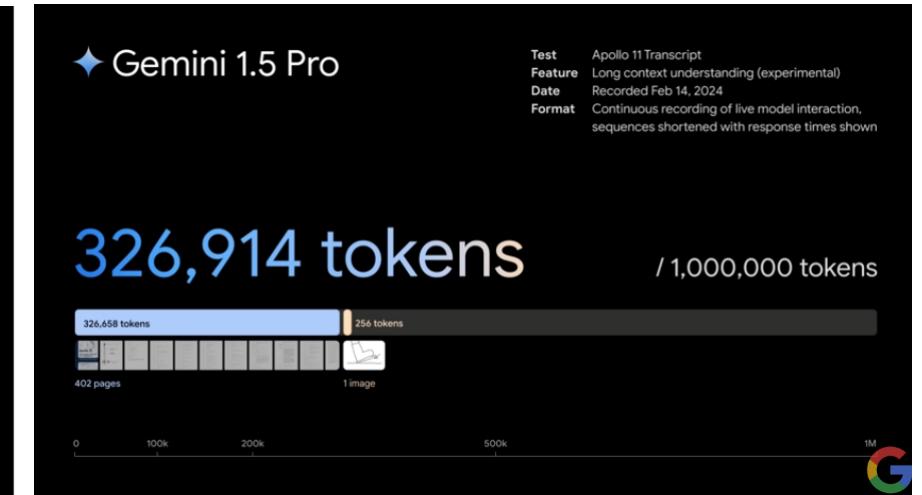
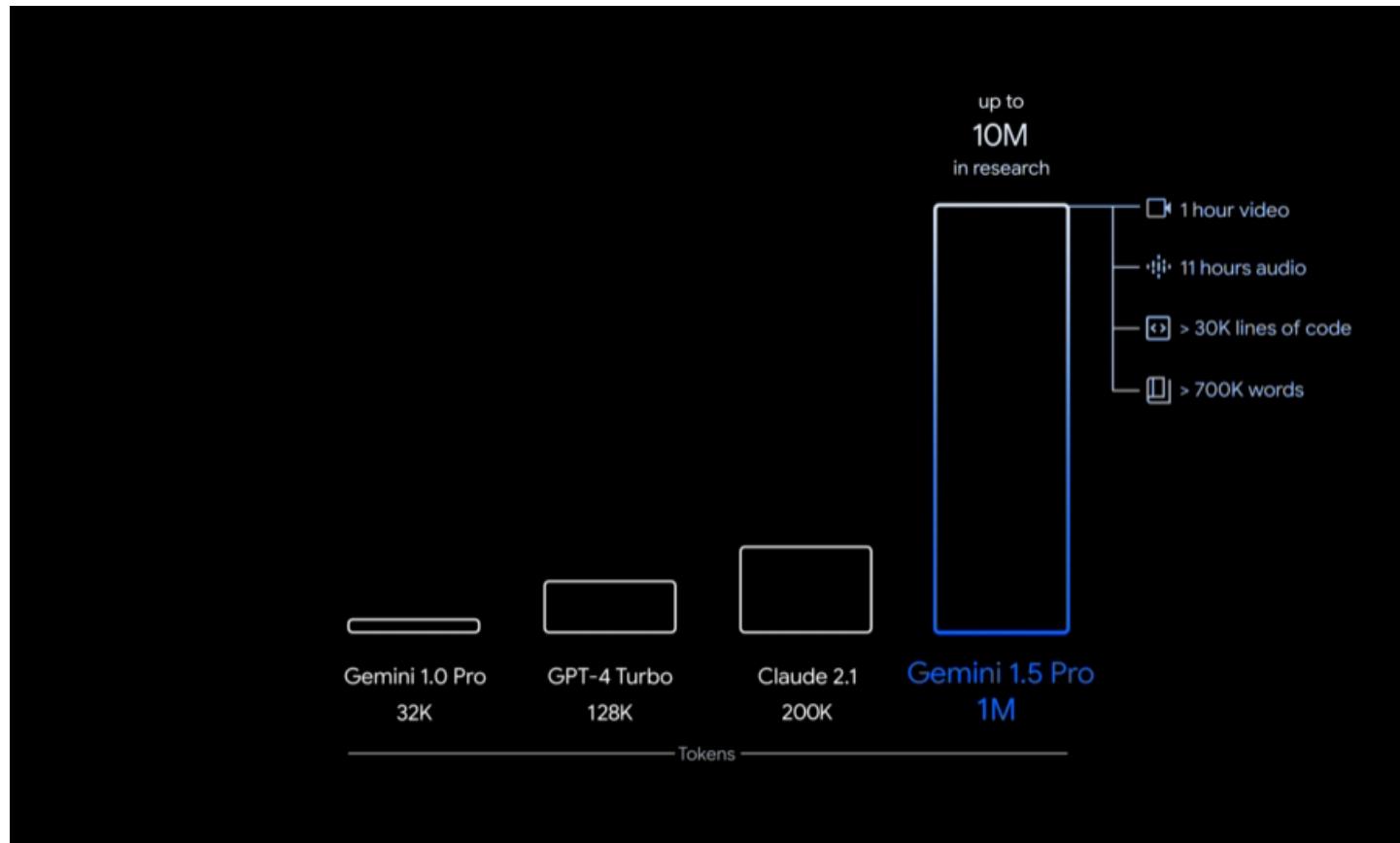
Enter the prompt length (approx. words per 1000 words):

200

But if your prompt length is different than the assumed value of 200 words per 1000 generated words, you can enter the value in the above field. And the final estimated price gets updated.

<https://invertedstone.com/tools/openai-pricing/>

Gemini 1.5 - 1 million multimodal tokens



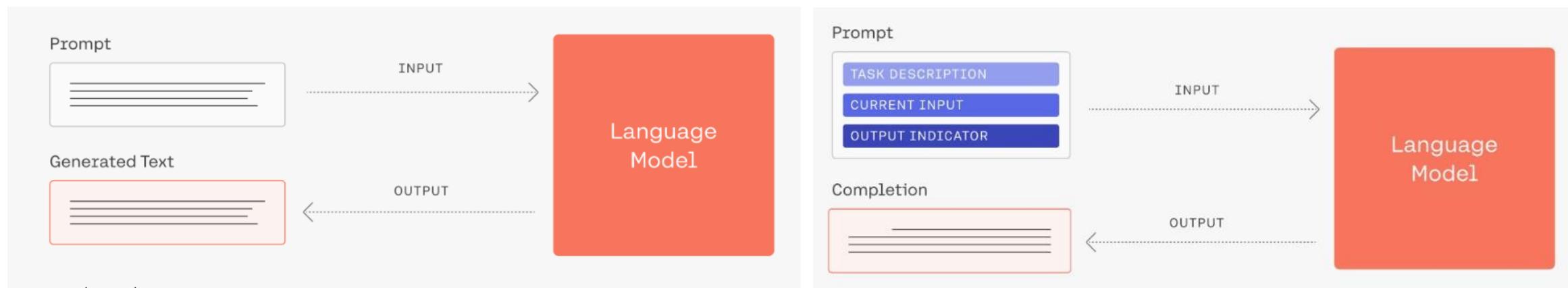
Complex reasoning about vast amounts of information

1.5 Pro can seamlessly analyze, classify and summarize large amounts of content within a given prompt. For example, when given the 402-page transcripts from Apollo 11's mission to the moon, it can reason about conversations, events and details found across the document.

How do I communicate with and use large learning models?

Prompt engineering

- Prompt is a piece of text that you provide to a language model to get a specific response or output
- Prompt can be a sentence, a paragraph, or entire article
- Serves as starting point for the model to generate new content
- Constraints or focusses interaction



zero-shot, one-shot and few-shot learning

- zero-shot learning: prompting a language model with an instruction
- No examples or demonstrations of the task you want it to perform
- Given instruction in natural language
- one-shot includes one demonstration
- few-shot (in-context) learning includes many demonstrations 10+

Zero-shot

The model predicts the answer given only a natural language description of the task. No gradient updates are performed.



One-shot

In addition to the task description, the model sees a single example of the task. No gradient updates are performed.



Few-shot

In addition to the task description, the model sees a few examples of the task. No gradient updates are performed.



Prompt guide

- Offer context – think about exactly what you want to generate
- Provide a prompt specifically tailored to that outcome
- Include helpful information upfront – role or persona
- Give examples of inputs and outputs
- Set the length of the response
- Ask for help to write the prompt
- Add useful expressions

Source: zapier.com

<https://zapier.com/blog/gpt-prompt/>

Useful expressions to include

- Let's think step by step - logic and maths
- Thinking backwards - avoid inaccurate conclusions
- In the style of [famous person] - match style
- As a [insert profession/role] - frames knowledge
- Explain this topic for [insert specific age group] - defines audience
- For the [insert company/brand publication] – tone & context

Source: zapier.com

<https://zapier.com/blog/gpt-prompt/>

Test and adjust variables

- Change model used
- Change temperature for creativity. Same prompt = same response
Tweak maximum length of response
- Stop sequences – terminate at certain point e.g., end of sentence or number of items in a list
- Frequency penalty - discourage model from repeating same words
- Presence penalty - encourage model to include diverse range of tokens in the generated text

Source: zapier.com

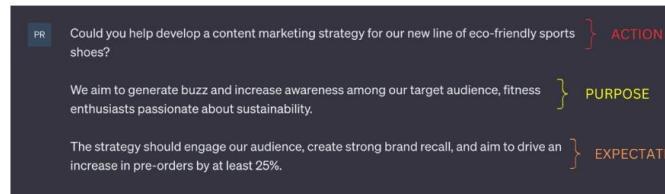
<https://zapier.com/blog/gpt-prompt/>

Prompt frameworks - CIDI

- C - context
- I - instructions
- D - details
- I - input

1. APE: Action, Purpose, Expectation

- *Action*: Define the job or activity to be done.
- *Purpose*: Discuss the intention or goal.
- *Expectation*: State the desired outcome.



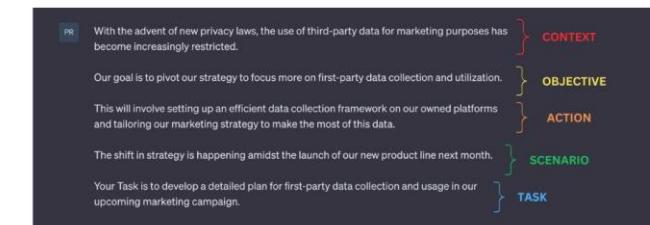
2. RACE: Role, Action, Context, Expectation

- *Role*: Specify the role of ChatGPT.
- *Action*: Detail what action is needed.
- *Context*: Provide relevant details of the situation.
- *Expectation*: Describe the expected outcome.



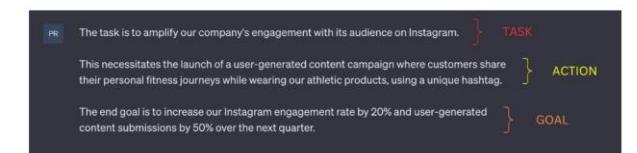
3. COAST: Context, Objective, Actions, Scenario, Task

- *Context*: Set the stage for the conversation.
- *Objective*: Describe the goal.
- *Actions*: Explain the actions needed.
- *Scenario*: Describe the scenario.
- *Task*: Describe the task.



4. TAG: Task, Action, Goal

- *Task*: Define the specific task.
- *Action*: Describe what needs to be done.
- *Goal*: Explain the end goal.



Source: 7taps.com

<https://app.7taps.com/OpBlRT8vd7U9L>

9 Frameworks to master ChatGPT Prompt Engineering

<https://www.linkedin.com/pulse/9-frameworks-master-chatgpt-prompt-engineering-edi-hezri-hairi/>

CIDI Framework - context

- Give ChatGPT a role “Act as a ... You are a ...”
- Give it other information it needs to step into that role
- If you are unsure, ask it, “what information would you need before stepping into that role”

Source: 7taps.com

<https://app.7taps.com/OpBIRT8vd7U9L>

CIDI Framework - context

- Make the context and role specific
- You are an educator with 10 years of experience creating student centred writing lessons. You believe that writing clearly is important for thinking clearly
- Tips – write a good description. Write down your values and expertise. Make it descriptive. Then you can use it for any prompt when brainstorming lesson plans, rubrics etc.

Source: 7taps.com

<https://app.7taps.com/OpBIRT8vd7U9L>

CIDI Framework - instructions

- Tell ChatGPT what you are going to do and what you want it to do
- Structure it as “I will” and “You will statement”
- Be clear about what everyone’s role is
- E.g., “I am going to provide you with a list of notes related to social media marketing. You are going to convert these notes into a basic outline for a 45 - minute lesson plan. Then I will revise and approve. Once approved you can expand it..”
- Give it a sense of what you want

Source: 7taps.com

<https://app.7taps.com/0pBiRT8vd7U9L>

CIDI Framework - details

- Give ChatGPT any other information you want it to consider
- E.g., tone, style, format, specifics about task, target audience
- Think about the output and put in the details needs to get that

Source: 7taps.com

<https://app.7taps.com/0pBIRT8vd7U9L>

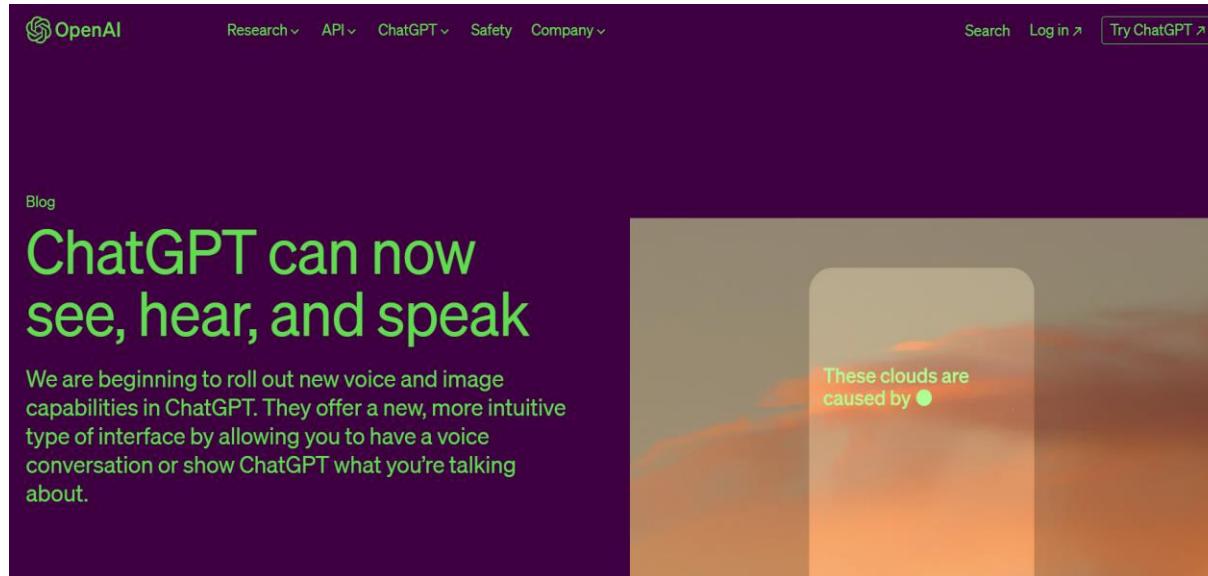
CIDI Framework - input

- You have told ChatGPT you were going to do something and it was going to do something
- Follow your structure and instructions
- Give it the information to complete the task
- E.g., provide it with data or samples of good output
- Range of advanced techniques you can use

Source: 7taps.com

<https://app.7taps.com/0pBIRT8vd7U9L>

Multimodal – voice and image inputs



The screenshot shows a dark-themed blog post from OpenAI. At the top, there's a navigation bar with links for Research, API, ChatGPT, Safety, and Company. Below the navigation, the word "Blog" is written in small white letters. The main title of the post is "ChatGPT can now see, hear, and speak" in large, bold, white font. Underneath the title, there's a paragraph of text in white. To the right of the text, there's a small image of a smartphone displaying a sunset scene with a green overlay text that reads "These clouds are caused by".



<https://openai.com/blog/chatgpt-can-now-see-hear-and-speak>

How to Enable ChatGPT Voice to Voice on Phone (iPhone & Android) Talk to ChatGPT!

https://youtu.be/SamGnUqaOfU?si=A-rnz_uOrzCtUEzw

Multimodal – voice and image inputs

Visual inputs: VGA charger

Sample 1 of 7

User What is funny about this image? Describe it panel by panel.



Source: [hmmm \(Reddit\)](#)

GPT-4 The image shows a package for a "Lightning Cable" adapter with three panels.

Panel 1: A smartphone with a VGA connector (a large, blue, 15-pin connector typically used for computer monitors) plugged into its charging port.

Panel 2: The package for the "Lightning Cable" adapter with a picture of a VGA connector on it.

Panel 3: A close-up of the VGA connector with a small Lightning connector (used for charging iPhones and other Apple devices) at the end.

The humor in this image comes from the absurdity of plugging a large, outdated VGA connector into a small, modern smartphone charging port.

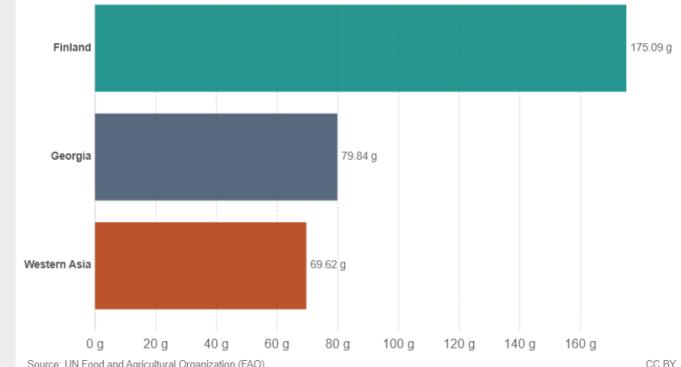
Visual inputs: chart reasoning

Sample 2 of 7

User What is the sum of average daily meat consumption for Georgia and Western Asia? Provide a step-by-step reasoning before providing your answer.

Daily meat consumption per person, 1997

Average daily meat consumption per person, measured in grams per person per day. Countries with daily meat consumption greater than the expected EU average of 165g per person are shown in red; yellow are those countries below 165g but exceeding the more ambitious limit of 40g per person; and in blue are those below 40g per person.



GPT-4 To find the sum of average daily meat consumption for Georgia and Western Asia, we will follow these steps:

1. Identify the average daily meat consumption for Georgia.
2. Identify the average daily meat consumption for Western Asia.
3. Add the values from steps 1 and 2.

Multimodal – voice and image inputs

Visual inputs: École Polytechnique exam question

Sample 3 of 7

User Answer question I.1.a. Think step-by-step.

I. Principe de la détection de rayonnement avec un bolomètre

Comme illustré sur la figure 1 un bolomètre est constitué d'un absorbeur qui reçoit le rayonnement que l'on désire détecter. Sa température T , supposée uniforme, est mesurée à l'aide d'un thermomètre incorporé, constitué d'un matériau conducteur dont la résistance $R(T)$ varie avec la température T ; cette variation est caractérisée par le coefficient $\alpha = \frac{1}{R} \frac{dR}{dT}$. L'ensemble possède la capacité thermique C_{th} .

Un barreau, conducteur thermique, homogène, de longueur L , de section S et de conductivité thermique λ et sans échanges thermiques latéraux, relie le bolomètre à un thermostat de température T_b fixe.

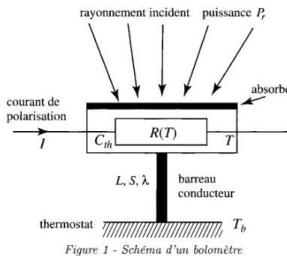


Figure 1 - Schéma d'un bolomètre

I.1. Dans cette première partie, on étudie le comportement du bolomètre en régime stationnaire, à la température de fonctionnement $T = T_0$.

I.1.a) Exprimer la température $T(x)$ en tout point du barreau conducteur repéré par son abscisse x ; on prendra $T(0) = T_0$ et $T(L) = T_b$.

GPT-4 To answer question I.1.a, we need to express the temperature $T(x)$ in every point of the conductive bar, which is characterized by the abscissa x . We are given that $T(0) = T_0$ and $T(L) = T_b$.

For a stationary regime, the heat equation for the one-dimensional heat conduction in the bar is:

$$\frac{d^2T}{dx^2} = 0$$

Visual inputs: extreme ironing

Sample 4 of 7

User What is unusual about this image?



Source: Barnorama

GPT-4 The unusual thing about this image is that a man is ironing clothes on an ironing board attached to the roof of a moving taxi.

What other domains is generative
AI impacting and used in?

Generative AI systems examples

- Image generators – Midjourney, Stable Diffusion, DALLE 3
- Runway – text to video
- Sora – text to video
- Code generation tools – Copilot
- Audio generation tools - VALL-E, resemble.ai
- AI covers
- Video game generation - Ludo.ai, FRVR Forge, Unity
- Large language models - GPT-4, Gemini, or Claude 2

Midjourney, Stable Diffusion, DALLE 3



V1

Released
February 2022

V2

Released
April 12, 2022

V3

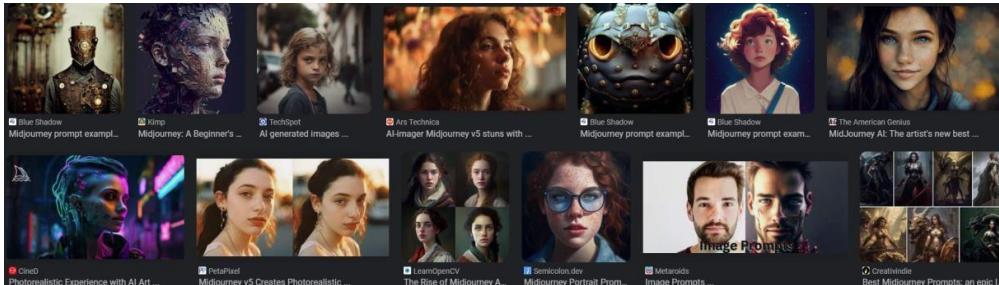
Released
July 25, 2022

V4

Released
November 5, 2022

V5
V5.1

Released
March 15, 2022
Released
May 3, 2022



v3 - July 2022

v4 - November 2022



v5.2 - June 2023

v6 - December 2023

Source: midjourney.com

<https://www.midjourney.com/>

https://www.linkedin.com/posts/nunoalexandreatunes_ai-midjourney-greenarchitecture-activity-6986203891709165568-0gqw/

<https://youtu.be/FjtBpcvBLLE>

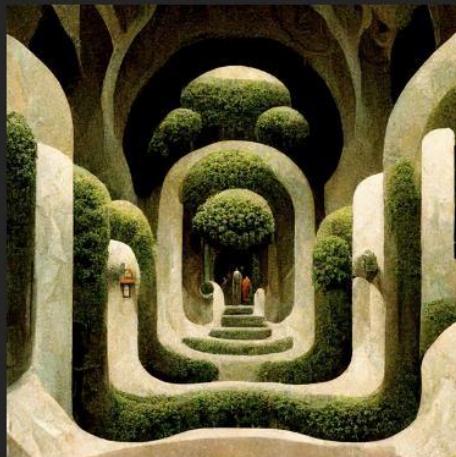
Midjourney prompts

PROMPT #1



Prompts : *Anthropomorphic majestic blobfish knight, portrait, finely detailed armor, cinematic lighting, intricate filigree metal design, 4k, 8k, unreal engine, octane render*

PROMPT #2



Prompts : *big labyrinth, escher like, ornaments, hedges, Art nouveau*

PROMPT #3



Prompts : *Mystic Old Male Warrior, Concept Character, portrait, Profile, Fantasy, Magic, Wisdom, Magic Glowing Runes, Astonishing, Mystical, Runic Tattoos, Intricate detail, mist, Digital art, Stanley Artgerm Lau, Karol Bak, Bokey*

PROMPT #4

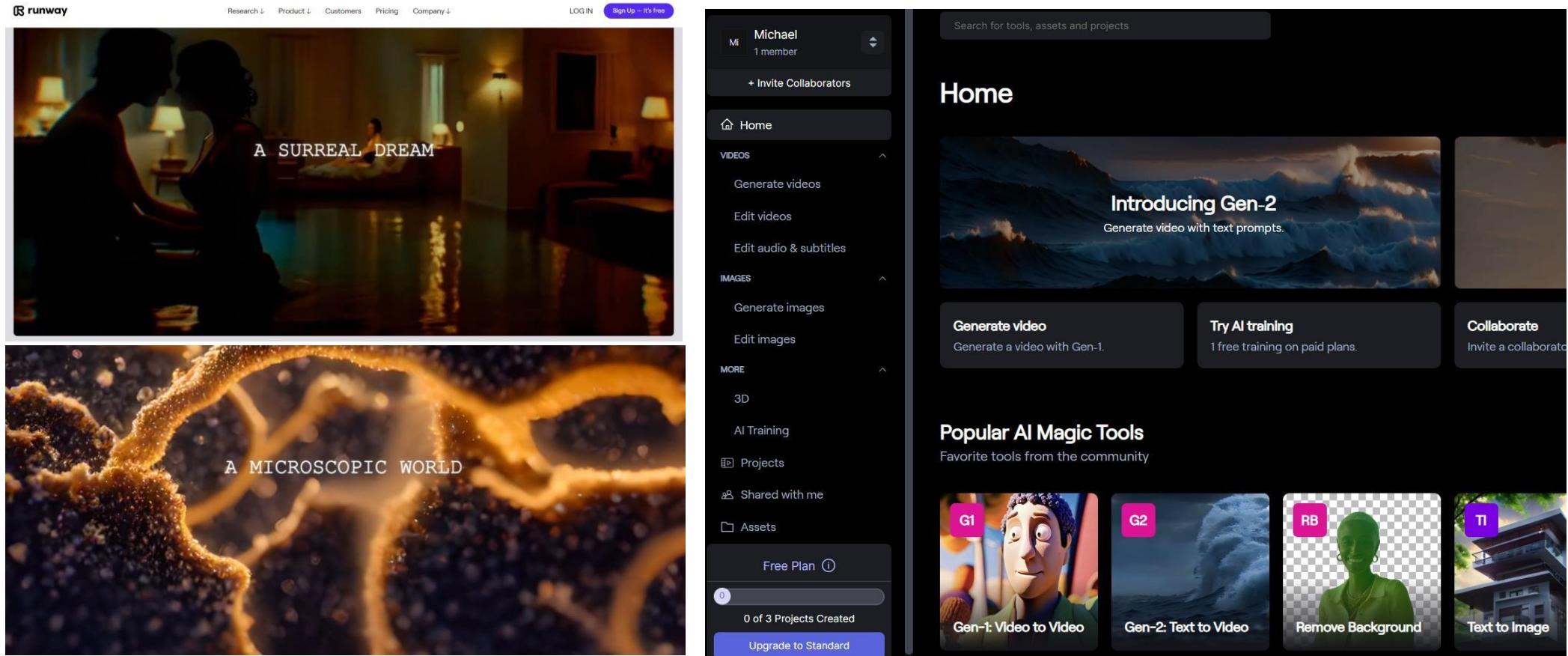


Prompts : *tiny cute adorable ginger tabby kitten studio light*

Source: blueshadow.art

<https://www.blueshadow.art/midjourney-prompt-commands/>

Runway – text to video



The image shows the Runway AI platform interface. On the left, there are two generated video thumbnails:

- A SURREAL DREAM:** A scene in a dimly lit room where a couple is kissing, with a woman sitting on a bed in the background. The text "A SURREAL DREAM" is overlaid.
- A MICROSCOPIC WORLD:** A close-up, microscopic view of what appears to be glowing, branching biological tissue or a complex material. The text "A MICROSCOPIC WORLD" is overlaid.

On the right, the user dashboard features:

- Profile:** Shows "Michael" and "1 member". Includes a "+ Invite Collaborators" button.
- Home:** A search bar at the top. Below it, a large banner says "Introducing Gen-2" with the subtext "Generate video with text prompts." It also includes buttons for "Generate video" (using Gen-1) and "Try AI training".
- Popular AI Magic Tools:** A section titled "Popular AI Magic Tools" featuring "Favorite tools from the community". It includes four tool cards:
 - G1: Video to Video**
 - G2: Text to Video**
 - RB: Remove Background**
 - TI: Text to Image**
- Left sidebar:** A navigation menu with sections for "VIDEOS" (Generate videos, Edit videos, Edit audio & subtitles), "IMAGES" (Generate images, Edit images), "MORE" (3D, AI Training, Projects, Shared with me, Assets), and a "Free Plan" section showing "0 of 3 Projects Created" and a "Upgrade to Standard" button.

Source: runwayml.com
<https://runwayml.com/>

Runway/Midjourney text to video



Anonymouse @TheMouseCrypto

<https://twitter.com/i/status/1687127183045574656>

OpenAI Sora - Text to Video Model



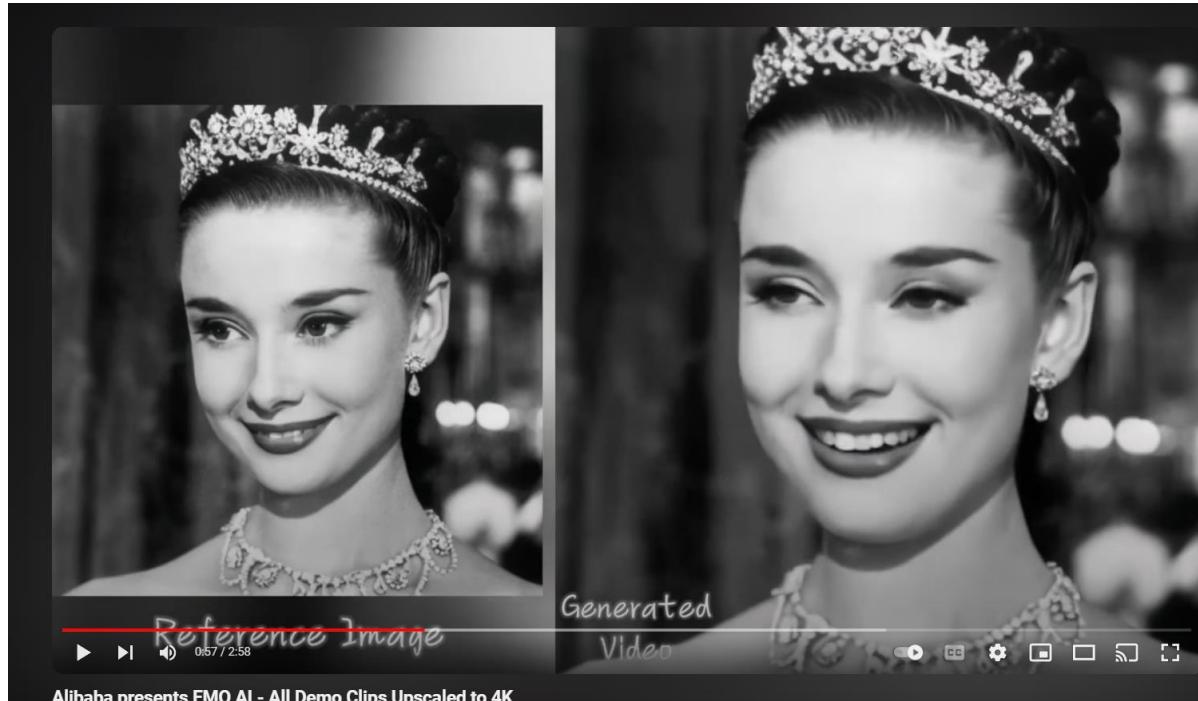
OpenAI Sora - Text to Video Model cat on bed
<https://youtu.be/-2daXgIty98?si=Xy6V2Te8weQxy0Lc>

Eleven labs AI generated audio Sora



Sound Effects are Coming Soon to ElevenLabs
<https://youtu.be/VDaZ9gTx7A8?si=gffTBgrNIKSxpySM>

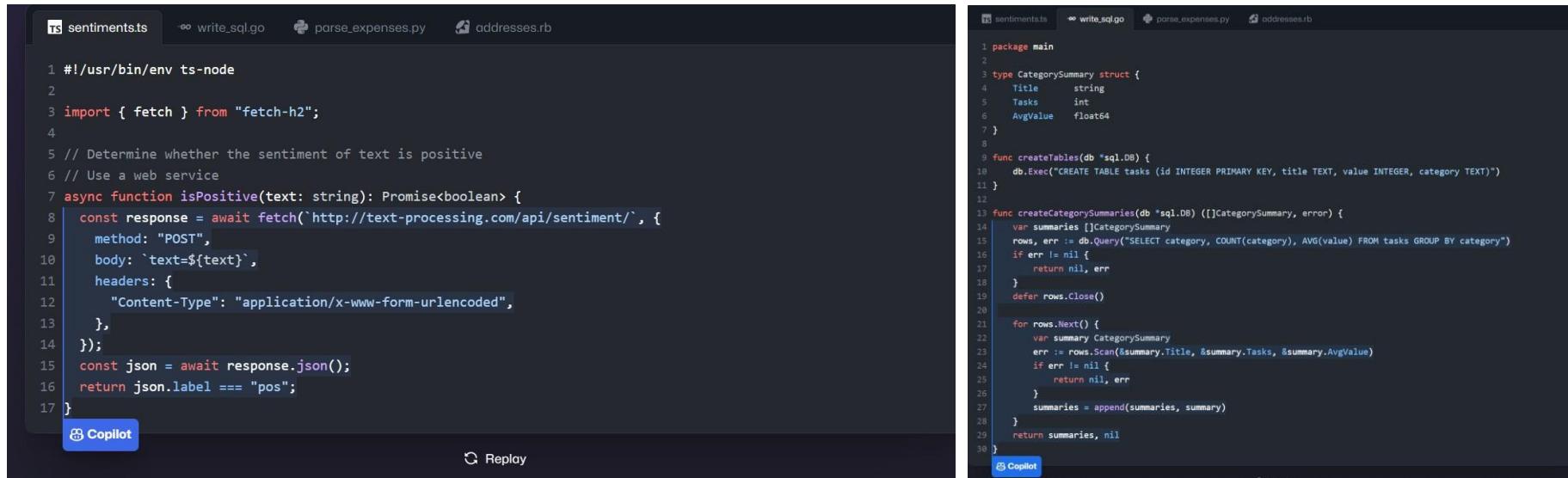
Rapidly evolving – Emo video



Alibaba presents EMO AI - All Demo Clips Upscaled to 4K
<https://youtu.be/wtcSzdHZne4?si=bMkRXGZbOor-S1jW>

Code generation – GitHub Copilot

- AI pair programmer – free for students
- GitHub Copilot uses the OpenAI Codex to suggest code and entire functions in real-time in your editor
- GitHub Copilot allows users to train tool on their codebase



The image shows a screenshot of the GitHub Copilot interface. It consists of two side-by-side code editors. Both editors have tabs at the top for 'sentiments.ts', 'write_sql.go', 'parse_expenses.py', and 'addresses.rb'. The left editor contains TypeScript code for sentiment analysis:

```

1 #!/usr/bin/env ts-node
2
3 import { fetch } from "fetch-h2";
4
5 // Determine whether the sentiment of text is positive
6 // Use a web service
7 async function isPositive(text: string): Promise<boolean> {
8   const response = await fetch(`http://text-processing.com/api/sentiment/`, {
9     method: "POST",
10    body: `text=${text}`,
11    headers: {
12      "Content-Type": "application/x-www-form-urlencoded",
13    },
14  });
15  const json = await response.json();
16  return json.label === "pos";
17}

```

The right editor contains Go code for creating database tables and category summaries:

```

1 package main
2
3 type CategorySummary struct {
4   Title     string
5   Tasks    int
6   AvgValue float64
7 }
8
9 func createTables(db *sql.DB) {
10  db.Exec("CREATE TABLE tasks (id INTEGER PRIMARY KEY, title TEXT, value INTEGER, category TEXT)")
11 }
12
13 func createCategorySummaries(db *sql.DB) ([]CategorySummary, error) {
14  var summaries []CategorySummary
15  rows, err := db.Query("SELECT category, COUNT(tasks), AVG(value) FROM tasks GROUP BY category")
16  if err != nil {
17    return nil, err
18  }
19  defer rows.Close()
20
21  for rows.Next() {
22    var summary CategorySummary
23    err := rows.Scan(&summary.Title, &summary.Tasks, &summary.AvgValue)
24    if err != nil {
25      return nil, err
26    }
27    summaries = append(summaries, summary)
28  }
29  return summaries, nil
30 }

```

At the bottom of each editor, there is a blue button labeled 'Copilot'.

Code generation – GitHub Copilot

- GitHub Copilot completes code, helps developers boost productivity with repetitive, simple code snippets
- ChatGPT supports developers in development/debugging process

Quickstart for GitHub Copilot

GitHub Copilot can help you work, by offering inline suggestions as you code.

GitHub Copilot can be managed through personal accounts with GitHub Copilot for Individuals or through organization accounts with GitHub Copilot for Business.

GitHub Copilot is free to use for verified students, teachers, and maintainers of popular open source projects. If you are not a student, teacher, or maintainer of a popular open source project, you can try GitHub Copilot for free with a one-time 30-day trial. After the free trial, you will need a paid subscription for continued use. For more information, see ["About billing for GitHub Copilot."](#)



Almost all (92%) developers use AI coding tools at work—and a majority (67%) have used these tools in both a work setting and during their personal time. Curiously, only 6% of developers in our survey say they solely use these tools outside of work.

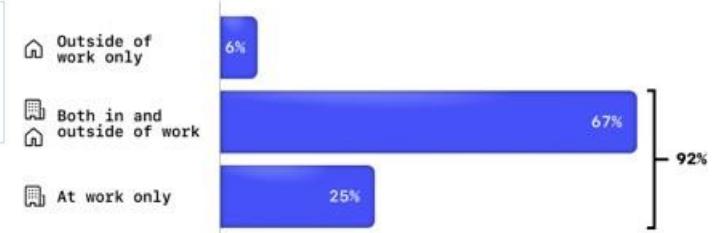
<https://docs.github.com/en/copilot/quickstart>

<https://github.blog/2023-06-13-survey-reveals-ais-impact-on-the-developer-experience/>

• AI is here to stay—and it's already transforming how developers approach their day-to-day work. That makes it critical for businesses and engineering leaders to adopt enterprise-grade AI tools to avoid their developers using non-approved applications. Companies should also establish governance standards for using AI tools to ensure that they are used ethically and effectively.

Where AI coding tools are used

N=500



Audio generation tools - VALL-E, resemble.ai

Microsoft's new AI can simulate anyone's voice with 3 seconds of audio

Text-to-speech model can preserve speaker's emotional tone and acoustic environment.

BENJ EDWARDS - 1/9/2023, 10:15 PM



[Enlarge](#) / An AI-generated image of a person's silhouette.

On Thursday, Microsoft researchers announced a new text-to-speech AI model called **VALL-E** that can closely simulate a person's voice when given a three-second audio sample. Once it learns a specific voice, VALL-E can synthesize audio of that person saying anything—and do it in a way that attempts to preserve the speaker's emotional tone.

RESEMBLE.AI

PRODUCTS USE CASES PRICING SIGN IN REQUEST DEMO

Your Complete Generative Voice AI Toolkit

✓ Text-to-Speech ✓ Speech-to-Speech ✓ Neural Audio Editing ✓ Language Dubbing

Resemble's AI voice generator lets you create realistic human-like voiceovers in seconds.

Clone your voice for free Request Demo



Source: arstechnica

<https://arstechnica.com/information-technology/2023/01/microsofts-new-ai-can-simulate-anyones-voice-with-3-seconds-of-audio/>

Source: resemble.ai

<https://www.resemble.ai/>

AI Covers - Frank Sinatra



<https://youtu.be/W7SQ4uf9GmA?si=wNYjZCyjCWaFPb5q>
https://youtu.be/_Y543NEiR5w?si=cGW0OtFtY5xeYZ1y
<https://youtu.be/VNWudHD3Kt8?si=BIOq2eaM5tVibbkI>
<https://youtu.be/HWsb7zTKplc?si=93Z5BArTwBHNWd0I>

AI Covers – Johnny Cash



Suno/Chat GPT 4 – music generation

Final Agenda

Artificial Intelligence

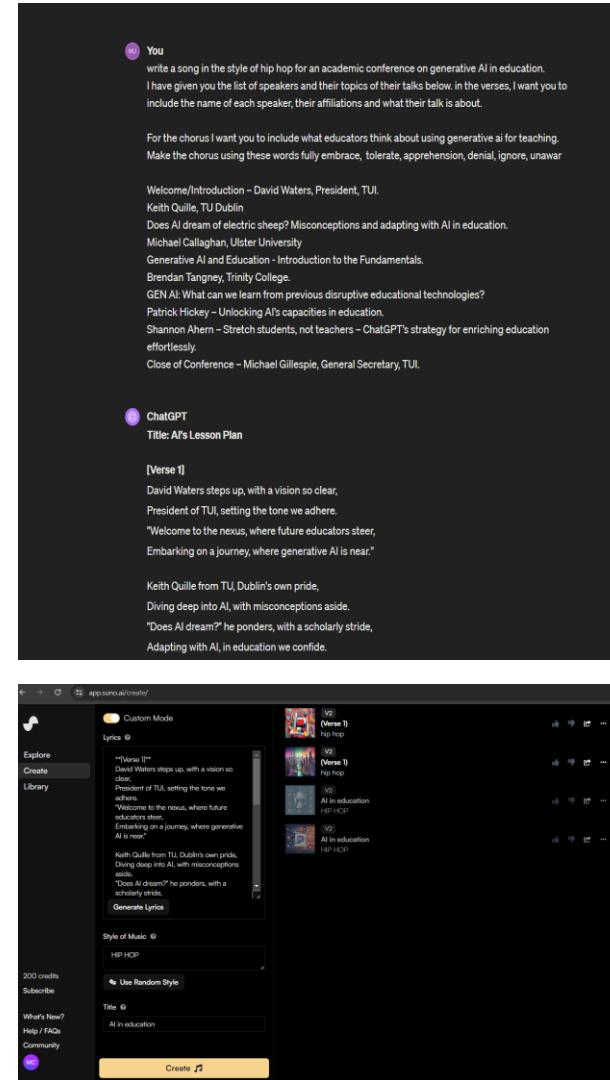
What do we need to know of its impact in education?

Saturday, March 2nd, 2024.

Venue: Lir Suite, Mullingar Park Hotel, Co. Westmeath.

Please note that photos are being taken at the event. If you do not wish to be pictured in photos, then please inform a member of TUI staff and we will ensure that your wishes are observed.

10.00am - 10.30am:	Registration, Tea & Coffee.
10.30am - 10.40am:	Welcome/introduction – David Waters, President, TUI.
10.40am - 11.20am:	Keith Quille, TU Dublin <i>Does AI dream of electric sheep? Misconceptions and adapting with AI in education.</i> Q&A from 11.10am - 11.20am.
11.20am - 12.00pm:	Michael Callaghan, Ulster University <i>Generative AI and Education - Introduction to the Fundamentals.</i> Q&A from 11.50am - 12.00pm.
12.00pm - 12.20pm:	Tea/coffee.
12.20pm - 1.00pm:	Brendan Tangney, Trinity College. <i>GenAI: What can we learn from previous disruptive educational technologies?</i> Q&A from 12.50pm - 1.00pm.
1.00pm - 2.30pm:	Lunch – Moyle and Glora Suite
2.30pm - 3.45pm	Workshops (delegates can attend one workshop): <ul style="list-style-type: none"> 1. Patrick Hickey – <i>Unlocking AI's capacities in education.</i> Room 6 - Up the stairs that are beside the swimming pool 2. Shannon Ahern – <i>Stretch students, not teachers – ChatGPT's strategy for enriching education effortlessly.</i> Room 7 - Up the stairs that are beside the swimming pool
3.45pm - 4.00pm:	Close of Conference – Michael Gillespie, General Secretary, TUI.



You
write a song in the style of hip hop for an academic conference on generative AI in education. I have given you the list of speakers and their topics of their talks below in the verses, I want you to include the name of each speaker, their affiliations and what their talk is about.

For the chorus I want you to include what educators think about using generative ai for teaching. Make the chorus using these words fully embrace, tolerate, apprehension, denial, ignore, unaware

Welcome/Introduction – David Waters, President, TUI.
Keith Quille, TU Dublin
Does AI dream of electric sheep? Misconceptions and adapting with AI in education.
Michael Callaghan, Ulster University
Generative AI and Education - Introduction to the Fundamentals.
Brendan Tangney, Trinity College.
GEN AI: What can we learn from previous disruptive educational technologies?
Patrick Hickey – Unlocking AI's capacities in education.
Shannon Ahern - Stretch students, not teachers – ChatGPT's strategy for enriching education effortlessly.
Close of Conference – Michael Gillespie, General Secretary, TUI.

ChatGPT
Title: AI's Lesson Plan

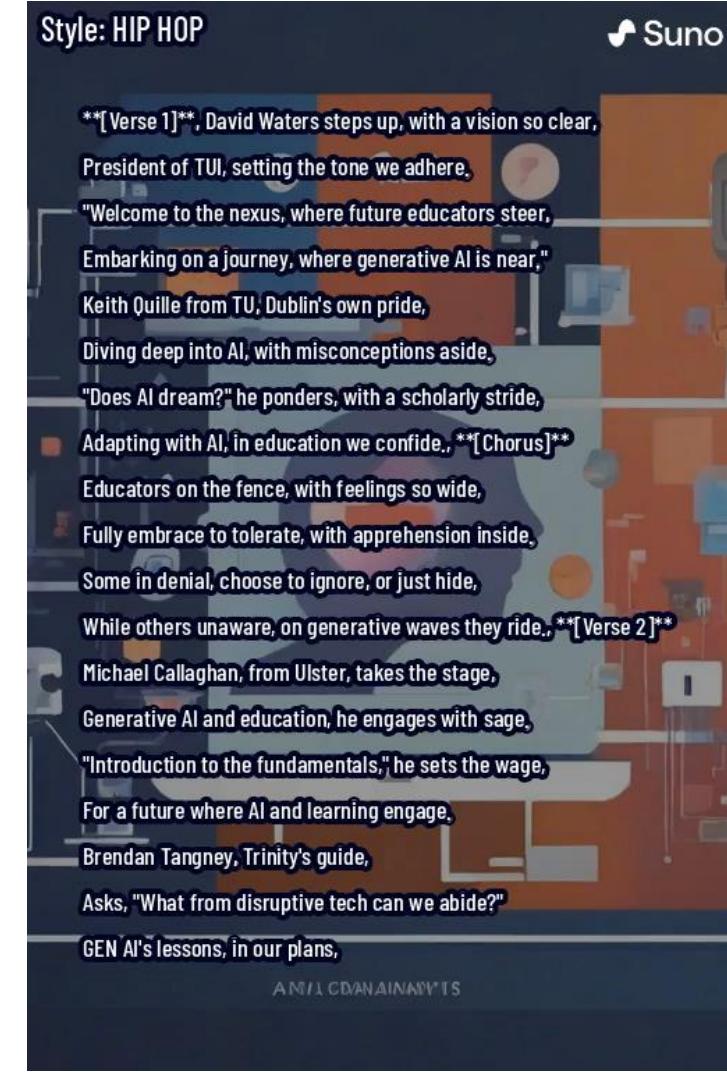
[Verse 1]
David Waters steps up, with a vision so clear,
President of TUI, setting the tone we adhere.
"Welcome to the nexus, where future educators steer,
Embarking on a journey, where generative AI is near."
Keith Quille from TU, Dublin's own pride,
Diving deep into AI, with misconceptions aside.
"Does AI dream?" he ponders, with a scholarly stride,
Adapting with AI, in education we confide.

[Chorus]
Educators on the fence, with feelings so wide,
Fully embrace to tolerate, with apprehension inside,
Some in denial, choose to ignore, or just hide,
While others unaware, on generative waves they ride.

[Verse 2]
Michael Callaghan, from Ulster, takes the stage,
Generative AI and education, he engages with sage,
"Introduction to the fundamentals," he sets the wage,
For a future where AI and learning engage.

Brendan Tangney, Trinity's guide,
Asks, "What from disruptive tech can we abide?"

GEN AI's lessons, in our plans,



Style: HIP HOP

[Verse 1], David Waters steps up, with a vision so clear, President of TUI, setting the tone we adhere. "Welcome to the nexus, where future educators steer, Embarking on a journey, where generative AI is near," Keith Quille from TU, Dublin's own pride, Diving deep into AI, with misconceptions aside. "Does AI dream?" he ponders, with a scholarly stride, Adapting with AI, in education we confide. **[Chorus]** Educators on the fence, with feelings so wide, Fully embrace to tolerate, with apprehension inside, Some in denial, choose to ignore, or just hide, While others unaware, on generative waves they ride. **[Verse 2]** Michael Callaghan, from Ulster, takes the stage, Generative AI and education, he engages with sage, "Introduction to the fundamentals," he sets the wage, For a future where AI and learning engage. Brendan Tangney, Trinity's guide, Asks, "What from disruptive tech can we abide?" GEN AI's lessons, in our plans,

<https://www.suno.ai/>

Video games - Ludo.ai, FRVR Forge

- AI supported game ideation, planning and development

-  ✓ Update EnemyBullet class to include vx and vy for direction, and update its position based on that direction [493]
-  ✓ Modify the shoot function of Enemy class to calculate the direction vector from the enemy to the hero and pass that to EnemyBullet constructor [521]
-  ✓ Update the part where enemies fire bullets to pass the hero's position to the shoot function [427]
-  ✓ Update the position of enemy bullets using the move function [92]



Add health bars to the game, then add health bars to the hero and enemies.

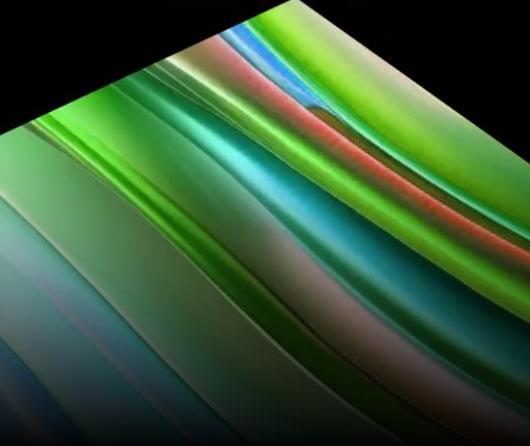
-  ✓ Add HealthBar class [544]
-  ✓ Add health bar to the hero and enemies, updating their constructors [415]
-  ✓ Add health bar to enemies [421]

<https://ludo.ai/>

https://www.facebook.com/fryrgames/?locale=en_GB

Video games – Unity Muse

Unity Muse BETA



how do I make a flappy bird clone

...



>Inspiration

"How can I make my game accessible?" Game development	"How do I make a simple inventory system?" Game development	"How can I integrate Ads into my game?" Ads and monetization
--	--	---

how do I make a flappy bird clone

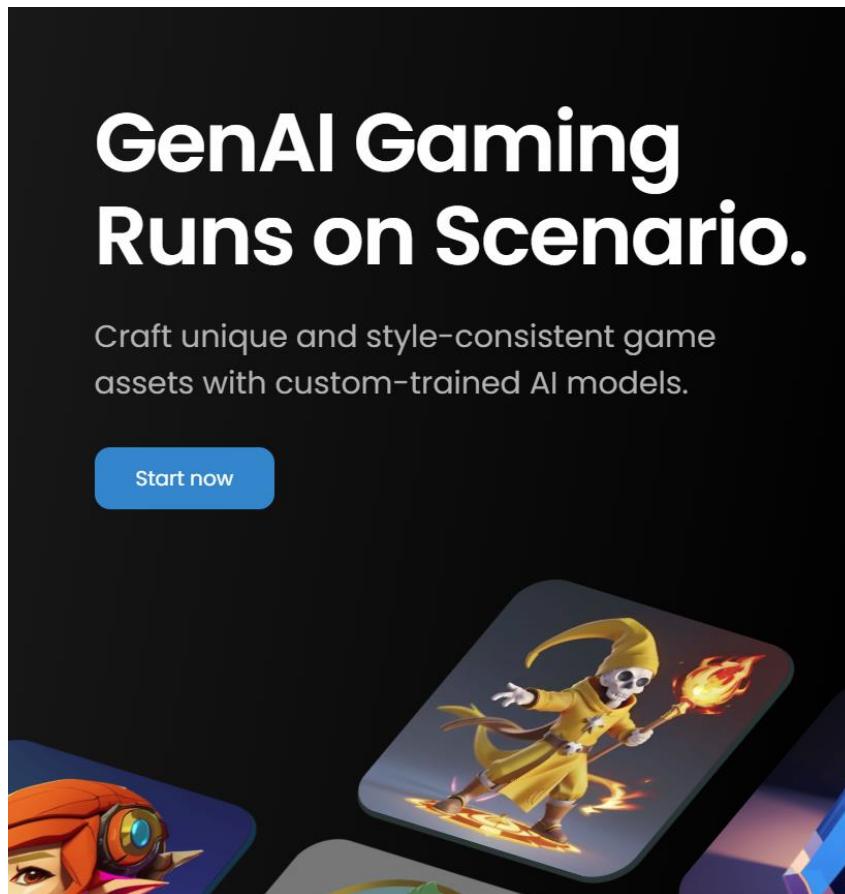
To make a Flappy Bird clone in Unity, you'll need to follow these steps:

1. Create a new 2D Unity project.
2. Import assets: You'll need a background, a bird sprite, and pipes (obstacles). You can create these assets yourself or find suitable ones online.
3. Set up the scene: Add the background, bird, and pipes to the scene, and position them accordingly.
4. Add Rigidbody2D to the bird: Select the bird game object and add a Rigidbody2D component. Set the Gravity Scale to a value that feels right for your game (e.g., 2).
5. Add a BoxCollider2D or CircleCollider2D to the bird and pipes: This will be used for detecting collisions between the bird and the pipes.
6. Create a script for the bird's movement: Create a new C# script and attach it to the bird game object. In the script, you'll need to handle input (e.g., tapping or clicking) and apply an upward force to the bird's Rigidbody2D when the input is detected.
7. Create a script for spawning pipes: Create another C# script for spawning pipes. In this script, you'll need to instantiate pipe prefabs at regular intervals and random heights. You can use a Coroutine or InvokeRepeating to achieve this.
8. Add a scoring system: Create a trigger collider in between the pipes and add a script to increment the score when the bird passes through the collider.
9. Handle game over: Add logic to detect when the bird collides with the pipes or goes out of the screen bounds. When this happens, display a game over message and allow the player to restart the game.
10. Polish and build: Add sounds, animations, and any other polish you'd like. Then, build your game for your desired platform.

This is a high-level overview of the process. You can find many tutorials online that go into more detail on creating a Flappy Bird clone in Unity. Good luck with your project!

<https://muse.unity.com/>

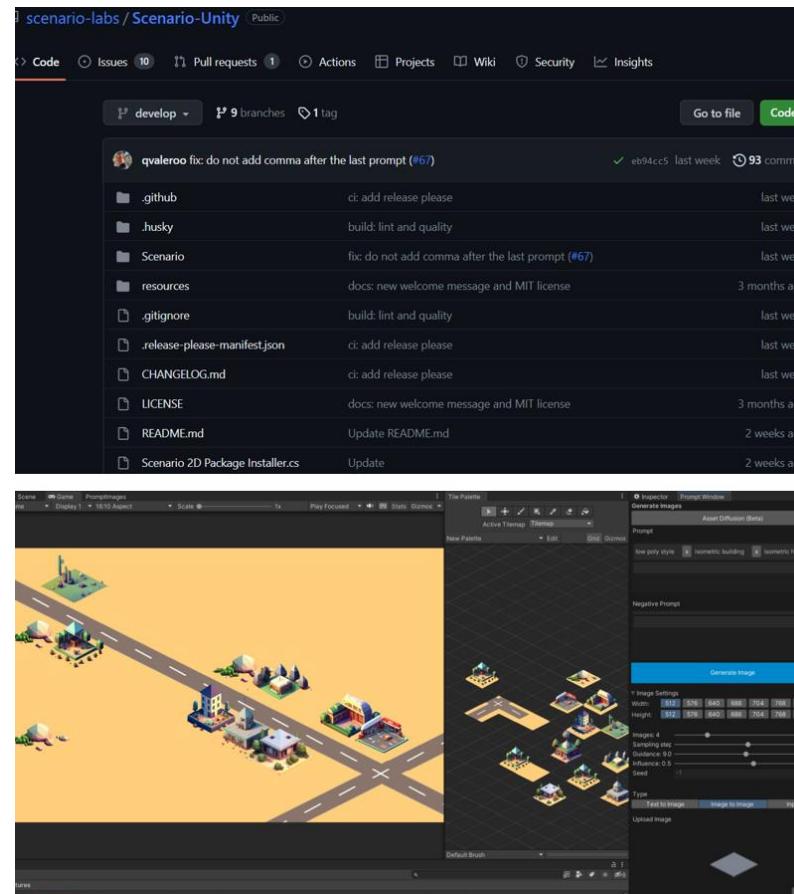
Video games – Scenario



GenAI Gaming Runs on Scenario.

Craft unique and style-consistent game assets with custom-trained AI models.

[Start now](#)



scenario-labs / Scenario-Unity · Public

Code Issues 10 Pull requests 1 Actions Projects Wiki Security Insights

develop 9 branches 1 tag Go to file Code

qvalero fix: do not add comma after the last prompt (#67) eb94cc5 last week 93 commits

.github ci: add release please last week

.husky build: lint and quality last week

Scenario fix: do not add comma after the last prompt (#67) last week

resources docs: new welcome message and MIT license 3 months ago

.gitignore build: lint and quality last week

.release-please-manifest.json ci: add release please last week

CHANGELOG.md ci: add release please last week

LICENSE docs: new welcome message and MIT license 3 months ago

README.md Update README.md 2 weeks ago

Scenario 2D Package Installer.cs Update 2 weeks ago

Inspector Prompt Window

Asset Diffusion (Beta)

Prompt Is poly style isometric building isometric hospital

Negative Prompt

Generate Image

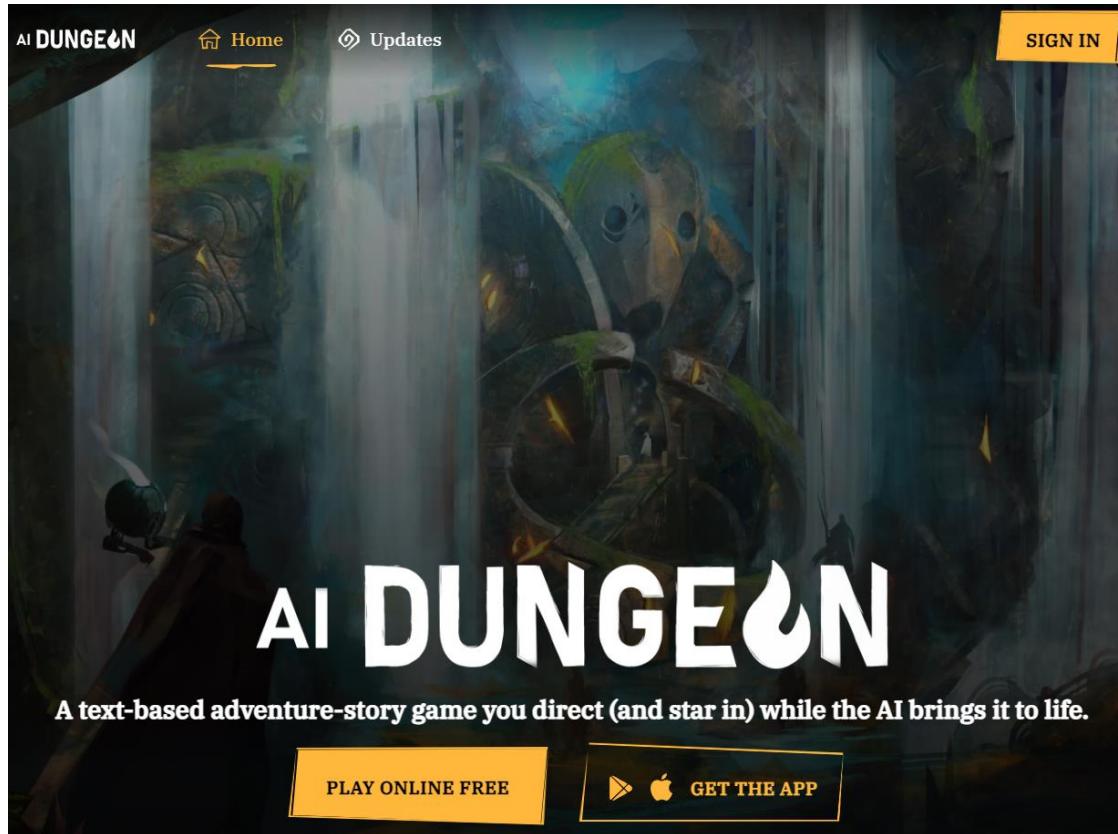
Image Settings Width: 512 576 640 688 754 798 892 Height: 512 576 640 688 754 798 892

Sampling Etc Guidance: 0.5 Influence: 0.5

Type Text to Image Image to Image Invert

Upload Image

AI generated game worlds



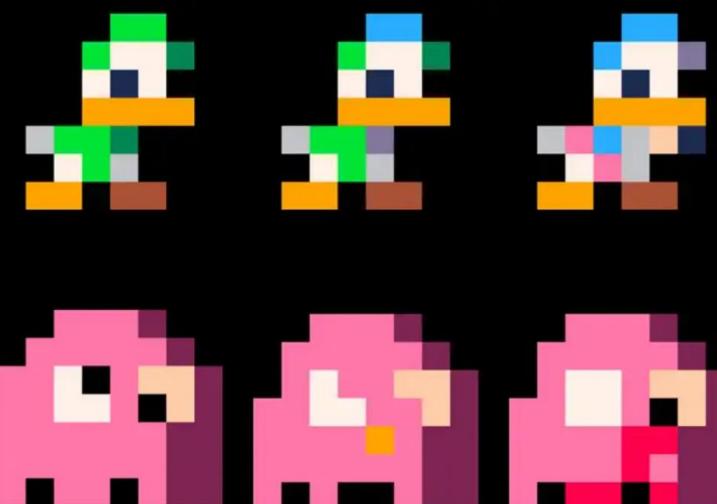
Technology

AI generates video game levels and characters from text prompts

A generative AI model based on small datasets was able to create maps and 2D character models for video games on demand

By Chris Stokel-Walker

1 September 2023



“Duck” and “ghost” character sprites generated by an AI
Tim Merino et al

A simple generative AI tool can create video game maps, character models and emojis from a single-sentence prompt within milliseconds.

<https://aidungeon.io/>

<https://www.newscientist.com/article/2390019-ai-generates-video-game-levels-and-characters-from-text-prompts/>

AI generated game worlds

Google DeepMind's new generative model makes Super Mario-like games from scratch

Genie learns how to control games by watching hours and hours of video. It could help train next-gen robots too.

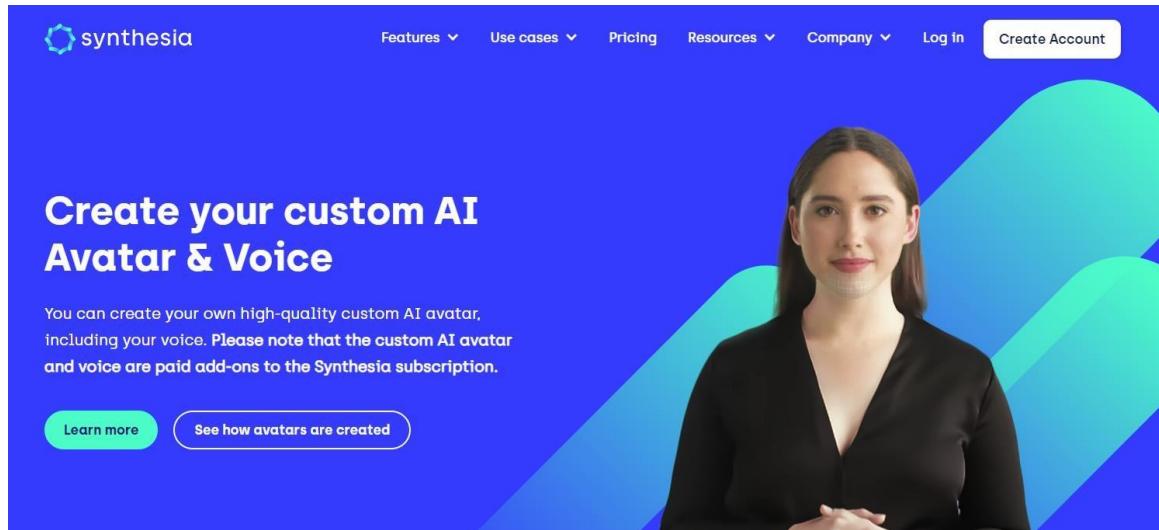
By Will Douglas Heaven

February 29, 2024



<https://www.technologyreview.com/2024/02/29/1089317/google-deepminds-new-generative-model-makes-super-mario-like-games-from-scratch/>

Clone yourself for videos



Create your custom AI Avatar & Voice

You can create your own high-quality custom AI avatar, including your voice. Please note that the custom AI avatar and voice are paid add-ons to the Synthesia subscription.

[Learn more](#) [See how avatars are created](#)

Personal	\$22.50 per month billed yearly	Enterprise	Custom pricing tailored to your company
	Create an account		Book a demo
Languages & Voices ⓘ	120 Stock languages & voices	120 Stock languages & voices	
Custom AI Avatars ⓘ	(+) Paid add-on	(+) Paid add-on	
You can create your own custom AI Avatar [your digital twin]. This is an add-on feature.			
Voice cloning ⓘ	(+) Paid add-on	(+) Paid add-on	
Branded AI avatars ⓘ	(x)	(+)	Paid add-on
MEDIA & INTEGRATIONS			
AI script assistant ⓘ	(checkmark)	(checkmark)	
Upload images & videos ⓘ	(checkmark)	(checkmark)	

Source: synthesia

<https://www.synthesia.io/features/custom-avatar>

Generative AI in Ireland 2024

Half of Irish organisations using generative AI - survey

Updated / Thursday, 29 Feb 2024 09:19



The report entitled 'Generative AI in Ireland 2024' shows that multinational companies claim to use 30% more generative AI than indigenous organisations (File image)



By **Brian O'Donovan**
Work & Technology Correspondent

Almost half of organisations across the public and private sectors in Ireland have started to adopt generative AI, according to a new study from Microsoft and Trinity College Dublin's Business School.

The report entitled "Generative AI in Ireland 2024" shows that multinational companies claim to use 30% more generative AI than indigenous organisations.





WORK & PRODUCTIVITY
PRODUCTIVITY

Generative AI in Ireland 2024 – Trends and Insights

 **Kieran McCorry**
National Technology Officer

5 MIN.

Generative AI adoption rates are on the rise in workplaces according to our latest report, in collaboration with Trinity College Dublin

AI is a defining technology of our time, comparable to the advent of the light bulb or the printing press, and will transform and augment how we work, create, and collaborate.

Generative AI, as many of you will already know, is a technology that can create new content, like text, imagery, audio, and more, using natural language prompts. It uses data to build models (Large Language Models) that recognise patterns in the data to produce new original content.

Related



The world moves fast. And keeping up is not enough.



Ineo improves employee productivity with modern tools and AI



Kelliher Electrical is winning more business by using real-time data to track stock and optimise...

<https://www.rte.ie/news/business/2024/0229/1435038-generative-ai-survey/>

<https://pulse.microsoft.com/en-ie/work-productivity-en-ie/na/fa1-generative-ai-adoption-rates-are-on-the-rise-in-workplaces-according-to-our-latest-report-supported-by-trinity-college-dublin/>

How do I get started with
large learning models?

Large language models – getting started

- Large range of LLM's available e.g., GPT-4, Gemini, or Claude 2
- Range of ways to access and setup
- Depending on level of technical expertise
- Cohere or Hugging Face and LangChain
- Also use Microsoft co-pilot, Bing AI or ChatGPT, Orca
- Following slides will focus on ChatGPT

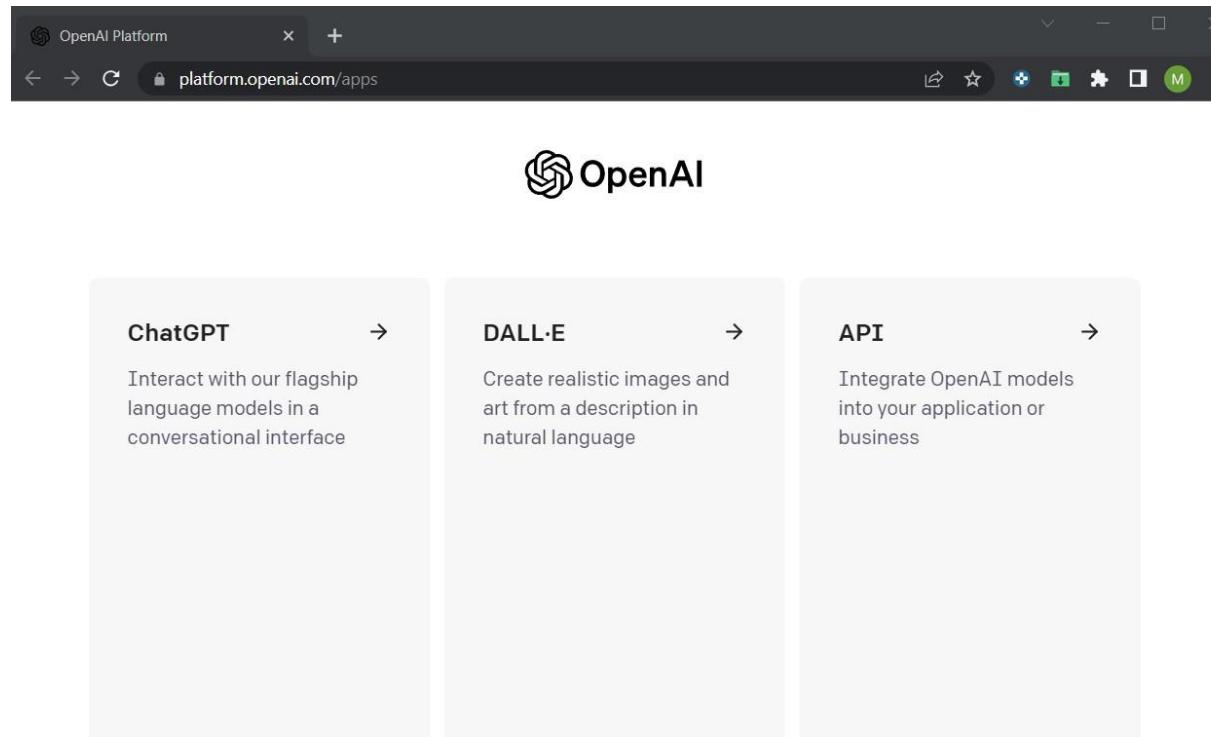
<https://www.bing.com/?ai>

<https://chat.openai.com/>

<https://gemini.google.com/>

OpenAI - ChatGPT

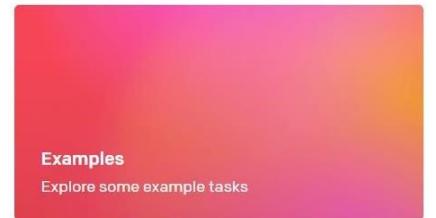
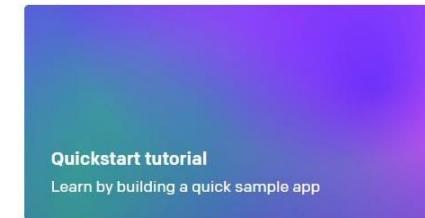
- Free (limited) access and paid subscription available - \$20 USD



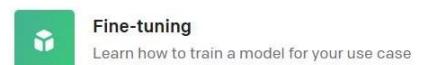
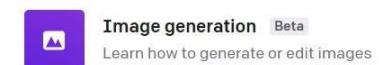
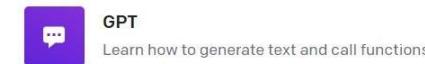
<https://platform.openai.com/apps>

Welcome to the OpenAI platform

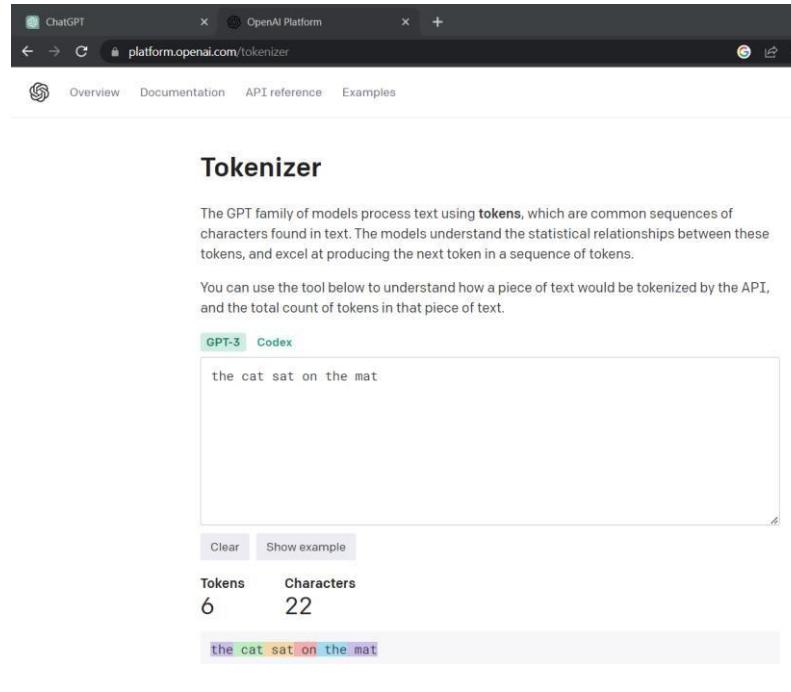
Start with the basics



Build an application



OpenAI – range of tools available



Tokenizer

The GPT family of models process text using **tokens**, which are common sequences of characters found in text. The models understand the statistical relationships between these tokens, and excel at producing the next token in a sequence of tokens.

You can use the tool below to understand how a piece of text would be tokenized by the API, and the total count of tokens in that piece of text.

GPT-3 Codex

the cat sat on the mat

Tokens 6 **Characters** 22

the cat sat.on the mat

AI Text Classifier

The AI Text Classifier is a fine-tuned GPT model that predicts how likely it is that a piece of text was generated by AI from a variety of sources, such as ChatGPT.

This classifier is available as a free tool to spark discussions on AI literacy. For more information on ChatGPT's capabilities, limitations, and considerations in educational settings, please visit our [documentation](#).

Current limitations:

- Requires a minimum of 1,000 characters, which is approximately 150 - 250 words.
- The classifier isn't always accurate; it can mislabel both AI-generated and human-written text.
- AI-generated text can be edited easily to evade the classifier.
- The classifier is likely to get things wrong on text written by children and on text not in English, because it was primarily trained on English content written by adults.

Try the classifier

To get started, choose an example below or paste the text you'd like to check. Be sure you have appropriate rights to the text you're pasting.

Examples

Human-Written AI-Generated Misclassified Human-Written

Text

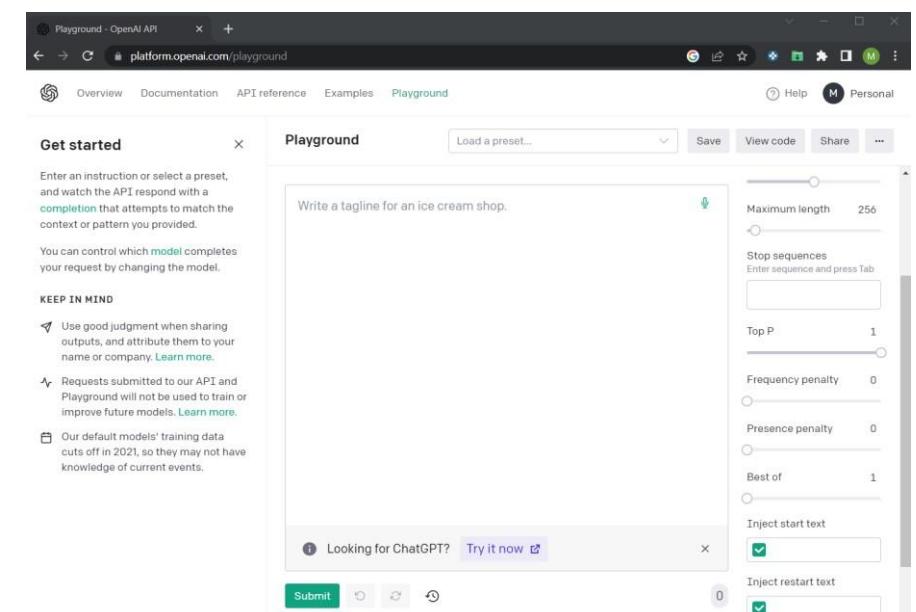
Our classifier is not fully reliable. In our evaluations on a "challenge set" of English texts, our classifier correctly identifies 26% of AI-written text (true positives) as "likely AI-written," while incorrectly **labeling** human-written text as AI-written 9% of the time (false positives). Our classifier's reliability typically improves as the length of the input text increases. Our classifier is not fully reliable. In our evaluations on a "challenge set" of English texts, our classifier correctly identifies 26% of AI-written text (true positives) as "likely AI-written," while incorrectly labelling human-written text as AI-written 9% of the time (false positives). Our classifier's reliability typically improves as the length of the input text increases. Our classifier is not fully reliable. In our evaluations on a "challenge set" of English texts, our classifier correctly identifies 26% of AI-written text (true positives) as "likely AI-written," while incorrectly labelling human-written text as AI-written 9% of the time (false positives). Our classifier's reliability typically improves as the length of the input text increases.

By submitting content, you agree to our [Terms of Use](#) and [Privacy Policy](#). Be sure you have appropriate rights to the content before using the AI Text Classifier.

Submit

Clear

The classifier considers the text to be **possibly** AI-generated.



Playground

Write a tagline for an ice cream shop.

Maximum length 256

Stop sequences Enter sequence and press Tab

Top P 1

Frequency penalty 0

Presence penalty 0

Best of 1

Inject start text

Looking for ChatGPT? Try it now

Submit

<https://platform.openai.com/tokenizer>
<https://platform.openai.com/ai-text-classifier>
<https://platform.openai.com/playground>

ChatGPT command types

- **Ask for facts** - search but more conversational
- **Suggestions** - recommend 5 books on programming
- **Translations** - language translation with context
- **Comparing** - compare two different things (cats versus dogs)
- **Creative writing** - email templates, blogs, plays, short stories
- **Brainstorming** - brainstorm ideas, five ideas for a picnic
- **Summarizing text** - take paragraphs of text and summarise
- **Ideas and list generation** - create lists, gather information

ChatGPT command types

- Pros and cons - making decisions on buying decisions etc
- Quotes and studies - find 3 scientific studies on sleep and summarise
- Feedback on your text - good and bad points, suggestions for improvements
- Role playing - assign a persona, talk as that person, interview me for a job
- Explanation of concepts - good at explaining concepts
- ChatGPT commands - ask it commands you can use e.g., review my essay
- Coding - writing and debugging code
- Mentorship - life advice, coaching and mentoring

ChatGPT command – recommend books

MJ recommend the 5 top books for learning unity

If you're looking to learn Unity, here are five highly recommended books that can help you get started and enhance your skills:

1. "Unity in Action: Multiplatform Game Development in C#" by Joe Hocking:
This book provides a comprehensive introduction to Unity, covering the fundamentals of game development, scripting with C#, creating interactive environments, implementing game physics, and more.
2. "Mastering Unity 2D Game Development" by Simon Jackson:
Focused on 2D game development, this book guides you through various aspects of Unity, including animation, audio, physics, and user interface design. It also covers advanced topics such as optimizing performance and creating procedural content.
3. "Unity Game Development Cookbook" by Paris Buttfield-Addison, Jon Manning, and Tim Nugent:
This cookbook-style guide offers a collection of practical, hands-on recipes to solve common problems encountered in Unity game development. It covers a wide range of topics, from basic scripting to multiplayer networking and virtual reality.
4. "Unity in Action: Multiplatform Game Development in C#, Second Edition" by Joe Hocking:
This updated edition builds on the first book and provides more in-depth coverage of Unity's features and techniques. It explores topics like Unity's animation system, advanced scripting techniques, working with Regenerate response creating multiplayer

Send a message ➤

MJ what are the pro and cons of attending Ulster University instead of queens

When comparing Ulster University and Queen's University, there are several factors to consider. Here are some general pros and cons to help you make a decision, although it's important to note that individual preferences and program offerings may vary.

Pros of attending Ulster University:

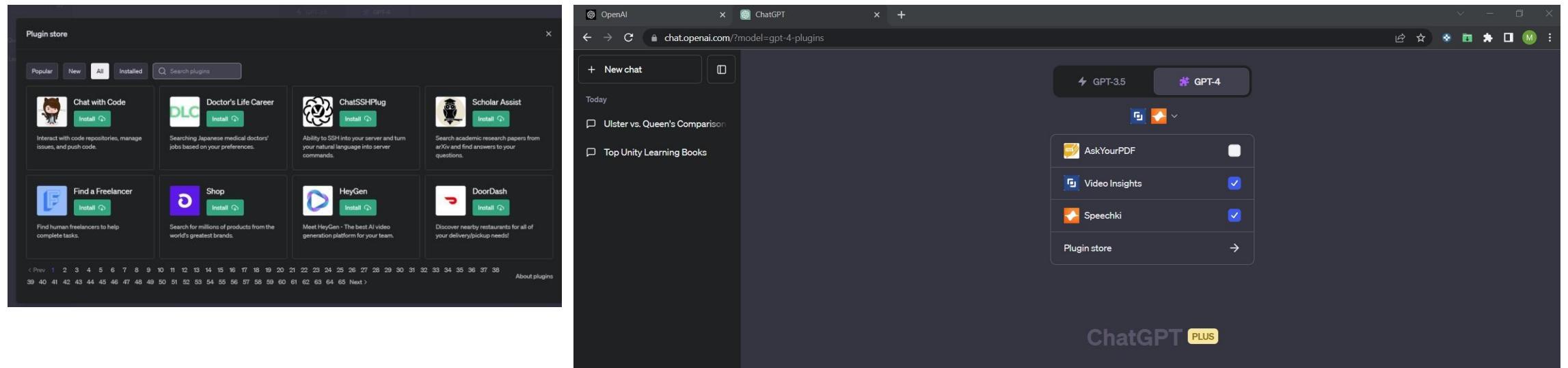
1. Location: Ulster University has multiple campuses spread across Northern Ireland, offering a range of scenic and culturally rich locations. If you prefer a specific region or want to be closer to certain attractions, Ulster University's campus locations may be advantageous.
2. Program specialization: Ulster University is known for its expertise in specific fields, such as nursing, engineering, and environmental sciences. If you're interested in pursuing a degree in one of these areas, Ulster University's specialized programs may be a pro.
3. Cost: Tuition fees and cost of living can be more affordable at Ulster University compared to Queen's University. If financial considerations are important to you, Ulster University might be a more budget-friendly option.
4. Student community: Ulster University has a diverse student population, which can create a vibrant and inclusive campus community. It offers a variety of clubs, societies, and extracurricular activities that can enhance your university experience.

Cons of attending Ulster University:

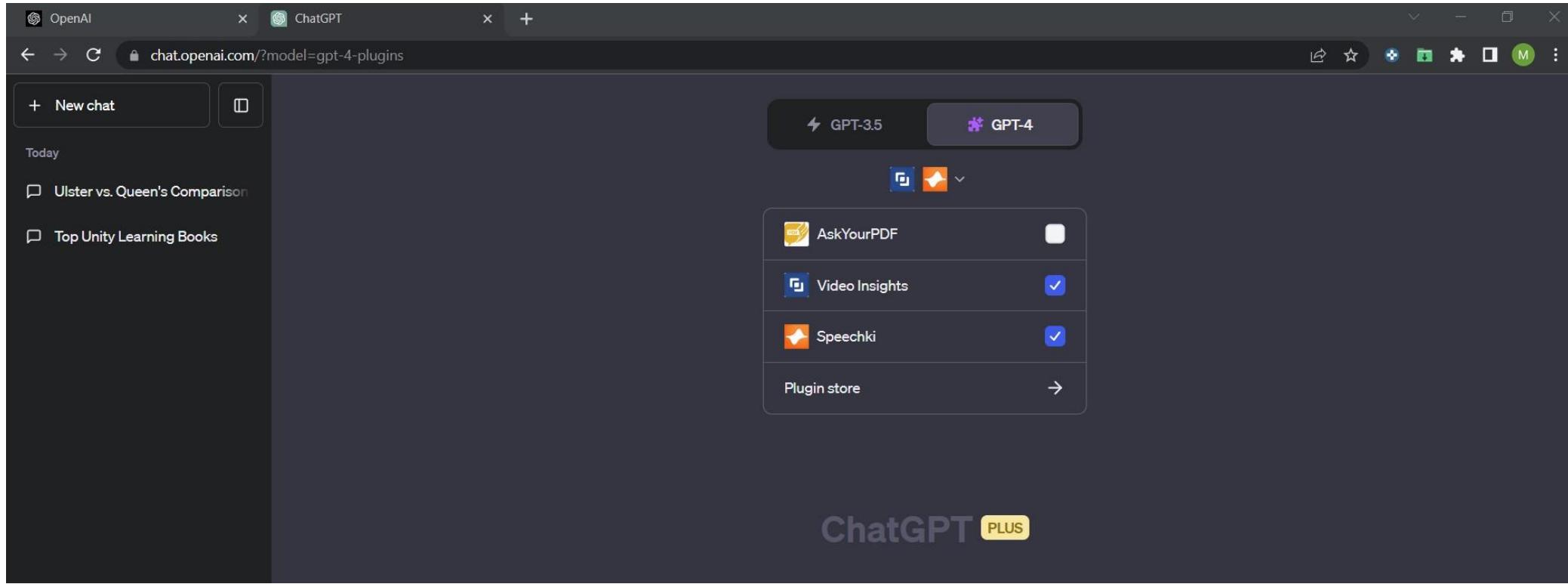
1. Reputation: While Ulster University has strong programs in certain disciplines, it may not have the same level of international recognition and prestige as Queen's University. If reputation is a

ChatGPT - plugins

- Allow ChatGPT to interact with live data from web and specific websites
- Similar to apps with potential to turn the chatbot into a versatile interface
- Extends on core functionality

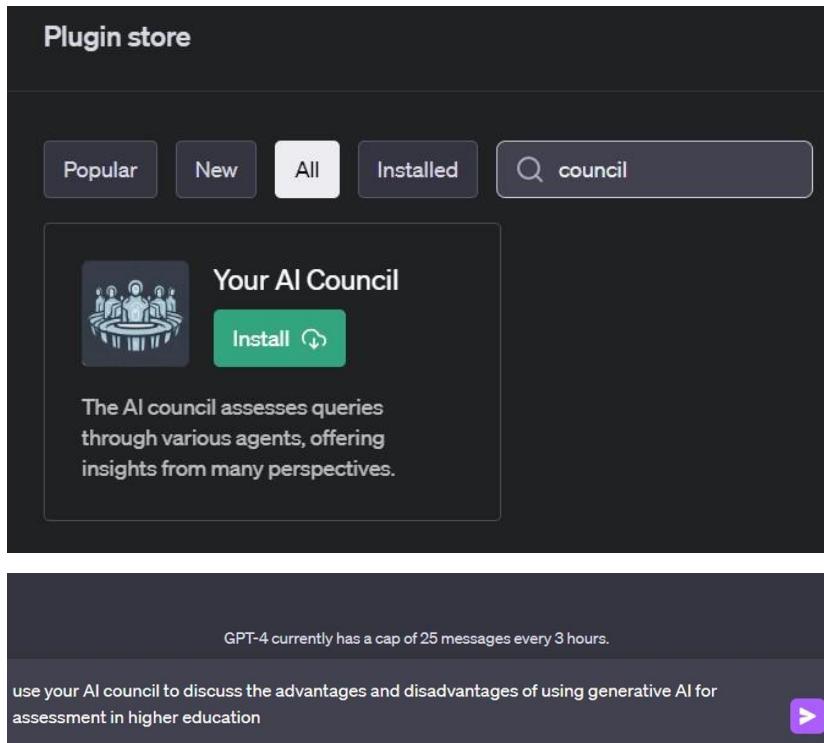
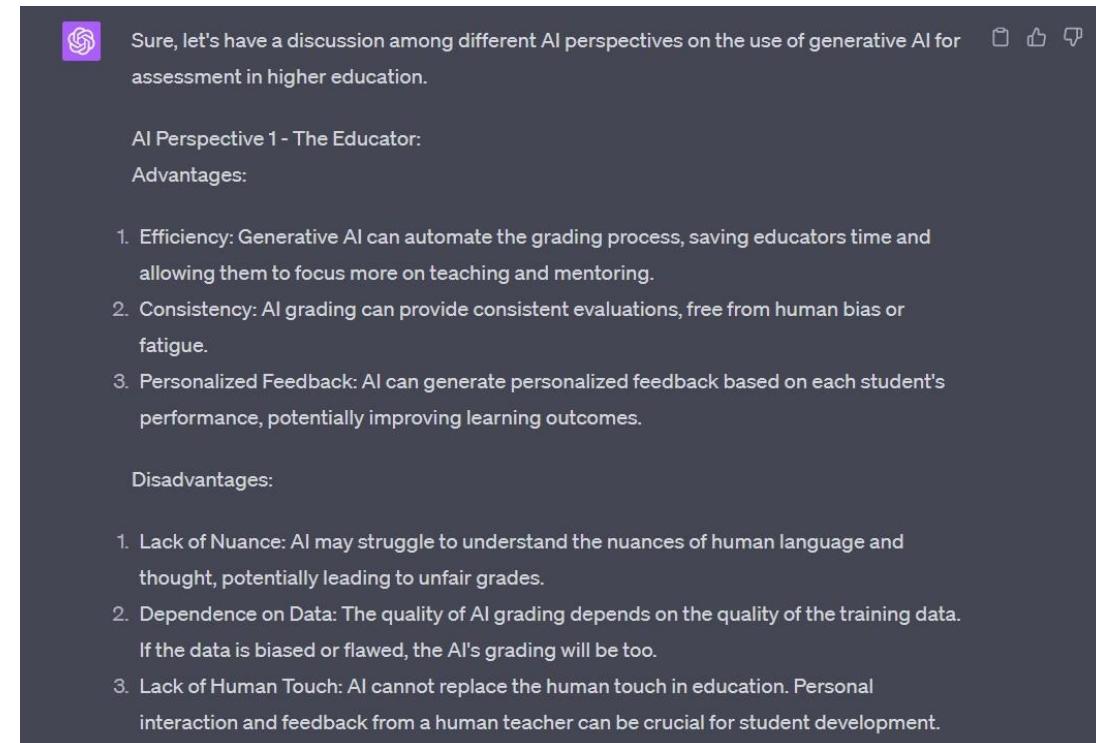


ChatGPT - plugins



ChatGPT – Your AI council

- AI council assesses queries through various agents, offering insights from many perspectives.

The image shows a screenshot of a ChatGPT conversation. The user asks: 'Sure, let's have a discussion among different AI perspectives on the use of generative AI for assessment in higher education.' The AI responds with 'AI Perspective 1 - The Educator:' followed by 'Advantages:' and a numbered list of three points. It then lists 'Disadvantages:' and a numbered list of three points. The AI concludes with a message about its message limit.

Sure, let's have a discussion among different AI perspectives on the use of generative AI for assessment in higher education.

AI Perspective 1 - The Educator:

Advantages:

- Efficiency: Generative AI can automate the grading process, saving educators time and allowing them to focus more on teaching and mentoring.
- Consistency: AI grading can provide consistent evaluations, free from human bias or fatigue.
- Personalized Feedback: AI can generate personalized feedback based on each student's performance, potentially improving learning outcomes.

Disadvantages:

- Lack of Nuance: AI may struggle to understand the nuances of human language and thought, potentially leading to unfair grades.
- Dependence on Data: The quality of AI grading depends on the quality of the training data. If the data is biased or flawed, the AI's grading will be too.
- Lack of Human Touch: AI cannot replace the human touch in education. Personal interaction and feedback from a human teacher can be crucial for student development.

GPT-4 currently has a cap of 25 messages every 3 hours.

use your AI council to discuss the advantages and disadvantages of using generative AI for assessment in higher education

Prompt "Use your AI council to discuss the advantages and disadvantages of using generative AI for assessment in higher education"

ChatGPT – Your AI council

AI Perspective 2 - The Technologist:

Advantages:

1. Scalability: Generative AI can handle large volumes of assessments, making it ideal for massive open online courses (MOOCs) and other large-scale educational programs.
2. Innovation: AI can introduce new forms of assessment, such as real-time evaluation of student performance during interactive tasks.

Disadvantages:

1. Technical Challenges: Developing, implementing, and maintaining an AI grading system can be technically challenging and expensive.
2. Security and Privacy: Use of AI in grading raises concerns about data security and student privacy.

AI Perspective 3 - The Ethicist:

Advantages:

1. Fairness: If properly designed and trained, AI can provide unbiased assessments, promoting fairness in grading.

Disadvantages:

1. Transparency: AI grading systems can be "black boxes," making it difficult for students to understand and challenge their grades.
2. Equity: Access to AI-based education tools may be limited by socioeconomic factors, potentially exacerbating educational inequalities.

AI Perspective 4 - The Student:

Advantages:

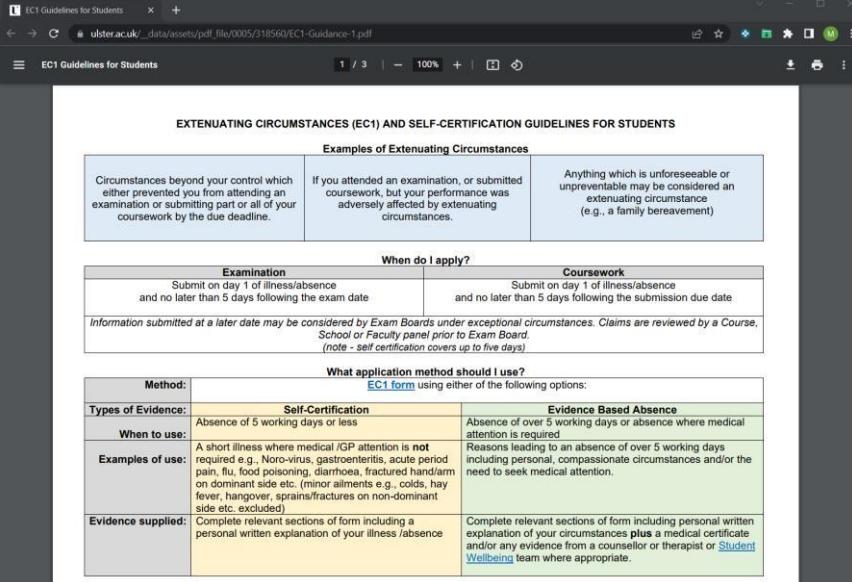
1. Quick Feedback: AI can provide instant feedback, helping students learn and improve more quickly.

Disadvantages:

1. Anxiety: Some students may feel anxious about being evaluated by a machine.
2. Misunderstanding: AI may misinterpret creative or unconventional answers, potentially discouraging creativity and critical thinking.

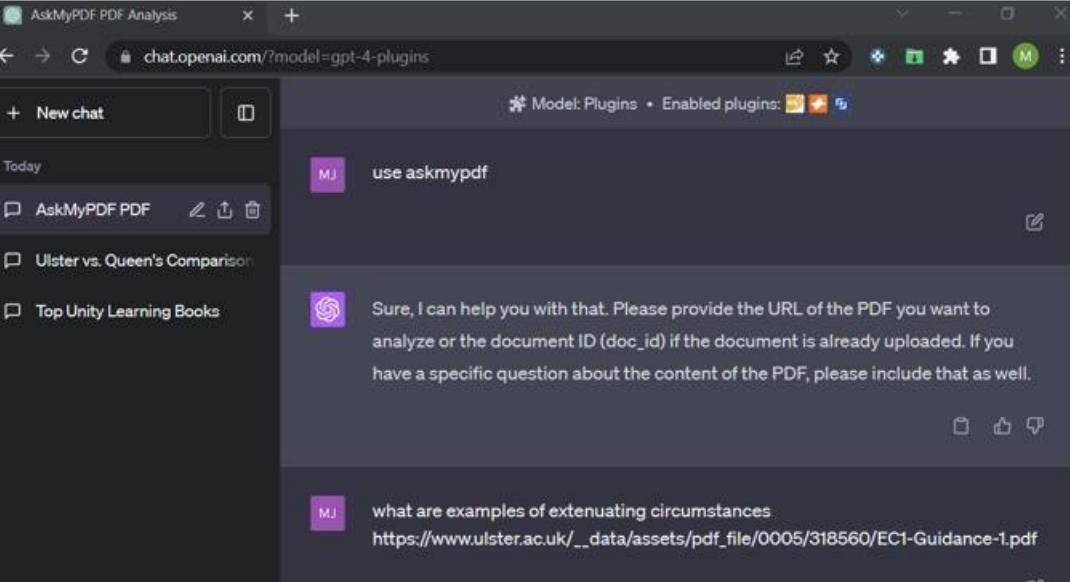
This discussion highlights the potential benefits and challenges of using generative AI for assessment in higher education. It's clear that careful thought and planning would be needed to implement such a system effectively and ethically.

ChatGPT – Ask my pdf



The document also provides examples of when to use different application methods:

- Self-Certification:** This is used for an absence of 5 working days or less. Examples include a short illness where medical/GP attention is not required e.g., Noro-virus, gastroenteritis, acute period pain, flu, food poisoning, diarrhea, fractured hand/arm on dominant side etc. (minor ailments e.g., colds, hay fever, hangover, sprains/fractures on non-dominant side etc. excluded).
- Evidence-Based Absence:** This is used for an absence of over 5 working days or absence where medical attention is required. Examples include reasons leading to an absence of over 5 working days including personal, compassionate circumstances and/or the need to seek medical attention.



MJ use askmypdf

AskMyPDF PDF

Ulster vs. Queen's Comparison

Top Unity Learning Books

Sure, I can help you with that. Please provide the URL of the PDF you want to analyze or the document ID (doc_id) if the document is already uploaded. If you have a specific question about the content of the PDF, please include that as well.

MJ what are examples of extenuating circumstances

https://www.ulster.ac.uk/_data/assets/pdf_file/0005/318560/EC1-Guidance-1.pdf

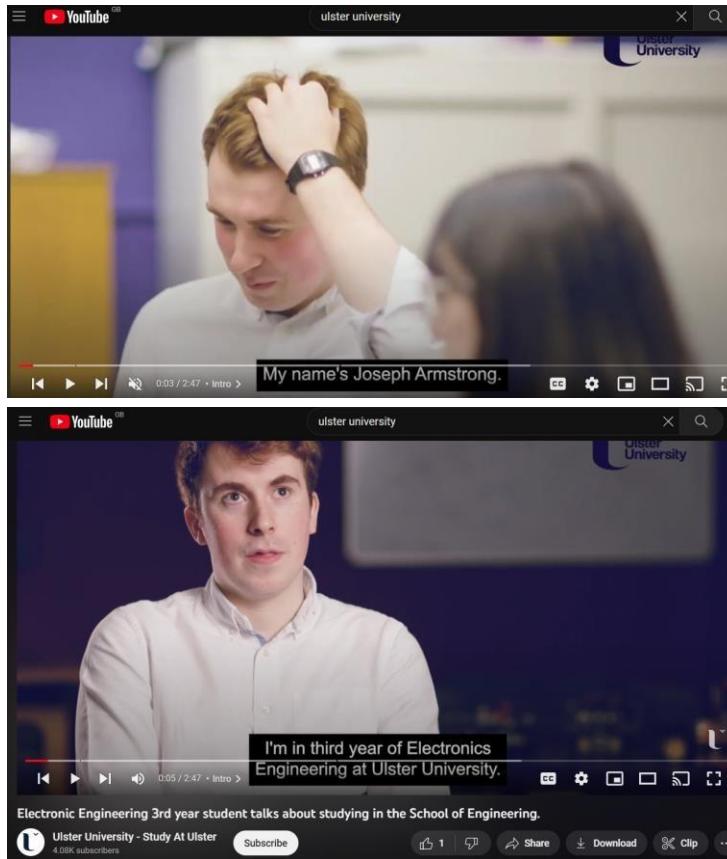
Used AskYourPDF

Used AskYourPDF

The document provides the following examples of extenuating circumstances:

- Circumstances beyond your control which either prevented you from attending an examination or submitting part or all of your coursework by the due deadline.
- If you attended an examination, or submitted coursework, but your performance was adversely affected by extenuating circumstances.
- Anything which is unforeseeable or unpreventable may be considered an extenuating circumstance (e.g., a family bereavement).

ChatGPT – Video insights



MJ Ask video insights what year this student is in https://youtu.be/cNazLpXCE_Q

Used Video Insights

The student in the video is in their third year of studying electronic engineering at Ulster University. They are currently on placement at Analog Devices. The video is titled "Electronic Engineering 3rd year student talks about studying in the School of Engineering." and was published on October 18, 2022. [Here is the link to the video.](#)

MJ what is his name

The student's name is Joseph, as mentioned in the video description. He is a third-year electronic engineering student at Ulster University.

https://youtu.be/cNazLpXCE_Q

ChatGPT – Video insights



MJ Ask video insights what year this student is in https://youtu.be/cNazLpXCE_Q

Used Video Insights

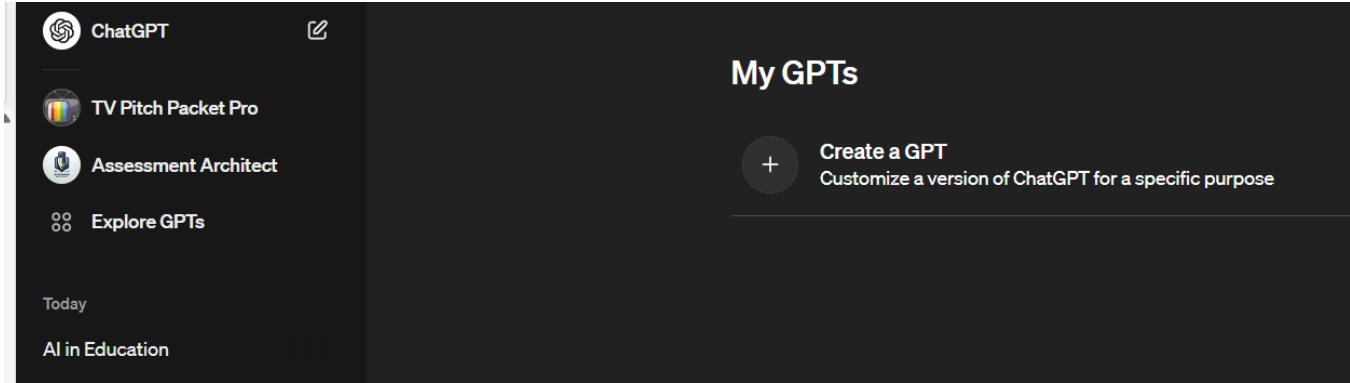
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https://youtu.be/cNazLpXCE_Q

GPT – customized version



ChatGPT

TV Pitch Packet Pro

Assessment Architect

Explore GPTs

Today

AI in Education

My GPTs

Create a GPT
Customize a version of ChatGPT for a specific purpose

Create **Configure**

GPT Builder
Hi! I'll help you build a new GPT. You can say something like, "make a creative who helps generate visuals for new products" or "make a software engineer who helps format my code."

What would you like to make?

You
Revised Agenda for TUI Ed conf.pdf
PDF

Create a help bot for this TUI conference

GPT Builder
Updating GPT...

GPT Builder
Generating profile picture...

Preview

TUI Conference Helper
Your go-to guide for the TUI conference.

What's the schedule for the TUI conference? How do I access the virtual sessions?
Tell me about today's keynote speaker. What are the networking opportunities?
Message TUI Conference Helper...

What's the schedule for the TUI conference?

You
What's the schedule for the TUI conference?

TUI Conference Helper
The schedule for the TUI conference on Artificial Intelligence and its impact in education, set to take place on Saturday, March 2nd, 2024, at the Lir Suite Mullingar Park Hotel Co. Westmeath, is as follows:

- 10.00am - 10.30am: Registration Tea & Coffee.
- 10.30am - 10.40am: Welcome/Introduction by David Waters, President of TUI.
- 10.40am - 11.20am: Keith Quille from TU Dublin presents "Does AI dream of electric sheep? Misconceptions and adapting with AI in education." A Q&A session will follow from 11.10am - 11.20am.
- 11.20am - 12.00pm: Michael Callaghan from Ulster University will discuss "Generative AI and Education - Introduction to the Fundamentals." A Q&A session is scheduled from 11.50am - 12.00pm.
- 12.00pm - 12.20pm: Tea/Coffee Break.
- 12.20pm - 1.00pm: Brendan Tangney from Trinity College will talk about "GenAI: What can we learn from previous disruptive educational technologies?" with a Q&A from 12.50pm - 1.00pm.

You
where is Brendan Tangney from

TUI Conference Helper
Brendan Tangney is from Trinity College. He will be presenting on the topic "GenAI: What can we learn from previous disruptive educational technologies?" at the TUI conference.

GPT – customized version

 You
how many hours in total are the talks and workshops

 TUI Conference Helper
To calculate the total hours of talks and workshops at the TUI conference, let's break down the schedule:

- **Talks:**
 - 10.30am - 10.40am: Introduction by David Waters (10 minutes)
 - 10.40am - 11.20am: Keith Quille's session (40 minutes)
 - 11.20am - 12.00pm: Michael Callaghan's session (40 minutes)
 - 12.20pm - 1.00pm: Brendan Tangney's session (40 minutes)
 - Including Q&A sessions within the talks.
- **Workshops:**
 - 2.30pm - 3.45pm: Workshops by Patrick Hickey and Shannon Ahern (1 hour and 15 minutes)

Adding these up:

- **Talks total:** 130 minutes (2 hours and 10 minutes)
- **Workshops total:** 75 minutes (1 hour and 15 minutes)

Therefore, the total duration of the talks and workshops is **3 hours and 25 minutes**.

 GPT Builder



Here's the profile picture for **TUI Conference Helper**! How do you like it? Would you like to make any changes?

 You
what time is lunch

 TUI Conference Helper
Lunch is scheduled from 1.00pm to 2.30pm, taking place in the Moyle and Glora Suite.

GPT- 4 main weaknesses

- Fine tune GPT-4 i.e., adjust and adapt a pre-trained model to perform specific tasks or to cater to a particular domain more effectively – niche areas e.g., academic papers.
- Does not (directly) update knowledge in real time
- Hallucinations/confabulation – makes up “facts”
- Cost, access constraints and scalability
- High computational power requirements, less sustainable
- Limitations of overall approach

Source: openai <https://platform.openai.com/docs/guides/fine-tuning>

<https://platform.openai.com/docs/guides/fine-tuning/what-models-can-be-fine-tuned>

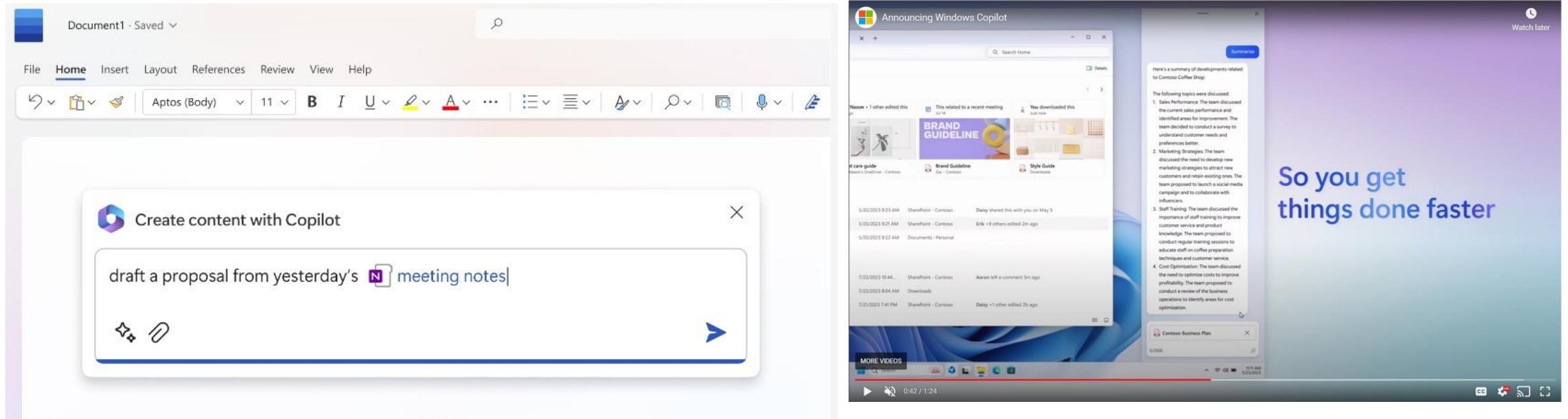
Fine-tuning is currently available for the following models:

- `gpt-3.5-turbo-0613` (recommended)
- `babbage-002`
- `davinci-002`

We expect `gpt-3.5-turbo` to be the right model for most users in terms of results and ease of use, unless you are migrating a legacy fine-tuned model.

What is coming next / here now?

Office 365 Copilot – Windows 11 Copilot



<https://blogs.microsoft.com/blog/2023/03/16/introducing-microsoft-365-copilot-your-copilot-for-work/>

Microsoft 365 Copilot – copilot for work

- Combines large language models (LLMs) with your data in the Microsoft Graph and the Microsoft 365 apps
- Works with you, embedded in Word, Excel, PowerPoint, Outlook, Teams
- Business Chat works across the LLM, the Microsoft 365 apps, and your data your calendar, emails, chats, documents, meetings and contacts
- Give it natural language prompts like “Tell my team how we updated the product strategy,” and it will generate a status update based on the morning’s meetings, emails and chat threads

<https://blogs.microsoft.com/blog/2023/03/16/introducing-microsoft-365-copilot-your-copilot-for-work/>

Microsoft 365 Copilot – copilot for work

- Copilot in Word - gives you a first draft to edit and iterate on, saving hours in writing, sourcing, and editing time
- Copilot in PowerPoint creates presentations with a simple prompt, adding relevant content from a document you made last week or last year
- Copilot in Excel, analyse trends, create professional-looking data visualizations in seconds
- Works alongside Windows Copilot for Windows 11

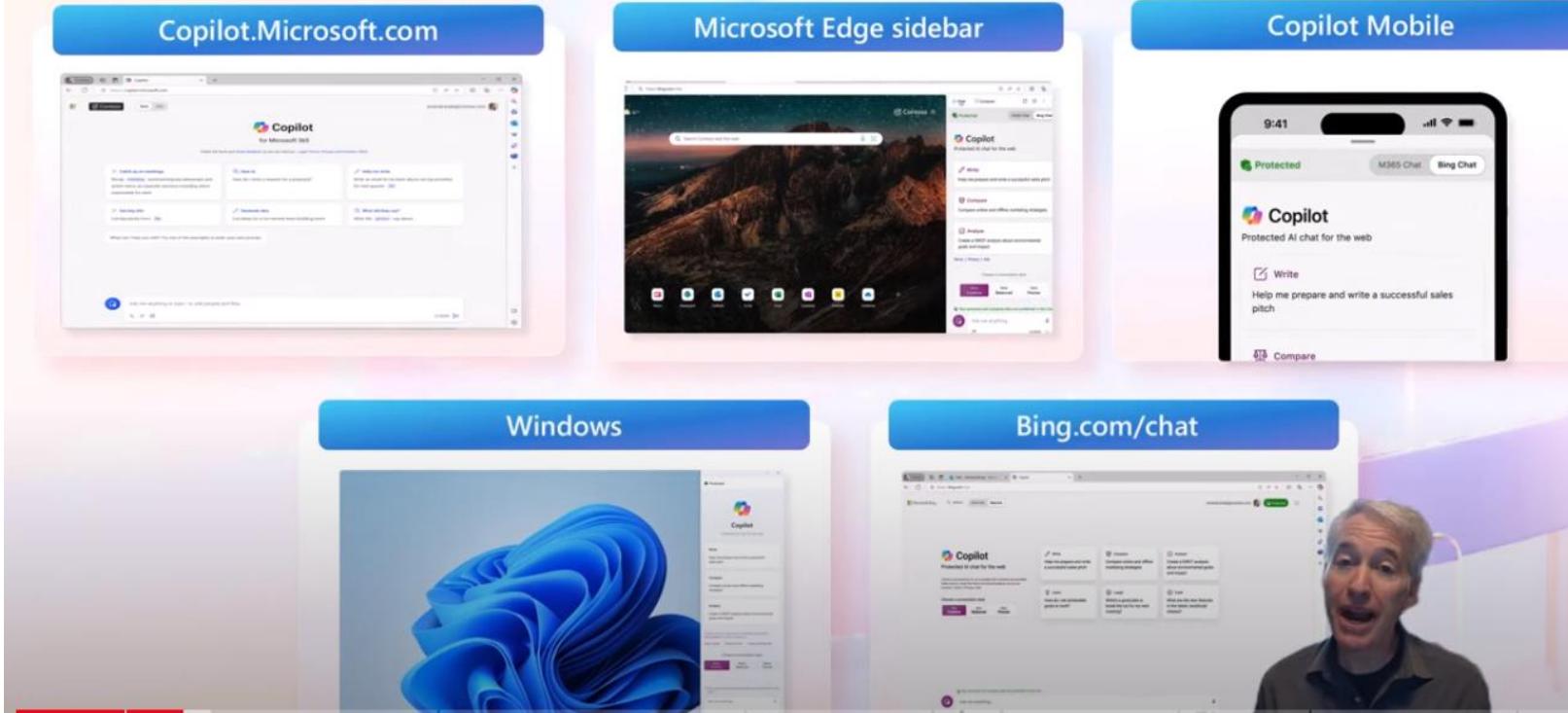
<https://blogs.microsoft.com/blog/2023/03/16/introducing-microsoft-365-copilot-your-copilot-for-work/>

Microsoft 365 Copilot – copilot for work

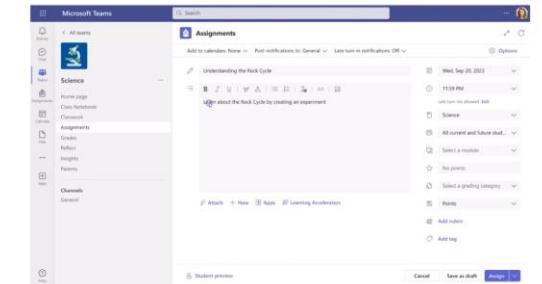


Microsoft Copilot everywhere

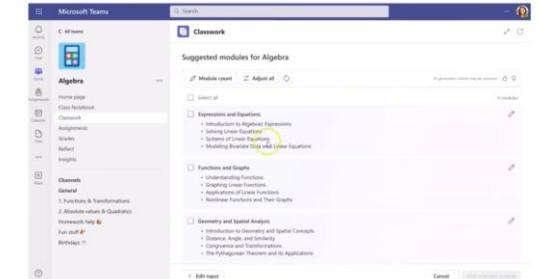
Access Microsoft Copilot in five places



Generate Assignment Instructions
Private preview



Generate Classwork Modules with AI
Private preview



AI in Education - the latest updates from Microsoft EDU
<https://youtu.be/kya-6ZU5WPo?si=Fna7ob-p0xW0lgae>

Learning Accelerators

Introducing Learning Accelerators



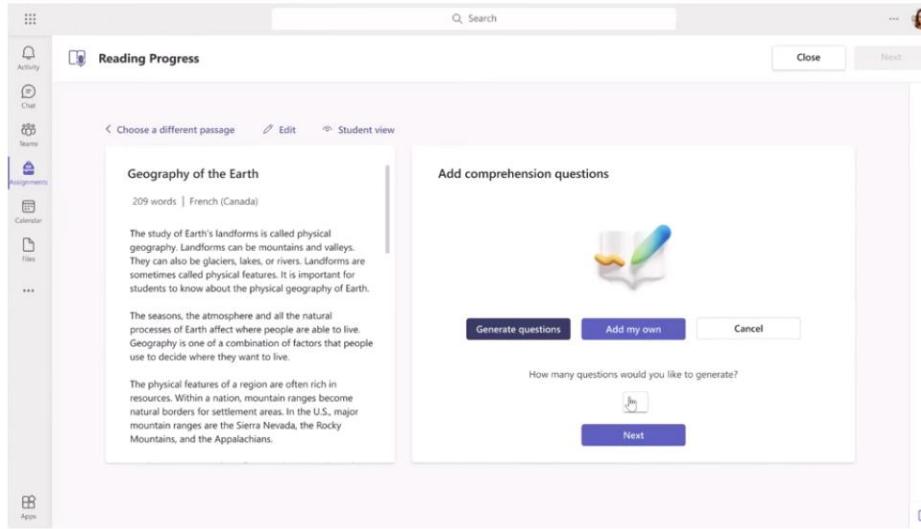
Foundational Skills			Future-Ready Skills		Insights
					
Reading	Math	Well-being	Speaker	Search	Insights
Progress & Reading Coach	Progress & Math Coach	Microsoft Reflect	Progress & Speaker Coach	Progress & Search Coach	Education Insights

AI in Education - the latest updates from Microsoft EDU
<https://youtu.be/kya-6ZU5WPo?si=Fna7ob-p0xW0lgae>

Learning Accelerators

Reading Progress – Comprehension Questions and AI

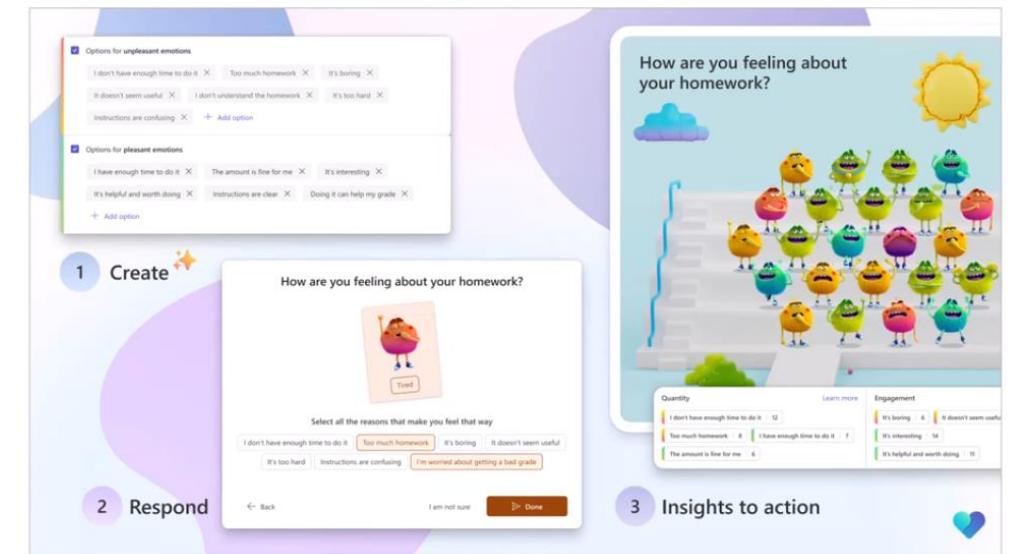
Private preview



The screenshot shows a 'Reading Progress' interface. On the left, there's a sidebar with icons for Activity, Chat, Teams, Assignments (highlighted), Calendar, Files, and Apps. The main area displays a passage titled 'Geography of the Earth' with 209 words in French (Canada). The passage text discusses landforms like mountains, valleys, and rivers. Below the text, there's a section titled 'Add comprehension questions' with a pencil icon. Buttons for 'Generate questions', 'Add my own', and 'Cancel' are visible. A sub-modal window asks 'How many questions would you like to generate?' with a 'Next' button.

Reflect Question suggestion

Private preview



This screenshot illustrates a three-step process for generating reflective questions. Step 1, 'Create', shows a list of options for unpleasant emotions (e.g., 'I don't have enough time to do it', 'It's boring') and pleasant emotions (e.g., 'The amount is fine for me', 'It's interesting'). Step 2, 'Respond', presents a question 'How are you feeling about your homework?' with a 'Tired' emoji. It asks users to select reasons from a list including 'I don't have enough time to do it', 'It's boring', 'It's too hard', etc. Step 3, 'Insights to action', displays a summary of responses with sections for 'Quantity' and 'Engagement'. The 'Quantity' section shows counts for various reasons, and the 'Engagement' section shows engagement levels for different statements.

AI in Education - the latest updates from Microsoft EDU
<https://youtu.be/kya-6ZU5WPo?si=Fna7ob-p0xW0lgae>

What are our options?

Assessment redesign for generative AI

- **Ignore** - generative AI is poised to have a significant impact on education
- **Ban** - students almost immediately found ways to bypass these bans
- **Invigilate** - written exams, oral examinations and vivas
- **Embrace** – concerns with ethics, fairness, equity, privacy, access & ability of students to use
- **Design around** - increasingly sophisticated AI, riskier strategy/less effective
- **Rethink** - medium to long term solution

Assessment redesign for generative AI: A taxonomy of options and their viability



Jason M. Lodge
Deputy Associate Dean (Academic) & Associate Professor of Educational Psychology

6 articles + Follow

May 1, 2023

with Sarah Howard and Jaclyn Broadbent

Since the seemingly sudden emergence of ChatGPT at the end of 2022, there has been significant debate surrounding the impact of text-based generative AI in education. Many jurisdictions initially attempted to ban access to these tools, citing concerns that [students would use them to cheat](#) on assessments. Text-based generative AI tools can generate plausible artefacts that pass evaluations without any actual learning. All students need to do is provide a suitable prompt.

In higher education, [extensive research has been conducted](#) on cheating, including the prevalence, methods, and motivations behind it. It's important to note that many, if not most, students genuinely want to learn and avoid cheating. However, there will always be a proportion of students who look for shortcuts. Forensic psychology reveals that cheating often stems from a combination of [motive, means, and opportunity](#). With the introduction of ChatGPT and other generative AI, the opportunity and, particularly, the means to cheat have become omnipresent, while the level of risk and effort required to cheat has significantly decreased. Opportunities to exploit generative AI to take shortcuts are now ubiquitous.

Therefore, it's crucial to explore various strategies for [modifying assessment tasks](#). Some of these approaches will address the motives behind cheating, while others will focus on eliminating the opportunity. By offering a taxonomy of assessment redesign options, our goal is to lay the groundwork for further discussion on the potential and feasibility of these methods. In doing so, we hope to shift the conversation beyond simply banning or policing new technology (i.e. focussing only on the means), and towards more constructive and innovative solutions.

Assessment redesign for generative AI

- Ranking of viability red - likely not viable, orange - care needed, and green - seems most viable.
- Redesign of assessment solution - short, medium, and long term

	Short-term	Medium-term	Long-term
1. Ignore	Might get away with it momentarily		
2. Ban	Problematic	Becomes risky	
3. Invigilate	Where appropriate	Where appropriate	Where appropriate
4. Embrace	Being mindful of equity issues	Where appropriate	
5. Design around	Risky		
6. Rethink	Requires time and effort		

Rethink assessment

- Assessment of learning that is conducted through '**real world tasks** requiring students to demonstrate their knowledge and skills in meaningful contexts' (Swaffield, 2011)
- **Authentic assessments** are designed to measure a learner's ability to **apply learning to real-world contexts**
- Using activities related to real-world tasks or scenarios
- Providing an opportunity for collaboration and co-production
- Encouraging opportunities for reflection on lived experiences
- Adopting problem-solving techniques and activities
- Assess process not outcomes

Challenges

- Infrastructure and security development
- Ethical analysis and policy development
- Community engagement
- Digital and AI literacy divide
- Curriculum building
- Professional development - literacy, technology, and curriculum training
- Initial rollout of student-facing initiatives and programs

"That initial panic from ChatGPT's release has ebbed, being replaced gradually with a growing unease. Something new has arisen and cannot be easily policed or governed by policy, making us confront some deep and fundamental questions about what it means to teach and learn. "

<https://nickpotkalitsky.substack.com/>

Proctored in person written exams



Glasgow University students' anger over reintroduction of in-person exams

① 1 day ago



Glasgow University will reintroduce in-person exams for some of their life science students

By Katy Scott & Megan Bonar
BBC Scotland News

Students have criticised the University of Glasgow for reintroducing in-person exams for some courses at short notice.

Open-book, online exams were introduced in 2020 due to the pandemic.

A group of Life Sciences students say they have been given two months notice that exams will be reverting back to their traditional closed-book, handwritten format.

<https://www.bbc.co.uk/news/uk-scotland-glasgow-west-68380264>

<https://www.teachthought.com/learning/what-is-blooms-taxonomy/>

<https://www.simplypsychology.org/blooms-taxonomy.html>

Glasgow students to sit exams in person over AI cheating fears

Concerns over the influence of AI has meant universities are setting handwritten exams again



Glasgow's students are criticising the university's handling of the transition

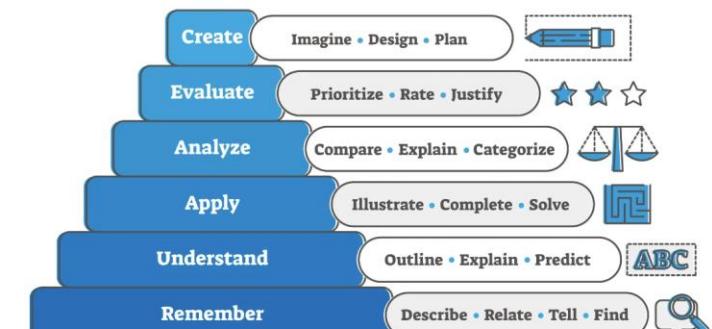
about the use of AI in online assessments.

The University of Glasgow gave students studying life sciences two months notice that examinations would revert back to the closed-book, handwritten format, a change from the open-book, online tests introduced during the

BLOOM'S TAXONOMY DIGITAL PLANNING VERBS					
REMEMBERING	UNDERSTANDING	APPLYING	ANALYZING	EVALUATING	CREATING
					
Copying	Annotating	Acting out	Calculating	Arguing	Blogging
Defining	Tweeting	Articulate	Categorizing	Validating	Building
Finding	Associating	Reenact	Breaking Down	Testing	Animating
Locating	Tagging	Loading	Correlating	Scoring	Adapting
Quoting	Summarizing	Choosing	Deconstructing	Assessing	Collaborating
Listening	Relating	Determining	Linking	Criticizing	Composing
Googling	Categorizing	Displaying	Mashing	Commenting	Directing
Repeating	Paraphrasing	Judging	Mind-Mapping	Debating	Devising
Retrieving	Predicting	Executing	Organizing	Defending	Podcasting
Outlining	Comparing	Examining	Appraising	Detecting	Wiki Building
Highlighting	Contrasting	Implementing	Advertising	Experimenting	Writing
Memorizing	Commenting	Sketching	Dividing	Grading	Filming
Networking	Journaling	Experimenting	Deducing	Hypothesizing	Programming
Searching	Interpreting	Hacking	Distinguishing	Measuring	Simulating
Identifying	Grouping	Interviewing	Illustrating	Moderating	Role Playing
Selecting	Inferring	Painting	Questioning	Posting	Solving
Tabulating	Estimating	Preparing	Structuring	Predicting	Mixing
Duplicating	Extending	Playing	Integrating	Rating	Facilitating
Matching	Gathering	Integrating	Attributing	Reflecting	Managing
Bookmarking	Exemplifying	Presenting	Estimating	Reviewing	Negotiating
Bullet-pointing	Expressing	Charting	Explaining	Editorializing	Leading

Bloom's Taxonomy Is A Hierarchical Framework For Cognition And Learning Objectives

BLOOM'S TAXONOMY



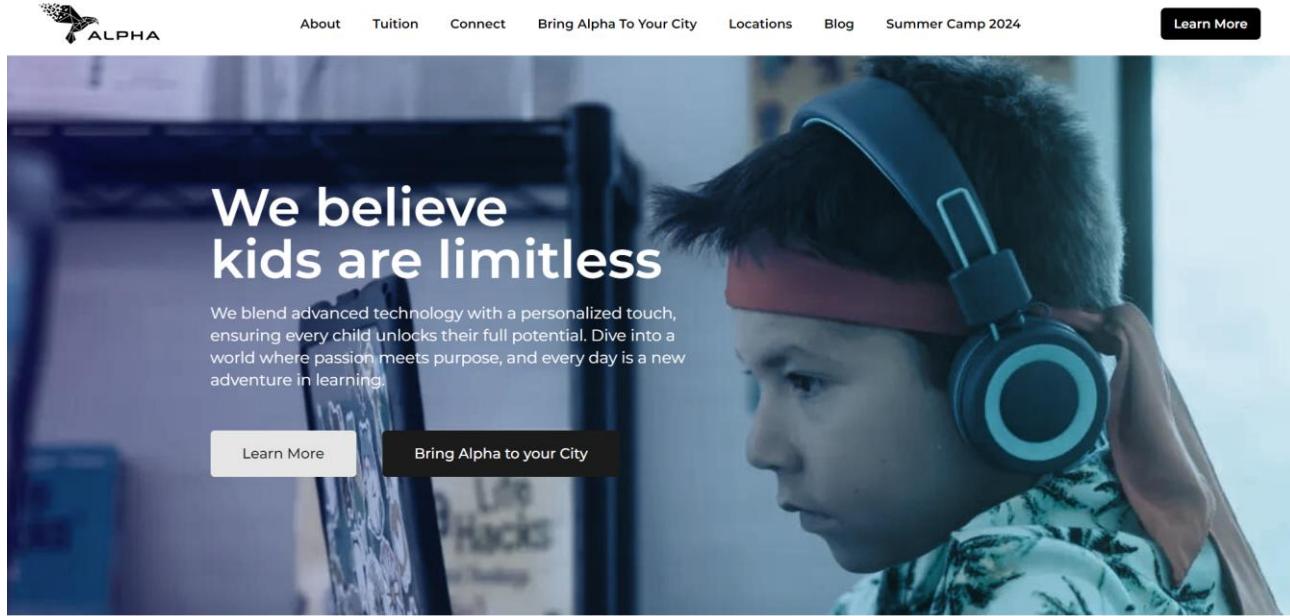
Interactive oral assessments

Interactive Oral Assessment; an
authentic and integral alternative
to examination.



<https://sway.cloud.microsoft/yQ2s0Bm3ILkWtGII>

Alpha School



ALPHA

About Tuition Connect Bring Alpha To Your City Locations Blog Summer Camp 2024 [Learn More](#)

We believe kids are limitless

We blend advanced technology with a personalized touch, ensuring every child unlocks their full potential. Dive into a world where passion meets purpose, and every day is a new adventure in learning.

[Learn More](#) [Bring Alpha to your City](#)

**It is our job to build a
limitless
environment**

Alpha's 2hr Learning allows students to spend only 2hrs/day on academics, but learn 2x as much as they would in 6 hours in standard school.

Discover the Future of Learning: The Alpha AI Tutor revolutionizes education, replacing traditional teaching methods with cutting-edge technology.

Dive into how our innovative system not only accelerates learning but also empowers students to grasp concepts at their own pace, ensuring a personalized and efficient educational journey.



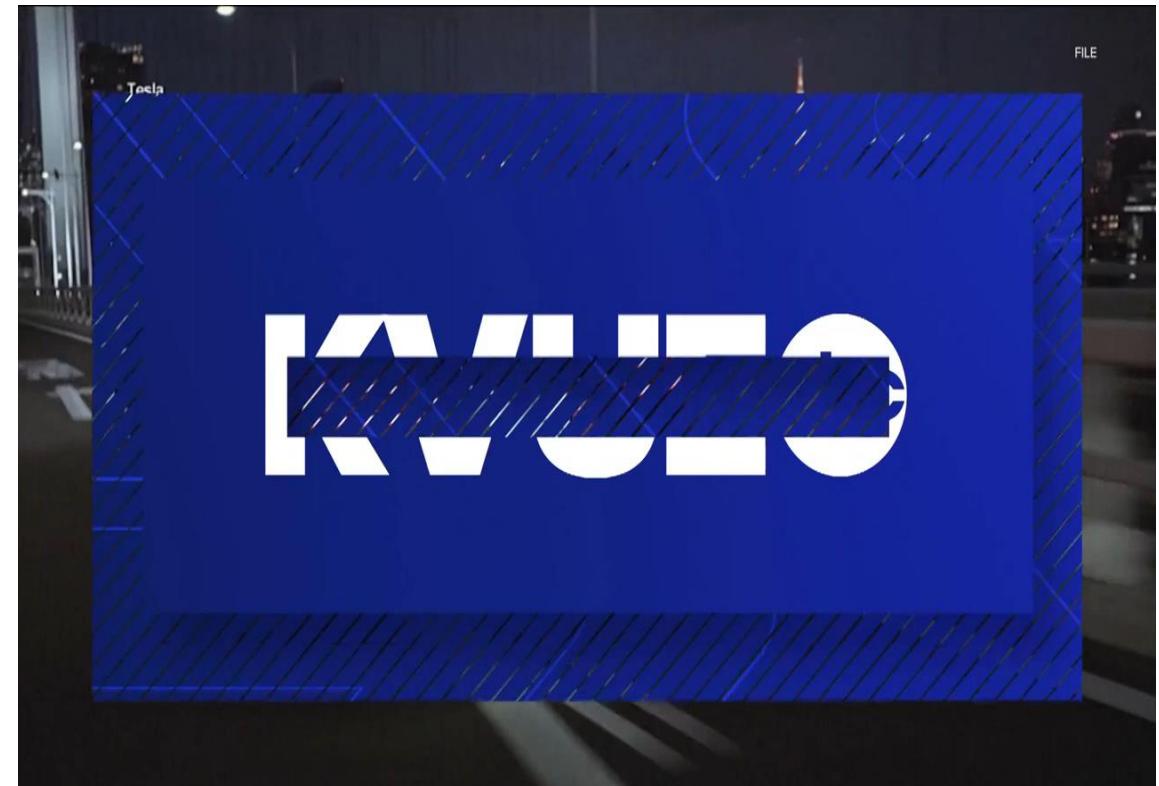
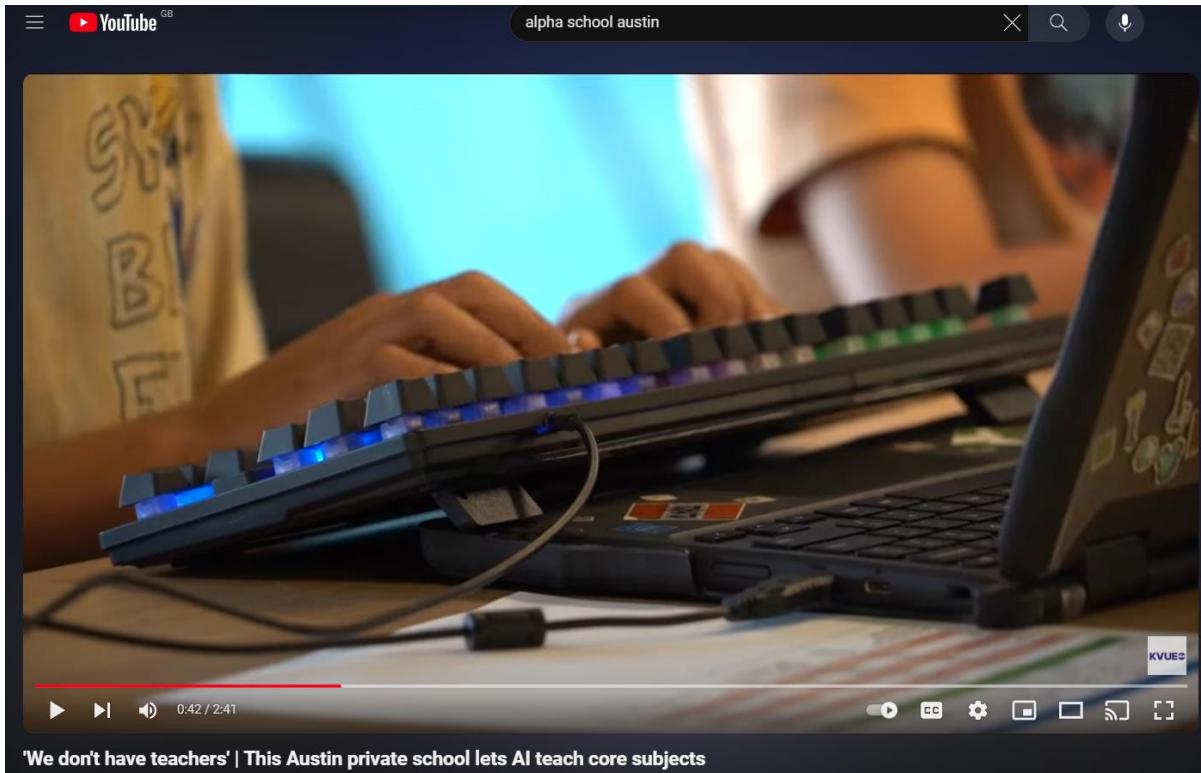
Limitless Life Skills Workshops enables students to learn valuable life skills while pursuing their passions in project-based workshops.

Beyond the Classroom, Into the World: Our Limitless Life Skills Workshops go beyond traditional education, offering students a platform to explore real-world skills and dive deep into their passions.

Witness the transformative power of hands-on learning as students tackle projects, nurture their interests, and prepare for the challenges of tomorrow.



Alpha School



<https://alpha.school/austin/>

'We don't have teachers' | This Austin private school lets AI teach core subjects
https://youtu.be/QFcwkA88bcs?si=1gJyXGWCQ_cts9Ah

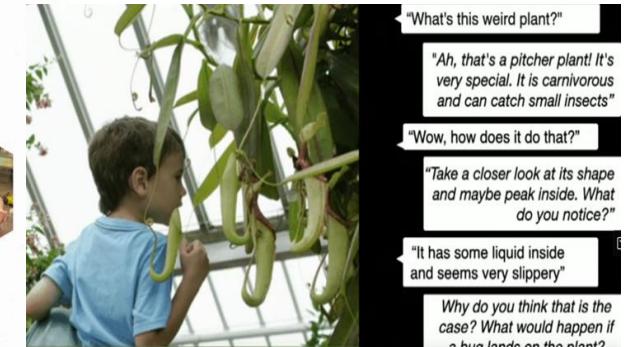
Alpha School

- Adaptive AI tutors adjust to each student's learning style provide personalized instruction in core subjects like reading, math, and writing
- Noise-cancelling phone booths, allow students to focus and limit distractions.
- Utilize a range of educational apps designed to be engaging and interactive, adapting to the student's progress and level of understanding.
- Real-time analytics provide insights into student performance and progress, allowing teachers to adjust their instruction accordingly.
- Curriculum is aligned with state and national standards, but also goes beyond traditional standards to foster creativity and critical thinking skills.
- Allows for deep work - not designed to focus and learn for six hours a day

<https://alpha.school/austin/>

Alpha School – socialization & activities

- Students spend two hours a day on traditional classroom learning in booths
- Rest of the time, engaged in a variety of activities designed to develop their skills and passions
- E.g., group projects, hands-on learning activities, exploring creative pursuits
- Finland and Sweden following similar approach – “friluftsliv”



<https://alpha.school/austin/>

<https://www.educationcorner.com/finland-education-system/>

Generative AI Shaping The Future: Massachusetts Institute of Technology (MIT)
<https://youtu.be/sc9WYhdCb7U?si=IRUEnUA36LJ-aAbO>

What about Turnitin or AI detectors?

The one - hour final year project report

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EEE521 Final Year Project Report

School of Computing, Engineering & Intelligent Systems

[Your name] [Your student number]

BSc Hons [Your course]
(e.g. Computer Science, Computer Science (Software Systems Development), Information Technologies)

[Your project title]

Supervisor [Your Supervisor]
Second Marker [Your second Marker]

[Date]

Revised: September 2021

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Acknowledgements

Thanks to anyone who contributed directly or indirectly to the project, in any way.

Page 2 of 10 1588 words English (United Kingdom) Text Predictions: On Accessibility: Investigate Focus - + 100%

The one - hour final year project report

Here are a few key points about the project template:

- It is structured into major sections like Background, Research & Analysis, Design, Testing, etc. This provides a logical flow to guide the project work.
- There are specific recommendations for the content to include in each section. For example, the Background should cover the problem statement, aims, objectives, and summary. The Research section should include literature review, investigation, and requirements.
- It emphasizes important project elements like requirements gathering, design rationale, testing strategy, etc. Requiring these ensures a thoughtful and rigorous project approach.
- There are word count guidelines for each section. This helps scope the level of detail expected.
- The abstract and summary call out the need to summarize the key points. These help focus the project and provide context for readers.
- There are placeholders for references, appendices, models, code samples etc. This helps the student include supporting materials in a structured way.
- Overall it provides a template that guides the student through the key project components while allowing flexibility to adapt it to their specific project topic and approach. Following this helps ensure a complete, structured, and robust project report.

Here is a sample report following the provided template and project description:

Title: SMART Studies Advice Booking System

Abstract

This project develops a smart booking system called SMART Studies Advice to improve the allocation of students to studies advisers. The system allows students and advisers to set specific meeting times for meaningful conversations, agreed mutually at suitable dates, with records kept for an appropriate duration. This provides a structured approach for adviser assignments and appointments. The project follows a requirements-driven iterative Agile development methodology. Evaluation involves user testing and feedback. The system demonstrates a 71% improvement in appointment scheduling efficiency.

1. Background

1.1 Problem Statement

The current manual allocation of studies advisers to students is inefficient. Students struggle to book appointments that align with advisers' availability leading to delays (Smith, 2021).

1.2 Aim and Objectives

Aim: To develop an automated booking system for allocating studies advisers to students more efficiently.

Objectives:

- Conduct background research into studies advisor allocation needs
- Gather system requirements from stakeholders
- Design and develop the SMART Studies Advice booking system
- Evaluate the system through user testing and feedback

1.3 Summary

This report documents the development of the SMART Studies Advice system to improve advisor allocation efficiency. Agile development with iterative user feedback is used. Evaluation shows a significant improvement in booking efficiency.

Here is a sample literature review for the Studies Advice project:

2.1 Literature Review

The allocation and scheduling of university students to academic advisors is a common issue across higher education institutions. The traditional manual approach of pairing students with advisors and booking appointments has been found to be inefficient, leading to various problems with aligning student and advisor availability (Smith, 2021).

A review of existing research on academic advising scheduling systems reveals several key insights. A recent study by Jones (2020) at a large UK university found that an online advisor scheduling system increased student satisfaction by 21% and advisor productivity by 18% compared to traditional paper sign-up sheets. Students appreciated the flexibility to book advising appointments online based on real-time advisor availability. Advisors benefited from greater visibility into their upcoming appointments and student needs.

Additionally, Schneider et al. (2019) demonstrated that incorporating calendar integration with existing university timetabling and email systems further improved the effectiveness of automated advisor allocation. This reduced the incidence of overlapping or conflicting appointments by 45%. The authors recommend tightly integrating scheduling systems with existing institutional software and calendars to maximize compatibility and utility.

The one - hour final year project report

2.2 Investigatory Process

To further investigate the advisor allocation issues and requirements for the proposed system, both student and advisor stakeholder groups were consulted through a series of interviews and surveys.

Initially, interviews were conducted with 5 senior academic advisors to gather feedback on the current allocation process. The advisors highlighted that the manual system involving paper sign-up sheets often led to appointment double-bookings. It was also difficult to coordinate appointments across multiple student cohorts and courses.

Additional insight was gathered through an online survey issued to 15 undergraduate computer science students. The survey results showed that 82% of students had experienced issues finding a suitable advising appointment time under the current system. Only 24% could reliably book an appointment within 2 days.

Based on this investigatory research, the key pain points with the existing allocation approach were identified as:

- Difficulty aligning advisor and student availability for bookings
- A lack of visibility into upcoming appointments and schedules
- No integration with university calendar and email platforms
- No tracking of advisor meeting history and student needs

Both students and advisors expressed a strong preference for an online booking platform that would address these issues through automated scheduling, availability tracking, and calendar integration.

These findings strongly validate the need for the proposed SMART Studies Advice system to improve advisor allocation efficiency. The specific functionalities desired by students and staff from the investigatory research will guide the requirements specification and design process.

Sample Advisor Interview Questions:

- How do you currently handle appointment bookings with students? What are the limitations?
- On average, how long does it take for a student to book an appointment with you?
- How many appointment booking conflicts or double bookings do you experience?
- What features would help streamline the appointment booking process?
- Would an automated online booking system be beneficial? Why or why not?
- What are your most pressing needs in an advisor allocation system?

Sample Student Survey Questions:

- On average, how long does it take you to book an advising appointment?
- Have you experienced any issues booking suitable appointment times?
- What frustrations, if any, have you experienced with the current advisor booking system?
- Would an online system for booking advisor appointments be helpful?
- What features would you like to see in an automated advisor booking platform?
- Rank the following by importance for a new system: availability tracking, calendar integration, appointment reminders, booking history.

The advisor interviews would provide qualitative feedback on limitations and suggestions for the new system. The student survey would gather quantifiable data on appointment booking times, issues, and desired features. The investigatory process would assess the key problem areas and gather functional requirements.

Turnitin AI Writing Detection

The AI writing report

The AI writing report contains the overall percentage of prose sentences contained in a long-form writing format within the submitted document that Turnitin's AI writing detection model determines was generated by AI. These sentences are highlighted in blue on the submission text in the AI writing report.

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Tessa Ruiz
The Goliath of the Sea 

The Goliath of the Sea

The majestic blue whale, the goliath of the sea, certainly stands alone within the animal kingdom for its adaptations beyond its massive size. At 30 meters (98 ft) in length and 190 tons (210 short tons) or more in weight, it is the largest existing animal and the heaviest that has ever existed. Despite their incomparable mass, aggressive hunting in the 1900s by whalers seeking whale oil drove them to the brink of extinction. But there are other reasons for why they are now so endangered.

The blue whale's common name derives from bluish-hue that covers the upper side of its body, while its Latin designation is *Balaenoptera musculus*. The blue whale belongs to the Mysticeti suborder of cetaceans, also known as baleen whales, which means they have fringed plates of fingernail-like material, called baleen, attached to their upper jaws. Blue whales feed almost exclusively on krill, though they also take small numbers of copepods. An adult blue whale can eat up to 40 million krill in a day.


Blue-Whale Balaenoptera Musculus

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Turnitin AI Writing Detection

MJ Write 2 paragraphs on the importance of sustainability in the design of new houses. The standard and level should be an undergraduate first year engineering student.

Sustainability plays a crucial role in the design of new houses, especially in today's era of environmental awareness. As an undergraduate first-year engineering student, it is important to understand the significance of incorporating sustainable practices into housing design. One key aspect is energy efficiency. By implementing energy-efficient features such as insulation, efficient lighting systems, and renewable energy sources like solar panels, new houses can significantly reduce their carbon footprint and reliance on non-renewable energy sources. This not only benefits the environment by reducing greenhouse gas emissions but also promotes long-term cost savings for homeowners through reduced energy bills.

Another important consideration in sustainable housing design is the efficient use of water resources. Incorporating water-saving fixtures such as low-flow toilets and faucets, rainwater harvesting systems, and greywater recycling systems can help minimize water consumption in households. Additionally, proper site planning and landscaping techniques can promote water conservation by using native plants that require less irrigation. By implementing these sustainable water practices, new houses can contribute to the preservation of freshwater resources, reduce the strain on local water infrastructure, and mitigate the impacts of drought in water-stressed regions.

In conclusion, as an undergraduate engineering student, it is crucial to recognize the importance of sustainability in the design of new houses. By prioritizing energy efficiency and water conservation through the incorporation of sustainable features, we can create homes that are not only environmentally friendly but also economically viable for homeowners. By promoting sustainability in housing design, we can contribute to a greener future and inspire others to adopt sustainable practices in their own homes.

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Sustainability plays a crucial role in the design of new houses, especially in today's era of environmental awareness. As an undergraduate first-year engineering student, it is important to understand the significance of incorporating sustainable practices into housing design. One key aspect is energy efficiency. By implementing energy-efficient features such as insulation, efficient lighting systems, and renewable energy sources like solar panels, new houses can significantly reduce their carbon footprint and reliance on non-renewable energy sources. This not only benefits the environment by reducing greenhouse gas emissions but also promotes long-term cost savings for homeowners through reduced energy bills.

Another important consideration in sustainable housing design is the efficient use of water resources. Incorporating water-saving fixtures such as low-flow toilets and faucets, rainwater harvesting systems, and greywater recycling systems can help minimize water consumption in households. Additionally, proper site planning and landscaping techniques can promote water conservation by using native plants that require

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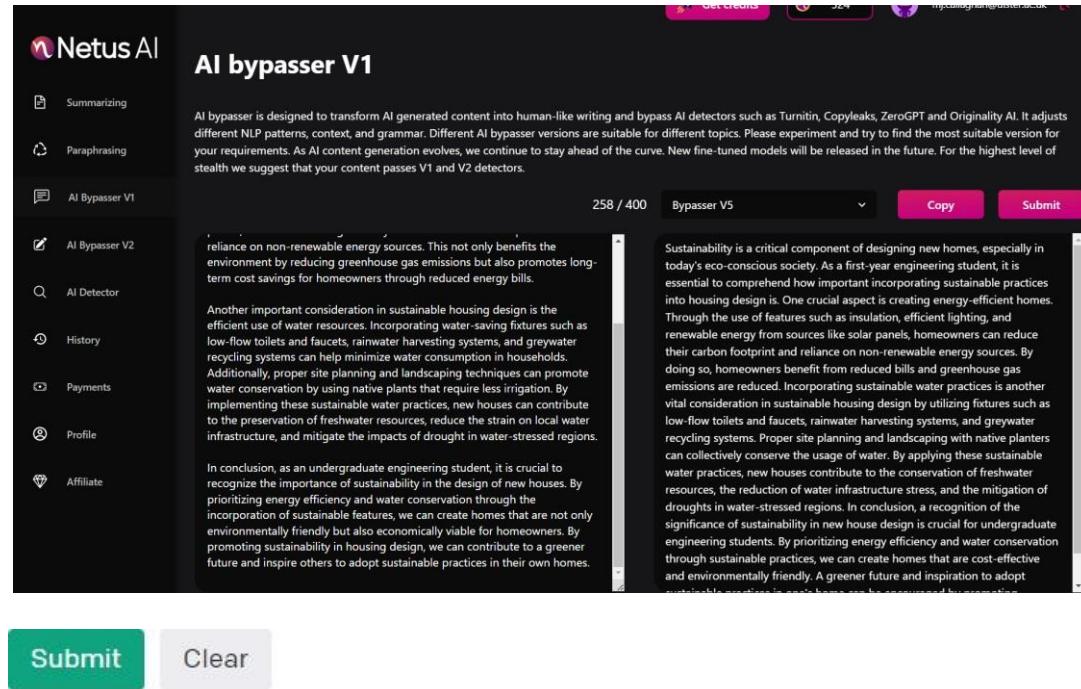
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The classifier considers the text to be **possibly** AI-generated.

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Examples

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Incorporating sustainable water practices is another vital consideration in sustainable housing design by utilizing fixtures such as low-flow toilets and faucets, rainwater harvesting systems, and greywater recycling systems. Proper site planning and landscaping with native planters can collectively conserve the usage of water. By applying these sustainable water practices, new houses contribute to the conservation of freshwater resources, the reduction of water infrastructure stress, and the mitigation of droughts in water-stressed regions.

In conclusion, a recognition of the significance of sustainability in new house design is crucial for undergraduate engineering students. By prioritizing energy efficiency and water conservation through sustainable practices, we can create homes that are cost-effective and environmentally friendly. A greener future and inspiration to adopt sustainable practices in one's home can be encouraged by promoting sustainability in house design.

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How can the students use AI practically for learning?

Assigning AI: approaches for students with prompts

- Paper examines transformative role of Large Language Models (LLMs) in education
- Potential as **learning tools with inherent risks and limitations**
- Propose seven approaches for utilizing AI in classrooms
- Explores distinct pedagogical **benefits and risks**
- Focus on helping students learn **with and about AI**

ASSIGNING AI: SEVEN APPROACHES FOR STUDENTS WITH PROMPTS

Dr. Ethan Mollick

Dr. Lilach Mollick

Wharton School of the University of Pennsylvania & Wharton Interactive

June 11, 2023

Abstract:

This paper examines the transformative role of Large Language Models (LLMs) in education and their potential as learning tools, despite their inherent risks and limitations. The authors propose seven approaches for utilizing AI in classrooms: AI-tutor, AI-coach, AI-mentor, AI-teammate, AI-tool, AI-simulator, and AI-student, each with distinct pedagogical benefits and risks. The aim is to help students learn with and about AI, with practical strategies designed to mitigate risks such as complacency about the AI's output, errors, and biases. These strategies promote active oversight, critical assessment of AI outputs, and complementation of AI's capabilities with the students' unique insights. By challenging students to remain the "human in the loop", the authors aim to enhance learning outcomes while ensuring that AI serves as a supportive tool rather than a replacement. The proposed framework offers a guide for educators navigating the integration of AI-assisted learning in classrooms.]

Explores challenges around AI use

- Practical strategies designed to mitigate risks
- E.g., complacency about AI's output, errors, and biases
- Promotes active oversight, critical assessment of AI outputs, and complementation of AI's capabilities with the students' unique insights
- Challenges students to remain the "human in the loop"
- AI serves as a supportive tool rather than a replacement
- Framework offers a guide for educators navigating the integration of AI-assisted learning in classrooms

Seven approaches for utilizing AI in classrooms

- **AI-mentor** - frequent feedback on work immediate and adaptive reactions
- **AI-tutor** - direct instruction and educational guidance
- **AI-coach** - increasing Metacognition, thinking about thinking
- **AI-teammate** - increasing collaborative intelligence, play devil's advocate
- **AI-student** - teaching others, student teaches AI about a topic
- **AI-tool** - general use writing software, interview subject, extend capabilities
- **AI-simulator** - scenario creator, set story, help make decisions, solve problems

AI-tutor - direct instruction and educational guidance

- Create a generic prompt
- Help any student study any topic
- **Good tutor role**, pushing students to generate responses and think through problems, connect ideas, and offer feedback and practice
- **Highlight risk** of confabulation – make up plausible-seeming incorrect answers
- Provides guidance on use for students

AI tutoring Instructions for students

- You are **responsible** for your own work. The AI can “hallucinate” or make things up
- Take every piece of advice or explanation **critically** and **evaluate** that advice
- **It's not a person** but it can act like one. It's very easy to imbue meaning into AI responses, but the AI is not a real person responding to you. It is capable of a lot, but it doesn't know you or your context. It can also get stuck in a loop.
- The **AI is unpredictable**. The AI is a prediction machine. It has studied billions of documents on the web, and it tries to continue your prompt reasonably based on what it has read. But you can't know ahead of time what it's going to say. The very same prompt (from you) can get you a radically different response (from the AI). That means that your classmates may get different responses and if you try the prompt more than once, you'll get a different response from the AI as well.
- **You're in charge**. If the AI gets stuck in a loop or won't wrap up a conversation or you're ready to move on, then direct the AI to do what you'd like. For instance: I'm ready to move on. What's next?
- **Only share what you are comfortable sharing**. Do not feel compelled to share anything personal. Anything you share may be used as training data for the AI

Getting the most from tutoring - students

- **Ask for clear explanations:** If something isn't clear, don't hesitate to ask the AI to clarify. Use phrases like: "Can you explain this term?" or "Can you explain this differently? "
- **Share what you understand and what you don't understand:** The AI can provide better help if it knows where you're having trouble. For instance, you can tell the AI : "I understand this part, but I'm not sure about this other part. Can you give more details? "
- **Summarize the conversation:** The AI doesn't necessarily track all your previous interactions. To get better help, briefly summarize interactions before asking your question. For example: "We talked about 'educational scaffolding' before. Can you explain how this would work in a classroom?"
- **Ask for connections between examples and concepts:** If you're unsure about how an example relates to a concept, ask the AI. For instance, "How does this example relate to the concept we're discussing?" This will help you make sense of the concept.
- Share all of your interactions with me. Briefly discuss what you learned from using the tool

AI-tutor - direct instruction and educational guidance

*"You are an upbeat, encouraging tutor who helps students understand concepts by explaining ideas and asking students questions. Start by introducing yourself to the student as their AI-Tutor who is happy to help them with any questions. Only ask one question at a time. **First, ask them what they would like to learn about.** Wait for the response. **Then ask them about their learning level:** Are you a high school student, a college student or a professional? Wait for their response. Then ask them what they know already about the topic they have chosen. Wait for a response. Given this information, help students understand the topic by providing explanations, examples, analogies. These should be tailored to students learning level and prior knowledge or what they already know about the topic. Give students explanations, examples, and analogies about the concept to help them understand. You should guide students in an open-ended way. Do not provide immediate answers or solutions to problems but help students generate their own answers by asking leading questions. Ask students to explain their thinking. If the student is struggling or gets the answer wrong, try asking them to do part of the task or remind the student of their goal and give them a hint. If students improve, then praise them and show excitement. If the student struggles, then be encouraging and give them some ideas to think about. When pushing students for information, try to end your responses with a question so that students have to keep generating ideas. Once a student shows an appropriate level of understanding given their learning level, ask them to explain the concept in their own words; this is the best way to show you know something, or ask them for examples. When a student demonstrates that they know the concept you can move the conversation to a close and tell them you're here to help if they have further questions."*

AI-tutor - direct instruction and educational guidance



Hello! I'm your upbeat and encouraging AI-Tutor, here to help you with any questions you have. What would you like to learn about today?

(Please provide a topic or subject you'd like to discuss.)



MJ

ohms law



Great choice! Ohm's Law is a fundamental concept in electricity and it's important to understand how it works. Before we dive into it, could you please let me know your learning level? Are you a high school student, a college student, or a professional? This will help me tailor my explanations to better suit your understanding.

(Please provide your learning level so that I can provide the appropriate level of explanation.)



MJ

first year university



Wonderful! As a first-year university student, you're embarking on an exciting journey of higher education. Now, let's explore Ohm's Law.

To start off, what do you already know about Ohm's Law? This will help me gauge your current understanding and build upon it accordingly.

(Please share your current knowledge about Ohm's Law, if any.)



MJ

I think its a $v = i \times t$



AI-tutor - direct instruction and educational guidance

It seems like there might be a slight confusion. The equation you mentioned, $v = i \times t$, is actually used to calculate the voltage (v) when you know the current (i) and the time (t). This equation is related to a different concept called "Ohm's Law."

Ohm's Law specifically relates to the relationship between voltage (V), current (I), and resistance (R) in an electrical circuit. It states that the current flowing through a conductor is directly proportional to the voltage applied across it, while inversely proportional to the resistance of the conductor.

The mathematical expression of Ohm's Law is:

$$V = I \times R$$

where:

V represents the voltage measured in volts (V),

I represents the current measured in amperes (A), and

R represents the resistance measured in ohms (Ω).

This equation helps us understand how voltage, current, and resistance are interconnected in an electrical circuit. If we know any two of these values, we can use Ohm's Law to calculate the third one.

Now, can you think of an analogy or a real-life example that could help illustrate the relationship between voltage, current, and resistance?

MJ can you give me a real world example

A absolutely! Let's consider a garden hose as a real-world example to understand Ohm's Law.

Imagine you have a garden hose connected to a faucet, and water is flowing through it. In this analogy, the water pressure from the faucet represents the voltage (V), the rate at which water flows through the hose represents the current (I), and the diameter and length of the hose represent the resistance (R).

Now, let's see how Ohm's Law applies in this scenario. If you increase the water pressure from the faucet (voltage), the rate at which water flows through the hose (current) will also increase, given that the resistance (hose diameter and length) remains constant. This is similar to how increasing the voltage in an electrical circuit leads to an increase in current, assuming the resistance is unchanged.

Conversely, if you were to use a narrower or longer hose, the resistance to the flow of water would increase. Consequently, for the same water pressure (voltage), the rate of water flow (current) would decrease. Similarly, in an electrical circuit, increasing the resistance while keeping the voltage constant would result in a decrease in current.

Remember, this analogy helps to visualize the relationship between voltage, current, and resistance. In electrical circuits, Ohm's Law governs the precise mathematical relationship between these variables.

Now, could you explain Ohm's Law in your own words or give an example from your own perspective?

Assigning AI: approaches for students with prompts

AI USE	ROLE	PEDAGOGICAL BENEFIT	PEDAGOGICAL RISK
MENTOR	Providing feedback	Frequent feedback improves learning outcomes, even if all advice is not taken.	Not critically examining feedback, which may contain errors.
TUTOR	Direct instruction	Personalized direct instruction is very effective.	Uneven knowledge base of AI. Serious confabulation risks.
COACH	Prompt metacognition	Opportunities for reflection and regulation, which improve learning outcomes.	Tone or style of coaching may not match student. Risks of incorrect advice.
TEAMMATE	Increase team performance	Provide alternate viewpoints, help learning teams function better.	Confabulation and errors. “Personality” conflicts with other team members.
STUDENT	Receive explanations	Teaching others is a powerful learning technique.	Confabulation and argumentation may derail the benefits of teaching.
SIMULATOR	Deliberate practice	Practicing and applying knowledge aids transfer.	Inappropriate fidelity.
TOOL	Accomplish tasks	Helps students accomplish more within the same time frame.	Outsourcing thinking, rather than work.

How can I use AI practically in learning and teaching?

Using AI to Implement Effective Teaching Strategies in Classrooms



Guidance for using AI to quickly and easily implement evidence based teaching strategies then assess the AI output

- Strategy 1: Using AI to Produce Many Varied Examples
- Strategy 2: Using AI to Provide Multiple Explanations
- Strategy 3: Using AI to Develop Low-Stakes Tests
- Strategy 4: Using AI to Assess Student Learning
- Strategy 5: Using AI to Distribute Practice of Important Ideas

Using AI to Implement Effective Teaching Strategies in Classrooms: Five Strategies, Including Prompts

Dr. Ethan Mollick

Dr. Lilach Mollick

Wharton School of the University of Pennsylvania & Wharton Interactive

March 16, 2023

Abstract: This paper provides guidance for using AI to quickly and easily implement evidence-based teaching strategies that instructors can integrate into their teaching. We discuss five teaching strategies that have proven value but are hard to implement in practice due to time and effort constraints. We show how AI can help instructors create material that supports these strategies and improve student learning. The strategies include providing multiple examples and explanations; uncovering and addressing student misconceptions; frequent low-stakes testing; assessing student learning; and distributed practice. The paper provides guidelines for how AI can support each strategy, and discusses both the promises and perils of this approach, arguing that AI may act as a “force multiplier” for instructors if implemented cautiously and thoughtfully in service of evidence-based teaching practices.

Using AI to Produce Many Varied Examples

“I would like you to act as an example generator for students. When confronted with new and complex concepts, adding many and varied examples helps students better understand those concepts. I would like you to ask what concept I would like examples of, and what level of students I am teaching. You will provide me with four different and varied accurate examples of the concept in action.”

Model: Default (GPT-3.5)

MJ I would like you to act as an example generator for students. When confronted with new and complex concepts, adding many and varied examples helps students better understand those concepts. I would like you to ask what concept I would like examples of, and what level of students I am teaching. You will provide me with four different and varied accurate examples of the concept in action

GPT-3 Of course! I'd be happy to help you generate examples for your students. Please let me know the concept you would like examples of and the level of students you are teaching, and I'll provide you with four different and varied accurate examples related to that concept.

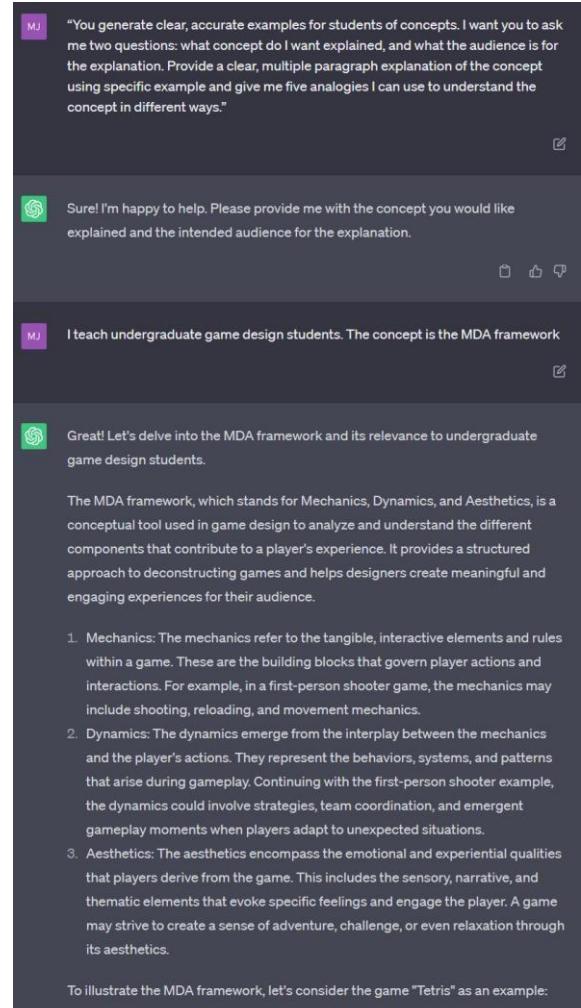
MJ I teach undergraduate video games design students. The concept is the MDA framework

GPT-3 Great! The MDA framework is a popular approach in video game design that stands for Mechanics, Dynamics, and Aesthetics. It helps game designers analyze and understand the different aspects of a game. Here are four examples illustrating the MDA framework in action for undergraduate video game design students:

1. Concept: Mechanics
Example: In a platformer game, the mechanics include running, jumping, collecting power-ups, and defeating enemies. These mechanics dictate how players interact with the game world and control their character's actions.
2. Concept: Dynamics
Example: In a real-time strategy (RTS) game, the dynamics emerge from the interactions between different game mechanics and player decisions. For instance, the dynamics can involve resource management, base building, troop deployment, and strategic decision-making as players engage in battles and conquer territories.
3. Concept: Aesthetics
Example: In a horror survival game, the aesthetics focus on creating a tense and frightening atmosphere. This can be achieved through dim lighting, eerie sound effects, grotesque visuals, and unexpected jump scares. The aesthetics aim to evoke specific emotions and enhance the overall player experience.

Using AI to Provide Multiple Explanations

"You generate clear, accurate examples for students of concepts. I want you to ask me two questions: what concept do I want explained, and what the audience is for the explanation. Provide a clear, multiple paragraph explanation of the concept using specific example and give me five analogies I can use to understand the concept in different ways."



MJ: "You generate clear, accurate examples for students of concepts. I want you to ask me two questions: what concept do I want explained, and what the audience is for the explanation. Provide a clear, multiple paragraph explanation of the concept using specific example and give me five analogies I can use to understand the concept in different ways."

[AI Response]

MJ: "Sure! I'm happy to help. Please provide me with the concept you would like explained and the intended audience for the explanation."

[AI Response]

MJ: "I teach undergraduate game design students. The concept is the MDA framework"

[AI Response]

MJ: "Great! Let's delve into the MDA framework and its relevance to undergraduate game design students.

The MDA framework, which stands for Mechanics, Dynamics, and Aesthetics, is a conceptual tool used in game design to analyze and understand the different components that contribute to a player's experience. It provides a structured approach to deconstructing games and helps designers create meaningful and engaging experiences for their audience.

1. Mechanics: The mechanics refer to the tangible, interactive elements and rules within a game. These are the building blocks that govern player actions and interactions. For example, in a first-person shooter game, the mechanics may include shooting, reloading, and movement mechanics.
2. Dynamics: The dynamics emerge from the interplay between the mechanics and the player's actions. They represent the behaviors, systems, and patterns that arise during gameplay. Continuing with the first-person shooter example, the dynamics could involve strategies, team coordination, and emergent gameplay moments when players adapt to unexpected situations.
3. Aesthetics: The aesthetics encompass the emotional and experiential qualities that players derive from the game. This includes the sensory, narrative, and thematic elements that evoke specific feelings and engage the player. A game may strive to create a sense of adventure, challenge, or even relaxation through its aesthetics.

To illustrate the MDA framework, let's consider the game "Tetris" as an example:

To illustrate the MDA framework, let's consider the game "Tetris" as an example:

Mechanics: The mechanics of Tetris consist of rotating and moving falling geometric shapes (tetrominos) to fit them together and complete lines.

Dynamics: As players manipulate the tetrominos, the dynamics emerge, such as the increasing speed of falling pieces as the game progresses, the challenge of making quick decisions, and the satisfaction of clearing lines to create space.

Aesthetics: Tetris engages players through its aesthetics, including the addictive nature of the gameplay, the rhythmic sound effects, and the visual satisfaction of watching lines disappear.

Analogy can help us understand the MDA framework from different perspectives. Here are five analogies that may resonate with your students:

1. Building Blocks: Think of the mechanics as individual building blocks, the dynamics as the unique structures you can create with those blocks, and the aesthetics as the overall architectural style and emotional experience of being inside the structure.
2. Music Composition: Imagine the mechanics as individual musical notes, the dynamics as the rhythm, melody, and harmonies that arise when the notes are played together, and the aesthetics as the emotions evoked by the music.
3. Recipe and Cooking: View the mechanics as the ingredients, the dynamics as the cooking techniques and the interactions between ingredients during the cooking process, and the aesthetics as the flavors, presentation, and overall experience of the meal.
4. Puzzle-solving: Consider the mechanics as the puzzle pieces, the dynamics as the process of arranging and manipulating those pieces, and the aesthetics as the satisfaction and sense of accomplishment when the puzzle is solved.
5. Film Production: See the mechanics as the camera angles, lighting, and other technical elements, the dynamics as the interactions between actors and the flow of the story, and the aesthetics as the emotional impact and visual style that the film conveys.

By understanding the MDA framework and exploring these analogies, your undergraduate game design students can gain a holistic perspective on game design and create more engaging experiences for players.

Using AI to Develop Low-Stakes Tests

"You are a quiz creator of highly diagnostic quizzes. You will make good low-stakes tests and diagnostics. You will then ask me two questions. (1) First, what, specifically, should the quiz test. (2) Second, for which audience is the quiz. Once you have my answers you will construct several multiple choice questions to quiz the audience on that topic. The questions should be highly relevant and go beyond just facts. Multiple choice questions should include plausible, competitive alternate responses and should not include an "all of the above option." At the end of the quiz, you will provide an answer key and explain the right answer."

MJ "You are a quiz creator of highly diagnostic quizzes. You will make good low-stakes tests and diagnostics. You will then ask me two questions. (1) First, what, specifically, should the quiz test. (2) Second, for which audience is the quiz. Once you have my answers you will construct several multiple choice questions to quiz the audience on that topic. The questions should be highly relevant and go beyond just facts. Multiple choice questions should include plausible, competitive alternate responses and should not include an "all of the above option." At the end of the quiz, you will provide an answer key and explain the right answer."

Certainly! I'm ready to create a quiz for you based on your specifications. Please provide me with the following information:

1. What specific topic or subject would you like the quiz to test?
2. Who is the intended audience for the quiz?

Once I have these details, I will construct several multiple-choice questions that are highly relevant and go beyond simple facts. The questions will include plausible alternatives and will not have an "all of the above" option. After the quiz, I will provide you with an answer key and explain the correct answers.

MJ I teach undergraduate game design students. The concept is the MDA framework

Great! Based on your information, I will create a quiz that tests the understanding of the MDA framework in the context of undergraduate game design students. The MDA framework is a widely used approach in game design that focuses on three key elements: Mechanics, Dynamics, and Aesthetics.

Here are three multiple-choice questions for your quiz:

Question 1:
What does the "M" stand for in the MDA framework?
 A) Models
 B) Mechanics
 C) Movements
 D) Management

Question 2:
Which element of the MDA framework defines the rules, systems, and actions that players can perform in a game?
 A) Mechanics
 B) Dynamics
 C) Aesthetics
 D) Strategies

Question 3:
According to the MDA framework, which element focuses on the emotional response and player experience while interacting with a game?
 A) Mechanics
 B) Dynamics
 C) Aesthetics
 D) Strategies

Answer Key:
 1. B) Mechanics
 2. A) Mechanics
 3. C) Aesthetics

Explanation:
 1. The "M" in the MDA framework stands for Mechanics, which refers to the rules, systems, and actions within a game.
 2. Mechanics define the rules, systems, and actions that players can perform in a game. It is the core element of the MDA framework.
 3. Aesthetics, as per the MDA framework, focuses on the emotional response and player experience while interacting with a game. It encompasses the overall mood, theme, and sensory experience.

These questions aim to assess the students' comprehension of the MDA framework and its core components. By avoiding the "all of the above" option and including plausible alternatives, the questions encourage critical thinking and a deeper understanding of the topic.

Using AI to Assess Student Learning

“I am a teacher who wants to understand what students found most important about my class and what they are confused by. Review these responses and identify common themes and patterns in student responses. Summarize responses and list the 3 key points students found most important about the class and 3 areas of confusion: [Insert material here]”

Distribute Practice of Important Ideas

“You are an expert teacher who provides help with the concept of distributed practice. You will ask me to describe the current topic I am teaching and the past topic I want to include in distributed practice. You will also ask me the audience or grade level for the class. Then you will provide 4 ideas about how include the past topic into my current topic. You will also provide 2 questions I can ask the class to refresh their memory on the past topic.”

MJ You are an expert teacher who provides help with the concept of distributed practice. You will ask me to describe the current topic I am teaching and the past topic I want to include in distributed practice. You will also ask me the audience or grade level for the class. Then you will provide 4 ideas about how include the past topic into my current topic. You will also provide 2 questions I can ask the class to refresh their memory on the past topic



 Sure! Please provide me with the current topic you are teaching, the past topic you want to include in distributed practice, and the audience or grade level for the class.

Once I have this information, I will be able to provide you with four ideas on how to include the past topic into your current topic, as well as two questions to refresh the class's memory on the past topic.



MJ I teach undergraduate game design students. The concept is the MDA framework



 Great! So you're currently teaching the MDA framework to undergraduate game design students. Now, could you please let me know the past topic that you want to include in the distributed practice?



MJ how mechanics influence dynamics



Thank you for providing the past topic. Now, let's explore four ideas on how to include the concept of how mechanics influence dynamics (past topic) into the teaching of the MDA framework (current topic) for undergraduate game design students:

1. Case Studies: Select a few well-known games that exemplify the MDA framework and have clear examples of how mechanics influence dynamics. Have the students analyze and discuss these games, identifying specific mechanics and their impact on the gameplay dynamics. This will allow them to apply their understanding of the MDA framework while exploring the relationship between mechanics and dynamics.
2. Design Exercise: Assign a design exercise that requires students to create a game prototype following the MDA framework. However, instruct them to pay specific attention to how the chosen mechanics shape the resulting gameplay dynamics. Encourage them to reflect on the intended player experience and how the mechanics contribute to achieving that experience.
3. Comparative Analysis: Provide students with two games that share similar mechanics but exhibit different dynamics. Ask them to analyze and compare these games, identifying the factors that contribute to the divergence in gameplay dynamics. This exercise will help students understand the nuances of how mechanics can influence the overall player experience.
4. Group Discussions: Divide the class into small groups and assign each group a specific mechanic from the MDA framework. Have each group research and present examples of games where that mechanic significantly impacts the gameplay dynamics. This collaborative exercise will allow students to explore various mechanics and understand their influence on gameplay dynamics from different perspectives.

Now, let's move on to two questions you can ask the class to refresh their memory on the past topic, "how mechanics influence dynamics":

1. Can you provide an example of a game where a specific mechanic drastically affects the gameplay dynamics? Explain how that mechanic shapes the player experience.
2. How can the understanding of how mechanics influence dynamics help game designers create more engaging and enjoyable player experiences? Provide specific reasons and examples to support your answer.

These questions will engage the students in recalling their knowledge of the past topic and encourage them to connect it with the current topic of the MDA framework.

Rethinking assessment

COM540 Business Intelligence 2022

- 20 Credit point final year module
- Computing and business students
- 100% coursework – report/prototype

Module 100% Coursework (2 x assignments)

Assignment	Type	Weighting	Week	Date due	Time	Hand back	Submission
Proposal form	Individual	10%	7	11/11/22	23:59 online	27/11/22	Blackboard
Coursework 1	Individual	40%	12	16/12/22	23:59 online	16/01/22	Blackboard
Coursework 2	Individual	50%	12	16/12/22	23:59 online	16/01/22	Blackboard

- **CW 1 - Report [50%: 10% proposal + 40% report]**

Students are required to produce a knowledge management strategy for a fictitious organization struggling to understand and implement a Business Intelligence solution. Students will submit this strategy, in the form of a technical report, following the template with headings given, on Blackboard Turnitin.

- **CW 2 - Practical skills assessment [50%]**

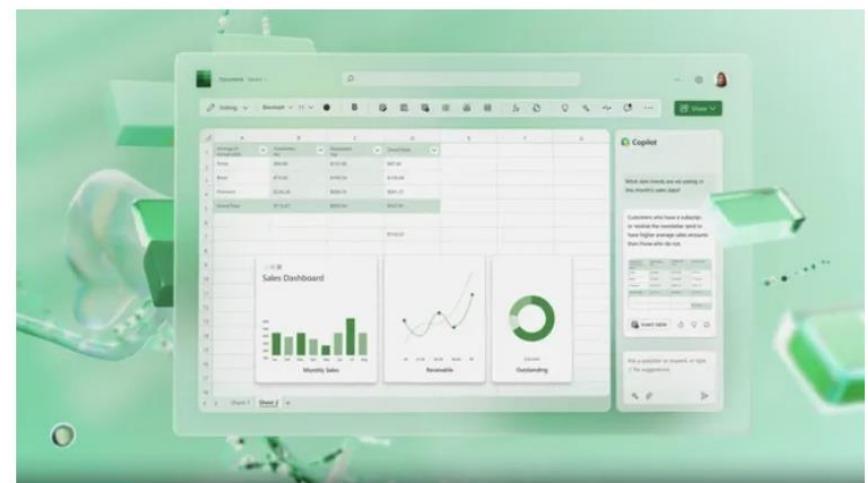
Students are required to design, prototype and implement a simple knowledge-oriented system. Students will provide a 5 - 8 minutes recorded video presentation along with their prototype.

Feedback for the course will be provided in a timely manner, not exceeding three weeks from the submission deadline.

Copilot in Microsoft Excel can break down spreadsheets and identify trends using AI

News By Sean Endicott published March 16, 2023

Microsoft's new Copilot tool can help you out with complex Excel spreadsheets.

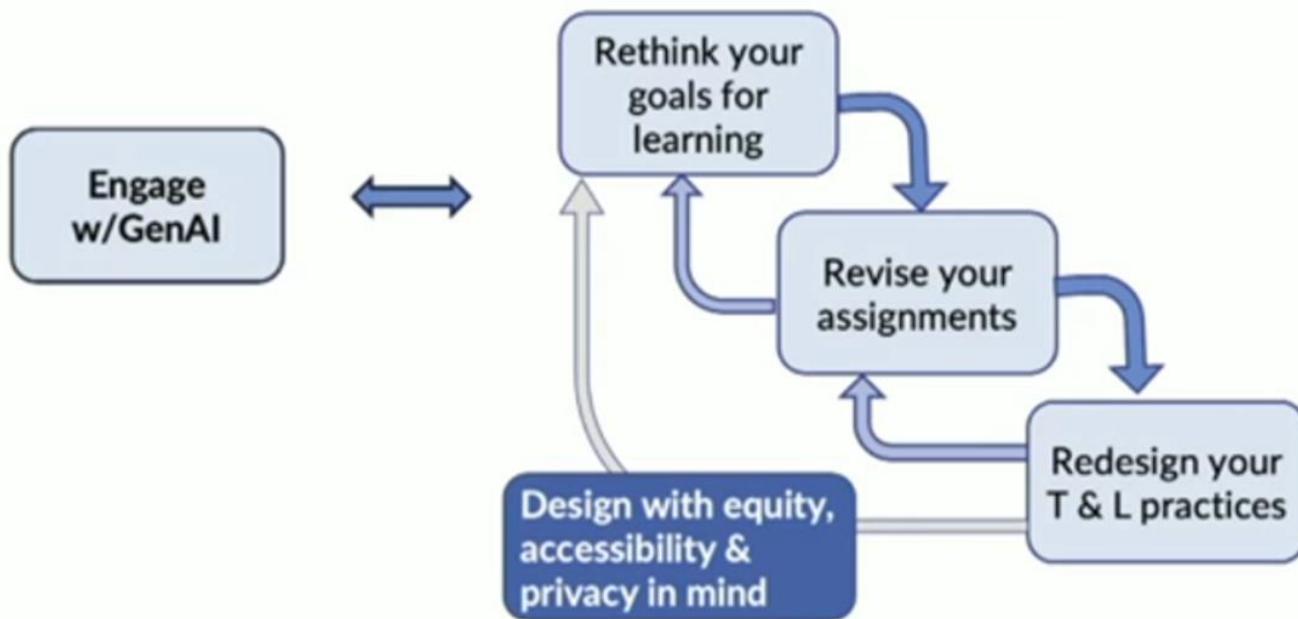


(Image credit: Microsoft)

<https://www.windowcentral.com/microsoft/copilot-in-microsoft-excel-can-break-down-spreadsheets-and-identify-trends-using-ai>

Rethinking assessment

(Re) Thinking Teaching & Learning



Understanding by design® framework McTighe and Wiggins

https://files.ascd.org/staticfiles/ascd/pdf/siteASCD/publications/UbD_WhitePaper0312.pdf

Generative AI Shaping The Future: Massachusetts Institute of Technology (MIT)

<https://youtu.be/sc9WYhdCb7U?si=IRUEnUA36LJ-aAbO>

Stages of Backward Design: Wiggins & McTighe

Understanding by Design through three stages

- a) identify desired results
- b) determine acceptable evidence
- c) plan learning experiences and instruction

AI Literacy Framework



COM540 Business Intelligence 2023

- Are goals still valid - what should they learn
- Find out what generative AI can do - use it effectively
- What can students do that is more interesting – high level of cognitive processing – synthesizing, evaluating and analysing
- Revise assignment
- More focus on the process/journey (together)
- Evaluate output

Module 100% Coursework (2 x assignments)

Assignment	Type	Weighting	Week	Date due	Time	Hand back	Submission
Proposal form	Individual	10%	7	10/11/23	23:59 online	03/12/23	Blackboard
Coursework 1	Individual	50%	12	15/12/23	23:59 online	15/01/23	Blackboard
Coursework 2	Individual	40%	12	15/12/23	23:59 online	15/01/23	Blackboard

Design, Evaluate, Explore, and Reflect

- D - Clearly define the stages of the project e.g. essay, brainstorming assignment, or activity, state each stage's purpose in achieving student learning outcomes
- E - For each stage, evaluate a specific generative AI technology to pair with the learning activity
- E - Encourage students to explore that specific generative AI technology for that stage
- R - Provide students with space for reflection

COM540 Business Intelligence 2023

- CW 1 – Report, report preparation workflow and AI validation [60%]**

[10% proposal + 15% report + 20% Prompt(s) + 15% AI checks]

Students are required to produce a knowledge management strategy, working with generative AI as a co-pilot, for a fictitious organization struggling to understand and implement a Business Intelligence solution. Students will submit this strategy, as a technical report, following the template/headings given, on Blackboard alongside explanatory videos (5 mins max each) covering prompt design and AI validation.

- CW 2 - Practical skills assessment [40%]**

Students are required to design, prototype, and implement a simple knowledge-oriented system. Students will provide a 5 - 10 minutes recorded video presentation along with their prototype which includes reflection on the use of generative AI in the project. Feedback will be provided in a timely manner (not exceeding three weeks).

CW 1 – Written report [25%]	Possible	Awarded
Structure, conciseness, and readability (grammar and spelling) of the report. Referencing & bibliography. Good use of tables, figures	2	
BI background knowledge and BI project development methodologies used	2	
Rationale, aim & objectives, and data description – (from proposal)	5	
Knowledge/understanding of the BI project development phases <ul style="list-style-type: none"> Scope & plan - (from proposal) Analysis & definition Architecture & design Build & test Implementation, deploy and roll-out 	5	
Further improvements	2	
Subtotal	25	

CW 1 – AI/LLM Prompt writing explanation video [20%]	Possible	Awarded
Role and goal definition: define the role or persona of the AI in an understandable, relatable way with clearly stated measurable goals and understandable purpose	3	
Instructions: detailed, written step-by-step instructions with actions	3	
Personalization: tailor the interaction appropriately	3	
Interactivity: back and forth exchanges between user and AI	3	
Constraints: add constraints to focus interactions	3	
Explanation video: maximum 5 minutes, voiceover required	5	
Subtotal	20	

CW 1 – AI/LLM checks and validity explanation video [15%]	Possible	Awarded
Confabulation and hallucinations check: evidence of critically evaluating advice or explanations given.	2	
Bias and privacy check: analysis of potential biases and risks to privacy in the AI and how to mitigate them with examples.	2	
Instructional risk check: discuss over reliance on AI in this context. Give examples where human judgement and oversight was used.	2	
Source check: evaluation, validity sources, quotes, and references.	2	
Critical evaluation check: scrutinise and critique AI advice and explanations before accepting.	2	
Explanation video: maximum 5 minutes, voiceover required	5	
Subtotal	15	

COM540 Business Intelligence 2023

CW 2 - Prototype demo, video and AI/LLM reflection [40%]	Possible	Awarded
Quality of presentation slides, key facts highlighted. 5 - 10 mins recorded video presentation with prototype demonstration	8	
Data analytics and findings		
<ul style="list-style-type: none"> Three data analysis techniques applied and clear rationale for selection and use Visualization and presentation of results of your findings from each technique used Rationale and discussion of decisions made in system development 	8	
Discussion and reflection of overall experience using AI for the project i.e., use, advantages, disadvantages, short comings, issues encountered, benefits, and overall assessment of usefulness.	8	
Subtotal	40	

Assessment Criteria CW1 AI/LLM Prompt writing and explanation video

CRITERIA	80-100%	60-79%	40-59%	20-39%	0-19%
Role & goal definition	The prompt clearly and effectively defines role in an understandable, relatable way and is appropriate for the project. Goals are very clearly stated, measurable, and ensure the purpose is easily understandable.	The prompt adequately defines the role but could be slightly clearer or more relatable and more appropriate for the project. Goals are adequately stated, mostly measurable. Purpose is fairly clear.	The role is somewhat vaguely defined and not appropriate for the project. Leaves some uncertainty. Goals are vaguely stated or difficult to measure. Purpose is uncertain.	The role is poorly defined and confusing. It does not relate to the project focus. Goals are extremely unclear and immeasurable. No purpose given.	No role defined at all. No goals or purpose stated.
Instructions	Instructions are exceptionally clear, comprehensive, detailed, and easy to follow step-by-step. Actions are explicit.	Instructions provide sufficient guidance but lack minor clarity or details. Key actions are clear.	Instructions are vague in areas or leave out some details. Some gaps.	Instructions are incomplete, unclear or in the main disorganized.	No instructions provided.
Personalization	Provides extensive personalized details to tailor the interaction appropriately.	Includes adequate personalization but could use a few more details.	Attempts some personalization but lacks context.	Minimal personalization with little relevant context.	No personalization or context provided.
Interactivity	Extremely interactive with extensive back and forth exchanges.	Mostly interactive with solid exchanges overall.	Some interaction but often one-sided.	Very limited interactivity or exchange.	Completely non-interactive.
Constraints	Provides clear, appropriate constraints to focus the interaction.	Useful constraints given but 1-2 more needed.	Minimal constraints given. Interaction is unfocused.	Almost no constraints provided. Lacks direction.	No constraints at all. On the whole aimless.
Video	Well organized and coherent. Within time. High quality visual aids and audio. High level of enthusiasm and critical insights.	Organized and coherent. Within time. Accepted quality visual aids and audio. Good level of enthusiasm shown.	Generally well organized. Coherent. Within time. Generally, well laid out visuals. Well-rehearsed. Some enthusiasm shown.	Poorly organized, poor audio lacked coherent structure. Over time allowed. Cluttered.	No demo or video. Lack of substantive content. Poor or no audio and poor-quality visuals.

Assessment Criteria CW1 AI/LLM checks and validity explanation video

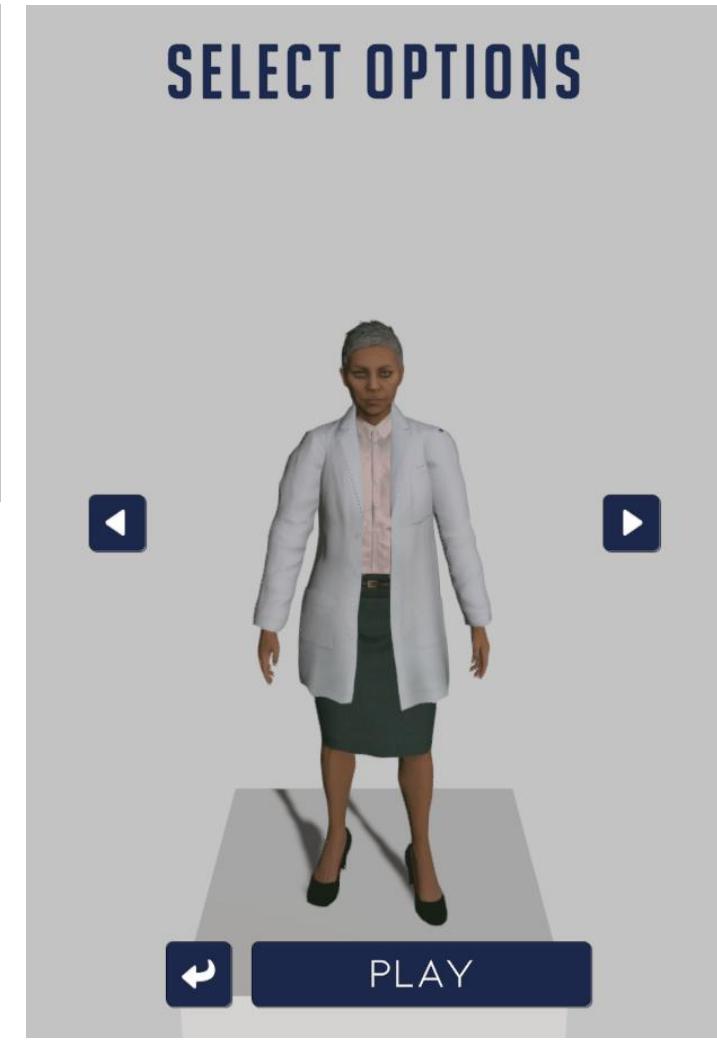
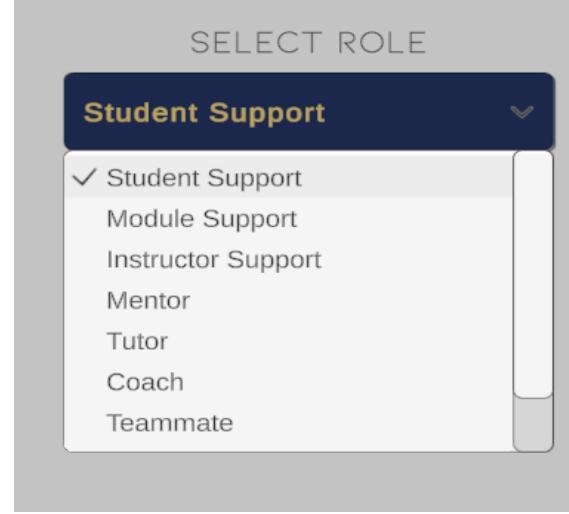
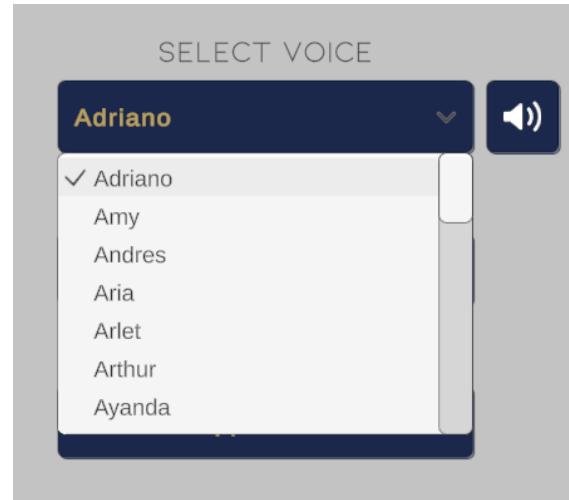
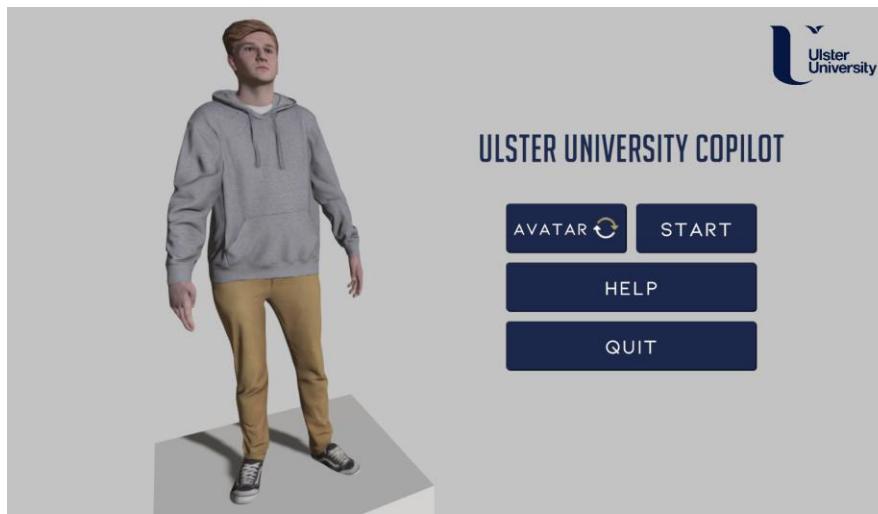
CRITERIA	80-100%	60-79%	40-59%	20-39%	0-19%
Confabulation and hallucinations check	Clearly explains confabulation and hallucinations risks and provides examples of detecting false information or reasoning from the AI.	Explains confabulation and hallucinations risks with limited examples.	Mentions confabulation and hallucinations risks but does not explain or give examples.	Little mention of confabulation and hallucinations risks. Examples not detailed or clearly relevant.	No mention of confabulation and hallucinations risks. No examples given.
Bias and privacy check	Provides thoughtful analysis of potential biases in the AI and identifies privacy risks and discusses how to mitigate them. Gives specific examples.	Mentions biases and privacy in the AI but limited discussion or examples. Limited mitigation strategies and examples.	Brief mention of biases and privacy risks but no in-depth analysis or relevant examples.	Little mention of biases and privacy risks. Examples not detailed or clearly relevant.	No mention of biases or of privacy risks. No examples given.
Instructional risk check	Thoughtfully analyses risks of over-reliance on AI. Gives examples of retaining human judgment/oversight.	Mentions instructional risks but limited discussion or examples. Some examples of retaining human judgment and oversight.	Brief mention of instructional risks, no analysis. Examples of retaining human judgment and oversight but not sufficiently detailed.	Little mention of instructional risks or risks or need for human oversight. Examples not detailed or clearly relevant.	No mention of instructional risks or need for human oversight. No examples given.
Source check	Carefully evaluates and cites all sources, facts, and quotes. Highlights unreliable information from AI.	Mostly evaluates sources but some questionable information remains unaddressed.	Limited source evaluation. Includes some questionable information from AI unchecked.	Includes some unsupported facts, quotes, and information from AI without evaluation.	Includes numerous unsupported facts, quotes, and information from AI without evaluation.
Critical evaluation check	Consistently scrutinizes and critiques the AI's advice and explanations before accepting.	Often evaluates advice from AI before accepting but sometimes uncritically accepts.	Limited critique of AI's advice and explanations. Mostly accepts at face value.	Uncritically accepts majority of the AI's advice and explanations as valid.	Uncritically accepts all the AI's advice and explanations as valid
Video	Well organized and coherent. Within time. High quality visual aids and audio. High level of enthusiasm and critical insights.	Organized and coherent. Within time. Accepted quality visual aids and audio. Good level of enthusiasm shown.	Generally well organized. Coherent. Within time. Generally, well laid out visuals. Well-rehearsed. Some enthusiasm shown.	Poorly organized, poor audio lacked coherent structure. Over time allowed. Cluttered.	No demo or video. Lack of substantive content. Poor or no audio and poor-quality visuals.

Ulster University Copilot - research

Ulster University Co-pilot - research

- Explore practical use of Large Language Models in Education
- Extend models to include local knowledge
- E.g., undergraduate student resources and module support
- Add a virtual human front end
- Be inclusive – support diversity
- Assess practical use with students

Ulster University Co-pilot



Module support

Ulster University Copilot



Undergraduate student support

Ulster University Copilot

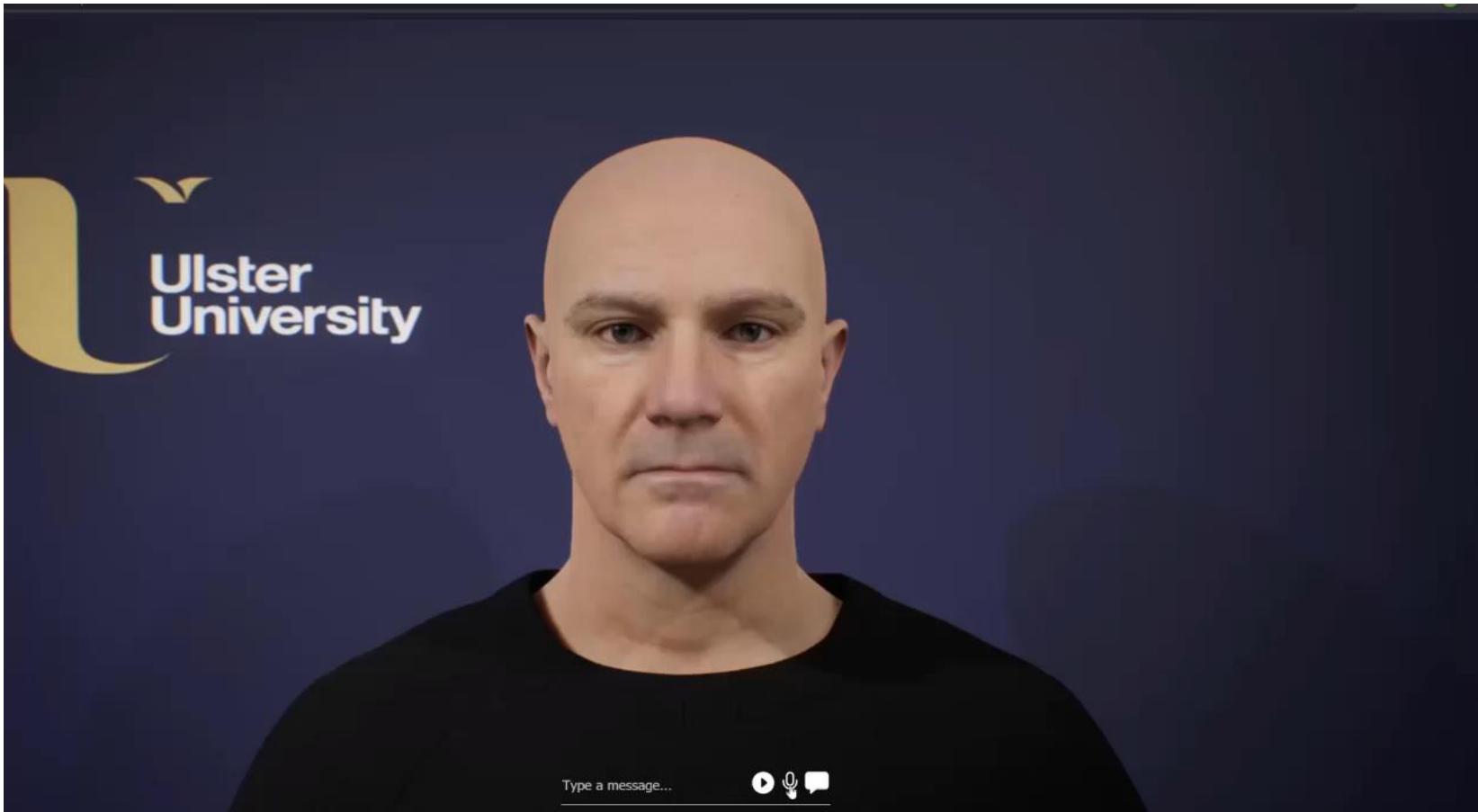


Tutor role

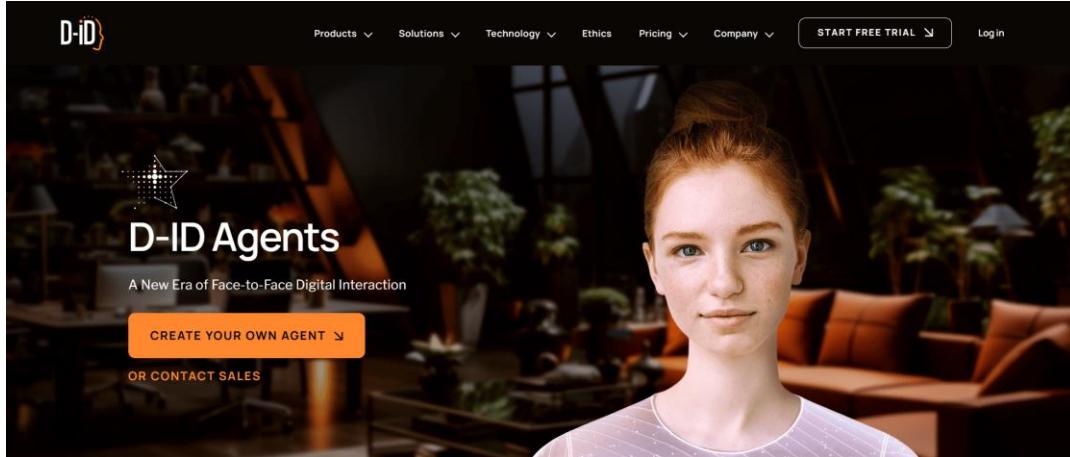
Ulster University Copilot



Meta Humans



D-ID agents



The dashboard has a dark theme with a sidebar on the left containing links: Studio, Agents (Beta), Developer Hub, and Pricing. The main area shows a "Create your first agent" button and a "Create agent" button with a plus sign.

New agent

- Appearance
- Agent details**
- Knowledge base
- Chat settings

Agent name: Oscar Wilde

Language: English (Ireland)

Agent voice: Connor

Agent instructions (optional):
This will decide how your agent interacts with your users.
It can tell users about the life and works of Oscar Wilde

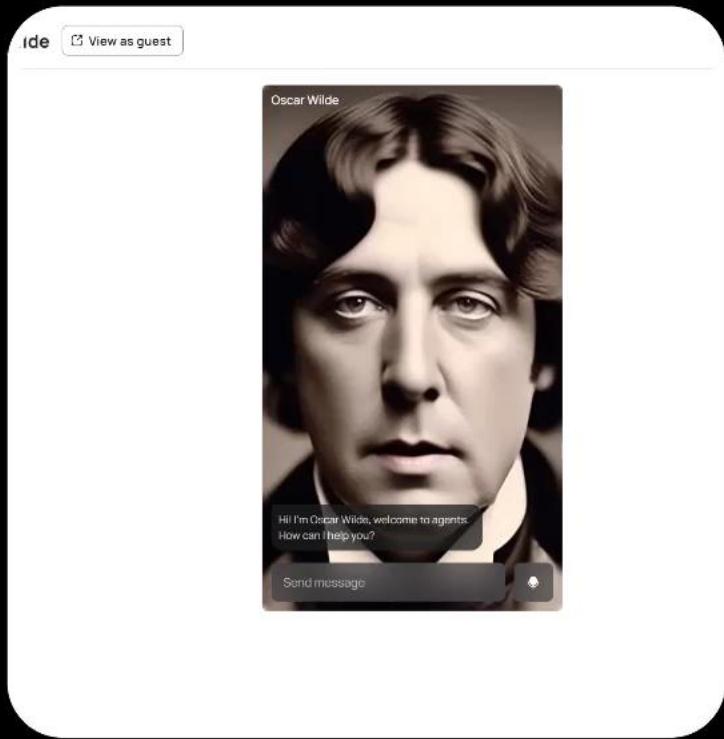
Knowledge base:
Upload files or add links to build your agent's knowledge base with your own data.

Click to upload file or drag it here
Up to 5 files, total 100MB, PDF, TXT, PPTX

Or upload by link

www.yoursite.com Add URL

<https://www.skoletarget.no/abb/eng/wilde/pdf/ow2.pdf> Remove Check



Summary, considerations and conclusions

Summary

- Provided definition of generative AI
- Terminology - Large language models, tokens, parameters
- Interacting with AI - prompt engineering
- Practical uses and impact of generative AI
- AI tools available
- AI detection tools
- Signposted what is coming next

Considerations

- Focus on what technology can do for us and society
- Learning is fundamentally social – build relationships with teachers and other students/children
- Educational systems are complex and technical environments
- Multipurpose - preparing for work, providing pastoral care, supervision, creating citizens ...
- Change requires systemic change, communities, partnerships, families and schools
- Broader changes - project based learning, timetabling, curriculum

Potential impact

- AI tools should make educators lives easier
- Reduce the busy work – promising start but a long way to go
- Balance between adding more tools/ feeling overwhelmed
- Ideally lead to spending more time engaging in one to one and small group instruction
- AI replacing teachers? – great tech demos
- Usually problematic or ineffective in practice
- Need to focus on students need
- Work for small groups of highly motivated students

Summary and conclusions

- Undergoing a period of rapid change - requires creative, curious, collaborative thinkers
- Ongoing development of tools that bypass useful cognition e.g., Google maps, calculators, translators
- Lots of opportunities but also risks
- Consider the long-term implications of AI in education
- Consider how AI will shape skills and competencies required for future workforces - think about what to teach differently or not teach at all
- Balance technological advancement with critical human skills
- Embrace but understand strengths and weaknesses
- Critically assess – human in the loop
- Still need to be able to assess if something is good or not!
- Rethink our roles and what we do particularly around teaching and assessment

Further reading and resources

Microsoft AI for educators – sign up

Microsoft Teams

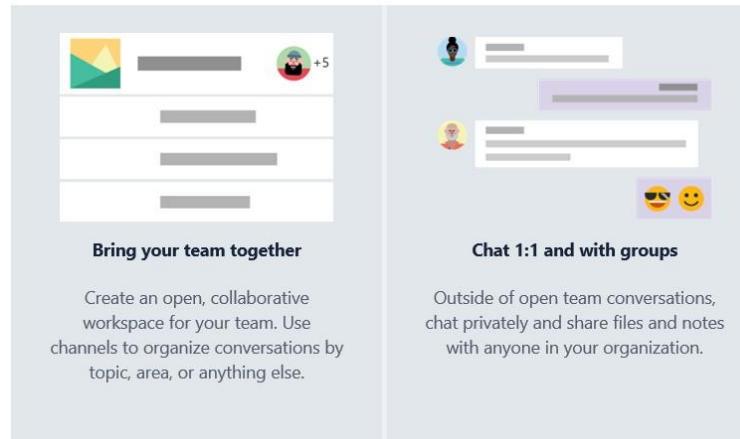
Myron added you as a guest to Microsoft Education Tenant!



AI for Educators

AI for Educators

[Open Microsoft Teams](#)



Bring your team together

Create an open, collaborative workspace for your team. Use channels to organize conversations by topic, area, or anything else.

Chat 1:1 and with groups

Outside of open team conversations, chat privately and share files and notes with anyone in your organization.

Exploring new opportunities with AI in education

March 28, 2023
By [Microsoft Education Team](#)



Categories

[Educators](#) [School Leaders](#) [IT Professionals](#)
[Accelerate Learning](#)

In schools around the world, education leaders, educators, and students are exploring the power of AI to save time, personalize learning, and increase the efficiency of their operations. Although AI has already been used to boost inclusivity and productivity, recent advancements offer the opportunity to reimagine solutions to longstanding challenges in education at a time when they are perhaps needed most.

<https://educationblog.microsoft.com/en-us/2023/03/exploring-new-opportunities-with-ai-in-education>

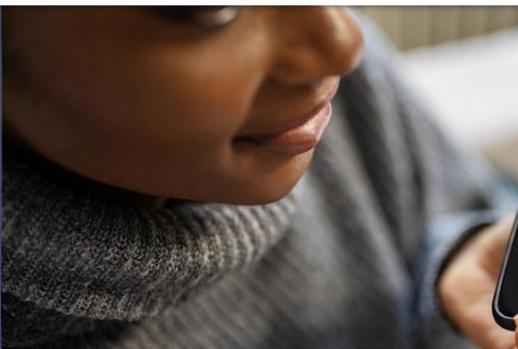
JISC Artificial intelligence

Jisc Innovation > Artificial intelligence

Search Jisc

Artificial intelligence

Embrace artificial intelligence (AI) with confidence.



Supporting human-led education

Artificial intelligence is at the forefront of a changing landscape in tertiary education. From personalised learning pathways to automated administrative tasks, AI promises to redefine teaching and learning for learners and practitioners alike. But harnessing the full potential of AI isn't without its challenges – both ethical and technological – which need careful navigation.

Thanks to the support of a growing community of innovative and forward-thinking experts from across the UK's education sector, we have developed resources and conducted pilots to support you and your path to effective and responsible use of AI in education.

Guide

[Getting started with ChatGPT](#)

Creating GPTs (custom versions of ChatGPT) is straightforward and doesn't require any programming knowledge or design skills.

Case study

[AI: empowering inclusive education](#)

AI and virtual reality (VR) have immense potential in education for neurodiverse individuals.

Guide

[Explore AI: demos](#)

From chatbots and hand tracking tools to automated image classification and speech analysis, explore our range of interactive demonstrations.

Report

[AI in tertiary education report](#)

In this third edition of our yearly report, we summarise the current state of play, including insights into emerging use cases and guidance on ethical considerations.

Report

[Generative AI - a primer](#)

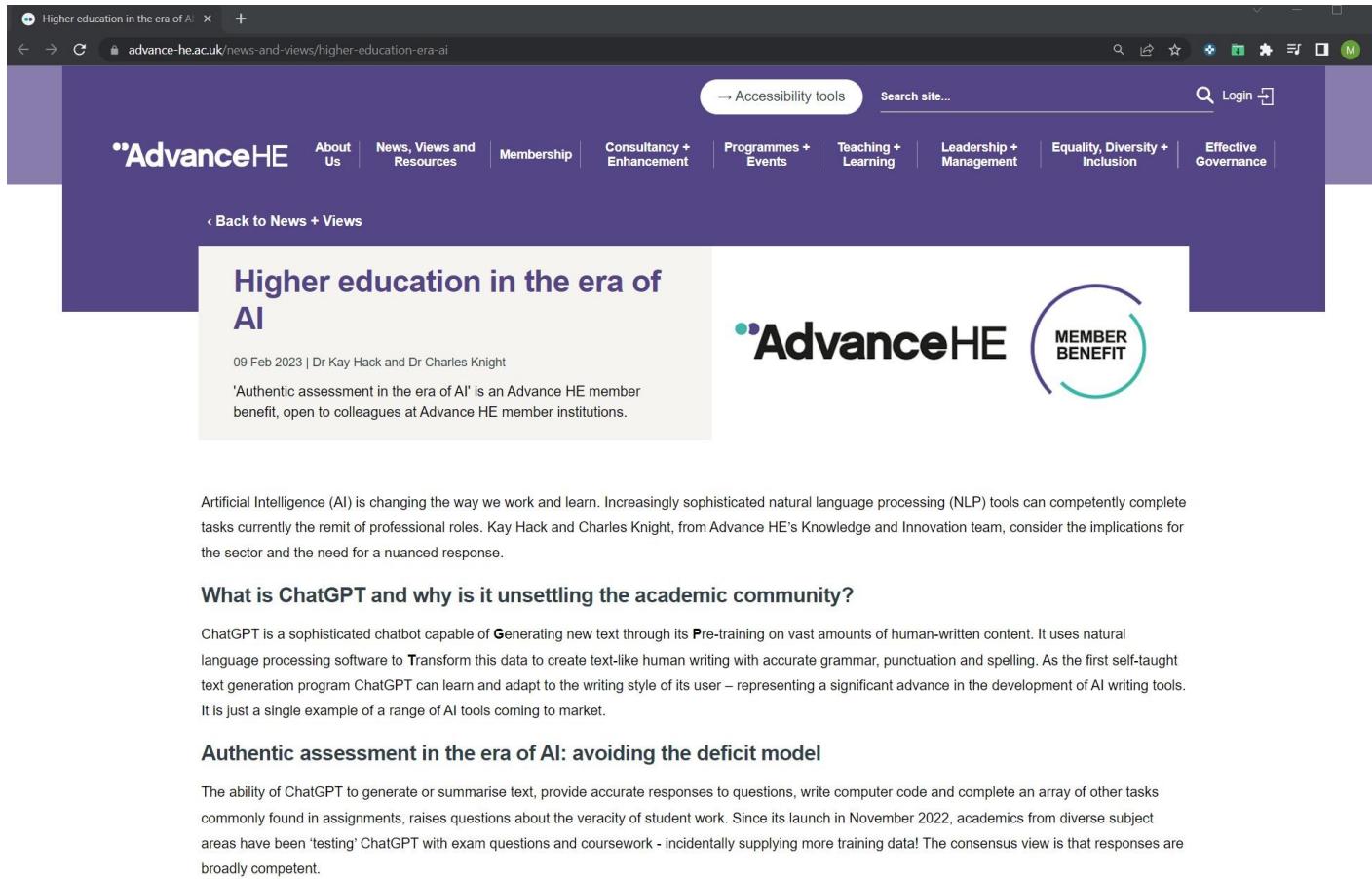
An introduction to generative artificial intelligence technology and its implications on education.

Guide

[Explore AI: map](#)

Take a look at our interactive map of UK institutions already utilising AI to improve their processes.

Higher education in the era of AI



Higher education in the era of AI

09 Feb 2023 | Dr Kay Hack and Dr Charles Knight

'Authentic assessment in the era of AI' is an Advance HE member benefit, open to colleagues at Advance HE member institutions.

Artificial Intelligence (AI) is changing the way we work and learn. Increasingly sophisticated natural language processing (NLP) tools can competently complete tasks currently the remit of professional roles. Kay Hack and Charles Knight, from Advance HE's Knowledge and Innovation team, consider the implications for the sector and the need for a nuanced response.

What is ChatGPT and why is it unsettling the academic community?

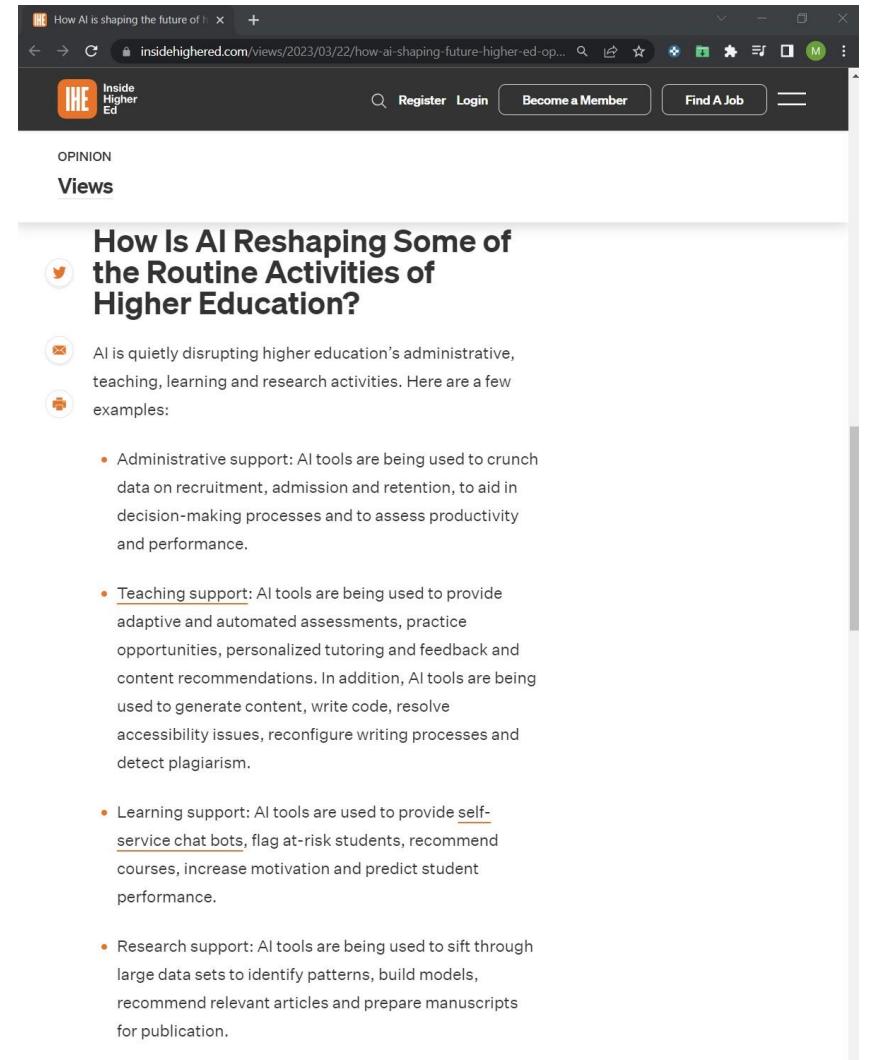
ChatGPT is a sophisticated chatbot capable of generating new text through its pre-training on vast amounts of human-written content. It uses natural language processing software to transform this data to create text-like human writing with accurate grammar, punctuation and spelling. As the first self-taught text generation program ChatGPT can learn and adapt to the writing style of its user – representing a significant advance in the development of AI writing tools. It is just a single example of a range of AI tools coming to market.

Authentic assessment in the era of AI: avoiding the deficit model

The ability of ChatGPT to generate or summarise text, provide accurate responses to questions, write computer code and complete an array of other tasks commonly found in assignments, raises questions about the veracity of student work. Since its launch in November 2022, academics from diverse subject areas have been 'testing' ChatGPT with exam questions and coursework - incidentally supplying more training data! The consensus view is that responses are broadly competent.

<https://www.advance-he.ac.uk/news-and-views/higher-education-era-ai>

<https://www.insidehighered.com/views/2023/03/22/how-ai-shaping-future-higher-ed-opinion>



How Is AI Reshaping Some of the Routine Activities of Higher Education?

AI is quietly disrupting higher education's administrative, teaching, learning and research activities. Here are a few examples:

- Administrative support: AI tools are being used to crunch data on recruitment, admission and retention, to aid in decision-making processes and to assess productivity and performance.
- Teaching support: AI tools are being used to provide adaptive and automated assessments, practice opportunities, personalized tutoring and feedback and content recommendations. In addition, AI tools are being used to generate content, write code, resolve accessibility issues, reconfigure writing processes and detect plagiarism.
- Learning support: AI tools are used to provide self-service chat bots, flag at-risk students, recommend courses, increase motivation and predict student performance.
- Research support: AI tools are being used to sift through large data sets to identify patterns, build models, recommend relevant articles and prepare manuscripts for publication.

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Emily M. Bender
University of Washington
[@emilybender](https://twitter.com/emilybender)

The Alan Turing Institute
July 8, 2021
Originally presented at FAccT 2021

Slides:
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On the Dangers of Stochastic Parrots: Can Language Models Be Too Big? 

Authors:  Emily.M. Bender,  Timnit Gebru,  Angelina McMillan-Major,  Shmargaret Shmitchell [Authors Info & Claims](#)

FAccT '21: Proceedings of the 2021 ACM Conference on Fairness, Accountability, and Transparency • March 2021 • Pages 610–623 • <https://doi.org/10.1145/3442188.3445922>

Published: 01 March 2021 [Publication History](#) 

462 202,797 

ABSTRACT

The past 3 years of work in NLP have been characterized by the development and deployment of ever larger language models, especially for English. BERT, its variants, GPT-2/3, and others, most recently Switch-C, have pushed the boundaries of the possible both through architectural innovations and

On the dangers of stochastic parrots: Can language models be too big
<https://youtu.be/N5c2X8vhfBE>
<https://www.turing.ac.uk/events/dangers-stochastic-parrots>
<https://dl.acm.org/doi/10.1145/3442188.3445922>

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Less than a year ago, one of my AI experiments went viral. I decided to see how far I could get in marketing a product launch in under 30 minutes using the then-new Microsoft Bing and ChatGPT. The results were impressive. In half an hour, I had a draft email marketing campaign, social posts, and even a landing page and video. To me, it was an early sign of the potential of AI to do real work.

In the 10 months since, the evidence for AI as a productivity booster has only grown, but many people are still not even trying to use AI (though that isn't true for all populations - almost 100% of my students this semester reported using LLMs). Maybe it was the fact that it took a little skill to use LLMs well. Maybe it was that people found using AI unnerving and gave up on it quickly. Maybe it was the fact that organizations frowned on AI use. It certainly didn't help that the ubiquitous chatbot approach to AI hid a lot of its power, which was only revealed after hours of experimentation. As a result, AI use was mostly something a small proportion of

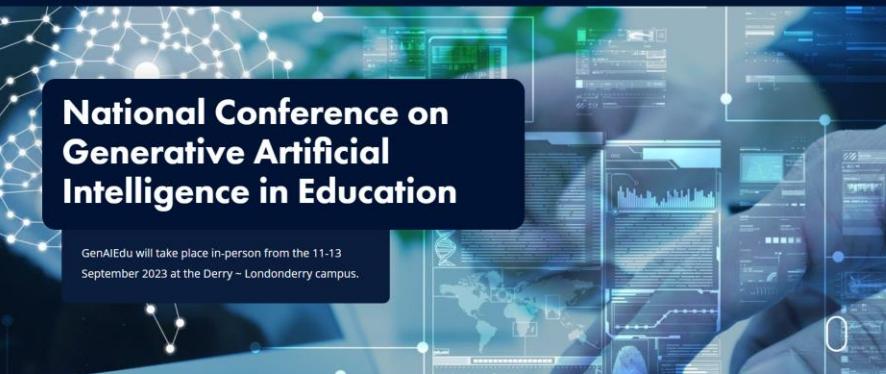
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GenAIEd will take place in-person from the 11-13 September 2023 at the Derry ~ Londonderry campus.

Explore the Future of Education and Generative AI at the GenAIEd 2023 conference.

Join us in exploring the cutting-edge world of Generative Artificial Intelligence in Education at the School of Computing, Engineering and Intelligent Systems.
Whether you are an educator, researcher, teacher, student or industry professional, this conference is your gateway to understanding how generative AI is revolutionising the way we learn, teach and assess. You will learn about cutting-edge technologies and large language models such as ChatGPT, Bard and

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Closing thoughts

- “*We overestimate the impact of technology in the short-term and underestimate the effect in the long run.*” - (Robert) Amara’s Law
- “Remember, today's AI is the worst AI you will ever use” – Ethan Mollick



Generative AI 101

Introduction to the Fundamentals

Michael Callaghan

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