A.I. Diva: A Sassy AI Chatbot for Teaching Responsible AI Usage Rebecca Rahman, Gabriel Sosa, My Tran Georgia Gwinnett College 678.407.5000

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ABSTRACT

Artificial Intelligence (AI) is rapidly transforming various industries, but its responsible use remains a key challenge. Our project, A.I. Diva, is an interactive, sassy chatbot designed to educate users on ethical AI usage, misinformation, and appropriate AI applications in the real world. Developed under the Technology Ambassador's Program (TAP), A.I. Diva provides engaging, scenario-based learning experiences that teach users how to critically evaluate AI-generated content. This project aligns with TAP's mission of increasing technological literacy among underrepresented students and fostering responsible AI engagement. Our paper discusses the chatbot's design, technology stack, expected outcomes, and future implementation in educational settings.

1. INTRODUCTION

With AI tools becoming increasingly integrated into daily life, many individuals struggle to discern between responsible AI usage and potential misuse. The A.I. Diva project addresses this issue by providing a fun, interactive chatbot that teaches AI literacy. A.I. Diva is designed to guide users through real-world scenarios in which AI can be used effectively or misused, offering instant feedback in a playful yet informative manner. This project builds on TAP's prior work in technology-based education, expanding its scope to include AI ethics and misinformation detection.

- 2. **TAP AND PROJECT MOTIVATION** TAP is an award-winning initiative at Georgia Gwinnett College that encourages student-led technological education through workshops and outreach programs. Our project aligns with TAP's goal of fostering interest in computing while addressing the increasing need for AI literacy. By utilizing a chatbot with a distinctive personality, we aim to make AI education engaging and accessible to both K-12 students and college-level learners.
- 3. **METHODS** The A.I. Diva chatbot is developed using Python and OpenAI's GPT models, integrating natural language processing (NLP) capabilities that allow it to interact with users dynamically. The chatbot engages users with a mix of humor and education, guiding them through different AI-related topics such as:
 - Identifying AI-generated misinformation
 - Ethical AI usage in academic and professional settings
 - Understanding AI biases and limitations

- 3.1 **Chatbot Development** A.I. Diva is built using a Python-based framework, integrating OpenAI's GPT models for NLP. It features a conversational interface powered by a cloud-based API that ensures smooth interactions across different devices.
- 3.2 **Interactive Learning Experience** Users engage in scenario-based learning where they respond to AI-related dilemmas. A.I. Diva provides instant feedback, explaining the implications of different AI uses and guiding users toward best practices.
- 4. **EXPECTED OUTCOMES** Our project aims to measure success through pre- and post-interaction surveys assessing users' understanding of AI ethics and misinformation. Key success metrics include:
 - Improved ability to recognize AI-generated misinformation
 - Increased awareness of ethical AI practices
 - Positive engagement with AI education materials
- 5. **FUTURE IMPLEMENTATION** Upon successful pilot testing, we plan to integrate A.I. Diva into TAP's existing outreach programs and educational workshops. Additionally, we aim to collaborate with educators to enhance AI literacy curricula and expand the chatbot's capabilities based on user feedback.
- 6. **ACKNOWLEDGMENTS** We extend our gratitude to the ITEC Department Chair and SST Dean at Georgia Gwinnett College for supporting this project. Sponsored via NSF 2315804. 7. **REFERENCES** [1] Dekhane, S., Xu, X., Napier, N., Barakat, R., Gunay, C., & Nagel, K. (2018). Technology-focused service-learning course to increase confidence and persistence in computing. Journal of Computing Sciences in Colleges, 34(2), 147-153.[2] Mosquera Reina, V., Cunico, R., Williams, J., Bauer, M., Doloc-Mihu, A., & Robertson, C. (2021). Introducing Programming Concepts through Interactive Online Workshops. Proceedings of the 22nd Annual Conference on Information Technology Education, 71-72.[3] Robertson, C., & Doloc-Mihu, A. (2021). Assessing the effectiveness of teaching programming concepts through online interactive outreach workshops. Proceedings of the 22nd Annual Conference on Information Technology Education, 123-128.