

# AI DIVA

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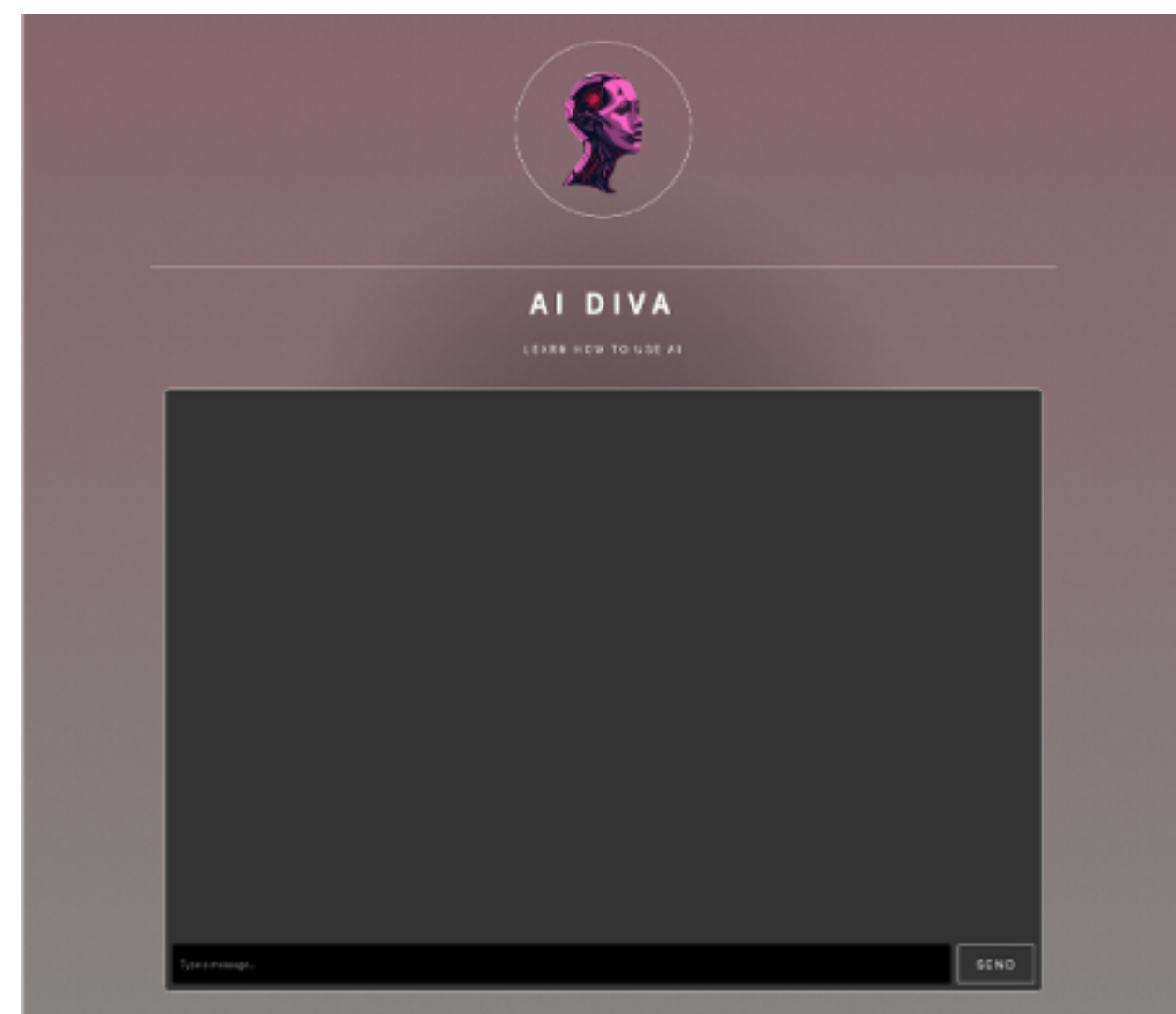
## Technology Ambassadors Program (TAP)

### 1 What is TAP?

Technology Ambassador Program:  
Platform for students to create impactful  
technology projects

Our Mission: Promote outreach,  
engagement, and active learning in  
technology

Why is matter: TAP helps bring  
technology education to more people in  
a fun and interactive way



### 2 Goals

This is Geared towards students, educators,  
and parents

The goal of this project is to teach students  
the proper use of AI and improve their  
interactions with this new technology

We hope that this helps engage younger  
students with Ai and enables them to think  
more critically when using it



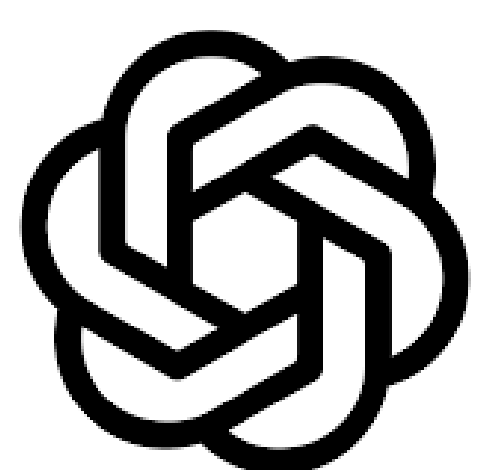
### 3 About AI Diva

What did we create?

- A sassy AI you can chat with
- A mini-game where the AI thinks of an Object and you have to guess what it is

Technology Used:

- Front-end: HTML, JS, CSS
- Back-end: Python
- Powered by: OpenAI API



OpenAI



JavaScript



HTML & CSS



Python



#### Demographics

Total Clients: 46

Gender		Race	
Male	21	White	5
Female	25	Black	29
		Asian	1
		Multiracial	3
		Hispanic/Latino	
		American Indian/Alaska Native	1
Age		Age	
0-12	6	0-12	6
13-17	12	13-17	12
18-24	14		
25-59	14		
60+	0		

Key Areas of AI:

- Machine Learning: The process of teaching computers to learn patterns from data instead of being given instructions
- Natural Language Processing (NLP): Allows AI to understand, interpret, and generate human language.
- Deep Learning (DL): Simulates human neural networks and uses large datasets to quickly learn patterns

### 4 Change

Through the development and early testing of A.I. Diva, we've learned that making AI education both interactive and entertaining significantly increases engagement—especially among students who may initially find the topic intimidating or dry. The sassy personality of the chat bot proved to be a strong hook, breaking the ice and encouraging users to think critically about AI-generated content in a judgment-free, approachable environment.

We successfully designed and ran preliminary workshops that showed measurable improvement in students' ability to detect AI-generated misinformation and recognize ethical concerns in AI use. The use of pre- and post-surveys, along with real-time feedback from A.I. Diva, gave us solid data to track learning outcomes and iterate on our content.

One major challenge we conquered was creating realistic, relatable scenarios that resonate with different audiences—from K-12 to college-level students. We also balanced humor with educational



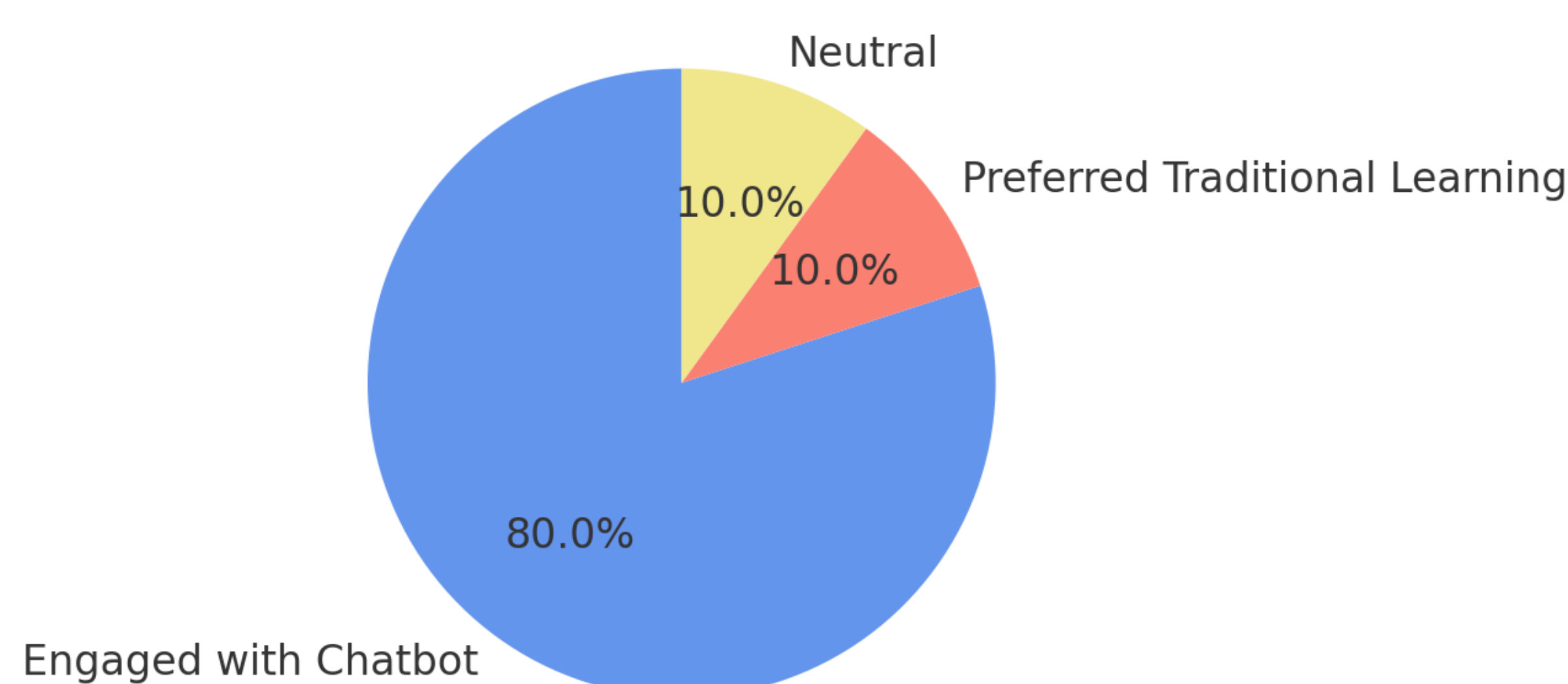
### 5 Summarized

However, we also identified areas for improvement—mainly the need for more adaptive content to suit different learning levels. Moving forward, we plan to enhance A.I. Diva's depth for advanced users and explore features like multimedia integration to increase interactivity.

Overall, A.I. Diva has proven to be a fun and effective tool for promoting AI literacy and ethical awareness.

This is showing student engagement preferences. A strong majority preferred interacting with the chatbot, while a small percentage leaned toward traditional learning or felt neutral.

#### Student Engagement Preferences



### 6 References

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- [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.
- [4] OpenAI. (2023). GPT-4 Technical Report.