

PROMPT ENGINEERING ACADEMY

Prompt Academy

START

Save Game

Load Last Save

New Game

What Is this?

A game for kids to explore:

How AI agents take on different roles (like assistants, teachers, or other characters)

How our prompts shape what they do and say

How they can be faulty and incorrect



Why?

Kids are already using AI, often without knowing how it really works.

This game helps them:

- Understand that not all AIs act the same
- Think critically about how AI "roles" are designed
- Learn how to interact more wisely and safely



How Does it Work?



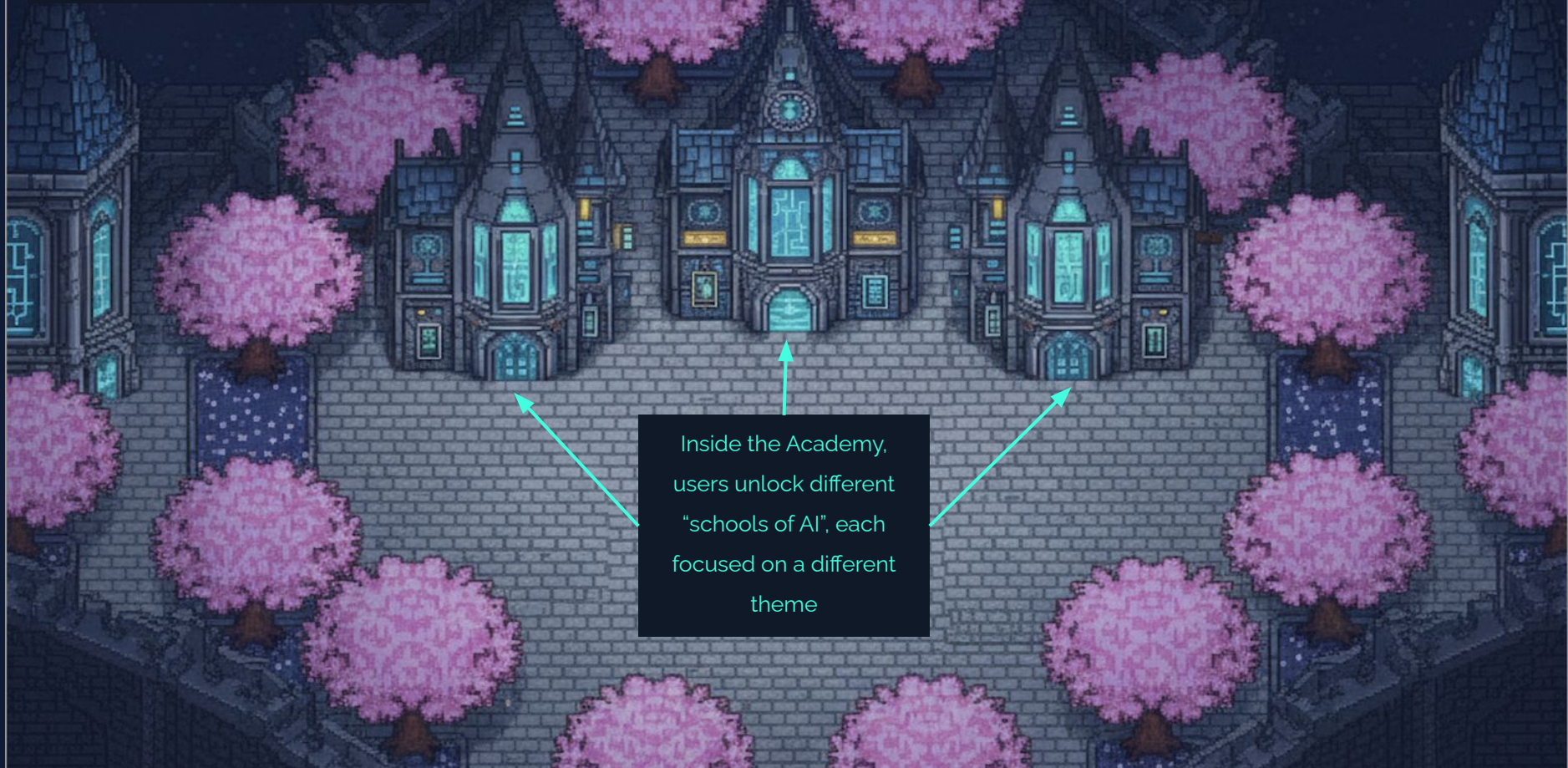
Users play as "**Finn**," a student guided by a grumpy old AI named **Ratio**.

Each level teaches AI concepts like:

- Giving the AI-assistants a "role"
- Fixing a confused AI by choosing the right components
- Understanding when AI might go wrong or hallucinate



What's More?



Inside the Academy,
users unlock different
"schools of AI", each
focused on a different
theme



Ratio

"Patience, Cadet, for a solution hidden in the rhythms we've discovered. Revisit the door, where personas unlocked the way; perhaps a hidden harmony resides within GARY's own designation: Guardian of Robotic Yield, or something similarly resonant?"

Press [E] to continue...

What Now?

We're refining the dialogues and decision-making in the game.

The game mixes:

- Real AI responses (from LLM APIs)
- And structured choices and interactions framed by us

We Need Your Help!

To test the tutorial with sample aged 10–15

We want to learn:

- Which age group engages best
- What they understand (or miss!)
- How fun and clear the experience is

We would like to:

- Try it with a smaller sample
- Conduct a survey with 2–3 questions





[CLICK HERE TO](#)
[TRY THE GAME!](#)

Reach out to us:
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Part of the Interdisciplinary Project for Master's Program in Artificial Intelligence for Sustainable Societies (AISS)

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