

Determining Design Theme:

The Influence of Pop Culture on Education: How Movies and TV Shows Shape Learning



The article "The Influence of Pop Culture on Education: How Movies and TV Shows Shape Learning" describes how popular culture, here referring to movies and television shows, impacts education by getting students more involved, shaping attitudes, and enhancing learning procedures. Pop culture renders learning more concrete and palatable, allowing students to connect with learning materials. Visual narration is better than the traditional approach at reminding students about concepts.

Similarly, this article talks about Technology Integration, whereby digital media, apps, and online trends can be leveraged for interactive learning (e.g., TikTok for short lessons, podcasts for discussions).

This tells me that pop culture can also serve as a powerful educational tool for teaching generative AI by showing how concepts with familiar media. Video trends, such as AI-generated memes or deepfake music, offer tangible examples of how models like ChatGPT work. Interactive media allow students to experiment with AI-generated narratives and decision making. By integrating pop culture references into lessons, educators can make AI more relatable, fostering engagement while addressing critical topics like bias, creativity, and ethical responsibility in tech. This approach not only demystifies AI but also encourages critical thinking through real-world applications.

Pop Pedagogy: the benefits of embracing pop culture in the classroom

2. The Influence of Pop Culture on Education: How Movies and TV Shows Shape Learning

Why The Matrix Is The Best Sci-Fi Movie Ever

"The Matrix serves as an ideal teaching tool for generative AI concepts, with its themes of simulated reality mirroring modern AI's creation of synthetic content. Its visual style helps explain how AI processes data, while its human-machine conflicts frame discussions on AI ethics, control, and trust. The film's enduring relevance makes it perfect for engaging students in critical debates about AI's societal impact."

Harry Potter's magical world offers perfect AI teaching analogies: spells as algorithms, Sorting Hat as classification systems, and magical ethics mirroring AI debates. Its popularity makes complex tech concepts relatable through familiar wizarding examples.

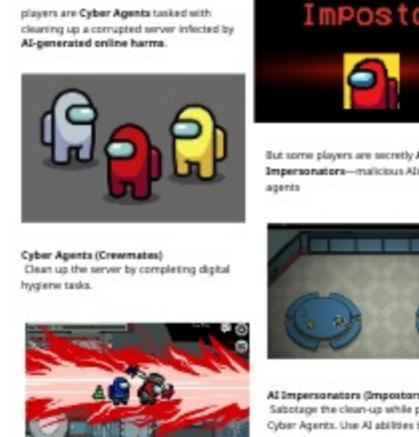
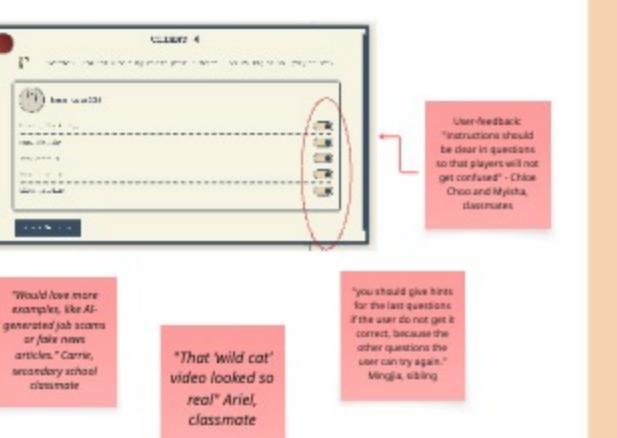
Squid Game's moral dilemmas mirror real AI systems; its rigid rules expose algorithmic bias, unequal outcomes reflect dataset limitations, and human desperation illustrates ethics gaps in automated decision-making. Perfect for teaching AI accountability through visceral storytelling.

The Psychological Reason You're Obsessed With Squid Game

- Example: Stardew Valley lets players design their farm, choose friendships, and even influence the town's future. This agency makes the world feel theirs.
- AI Link: Like adaptive AI tutors (Duolingo), personalized game narratives mimic how generative AI crafts unique story paths based on user input.

- TLDR: Personalization hooks players by making them feel seen, challenged at their level, and creatively empowered—key lessons for AI tutors, gamified apps, or any interactive platform.

In conclusion, I have learnt that storytelling, gamification, and personalisation in pop culture and platforms create engaging, effective tools for teaching AI concepts and ethics.

Possible themes:**Idea 1: Grow Your Own Personal Plant****Idea 2: Trust Issues****Idea 3: Build your own farm****Feedback & user:****Feedback & user:**

Idea 3:
The storyline is not strong, with border-line personalisation. It may lack the engagement aspect.

Idea 1 & 4: The storyline is also not as engaging. Furthermore, the theme is not very related to AI online harms. (Mr Melvin)

Idea 2: this is more towards an interactive game played in groups, which may be difficult to build. I was also encouraged not to get myself in trouble with copyright.

CRAP designs:**1. Contrast**

- Color & visual hierarchy: Used high-contrast colors (like beige against dark backgrounds) to make interactive elements stand out. Client avatars' emotional feedback (happy/upset) used clear visual differences.

2. Repetition

- Consistent UI patterns: Buttons kept the same style (rounded corners, bold borders) throughout. Client messages always followed the same layout.

3. Alignment

- Grid-based layouts: ID card elements followed a clean grid, and voice clip options were symmetrically arranged.

4. Proximity

- Grouped related elements: Labels were placed near relevant images (e.g., "warped background" next to the distorted area). Feedback appeared close to player choices.

- White space management: Buttons had enough spacing to avoid misclicks, and scenes were separated clearly.

Process of coding the design:

1. Multimedia Engagement
→ used images, video clips, and simulated chat interfaces to demonstrate different forms of AI manipulation (deepfake images, cloned voices, fabricated emergencies).



I asked my friend to say a sentence like how she normally speaks. Then, I tried to source online for a similar AI accent to replicate her message.

At first, my questions were purely MCDs, and I noticed how boring it would be if we were to be in the user's shoes.

I used MCDs to generate images for my game. What was unusual this time is that I prompted it to encapsulate their flaws. The generated images are inconsistencies in their setting, quality and that human-touch (context).

So working backwards with AI was definitely a unique experience.

I included a Red Flag Identification component, to teach users to spot AI inconsistencies.

→ Behavioral: Urgent requests, overly personal compliments, mismatched context.

Based on the two articles, there were four common elements they have:

1. Progress as Storytelling: Duolingo's streaks and gamification turn growth into a visible narrative, like leveling up in a RPG.

2. Playful Consequences: The Duolingo owl's gull-trips and Stardew's crop failures teach through low-stakes drama.

3. Algorithmic Charm: Both use adaptive systems (Stardew's villager routines, Duolingo's AI lessons) that feel less like code and more like personalised quests.

That included color scheme, images, animations.

After trial and error, I added a more minimalist, more engaging and visually pleasing.

CLIENT 2

1. Idea: Create a game that allows users to learn about AI through fun challenges and quizzes.

CLIENT 2

2. Idea: Create a game that allows users to learn about AI through fun challenges and quizzes.

CLIENT 4

3. Idea: Create a game that allows users to learn about AI through fun challenges and quizzes.

CLIENT 4

4. Idea: Create a game that allows users to learn about AI through fun challenges and quizzes.

CLIENT 4

Personalisation transforms games from static experiences into dynamic, player-driven worlds. By tailoring content to individual actions, preferences, or skill levels, it creates deeper engagement and emotional investment.

4x4 Crossword Puzzle – Online Harms & AI

After I would embed it into my code and test it, it worked perfectly.

CROSSWORD CHALLENGES

AI Safety Crossword

AI Safety Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

After I would embed it into my code and test it, it worked perfectly.

4x4 Crossword

Feedback & user:



User-feedback:
"instructions should
be clear in questions
so that players will not
get confused" - Chloe
Choo and Myisha,
classmates

"Would love more examples, like AI-generated job scams or fake news articles." Carrie, secondary school classmate

"That 'wild cat' video looked so real" Ariel, classmate

"you should give hints for the last questions if the user do not get it correct, because the other questions the user can try again." Mingjia, sibling

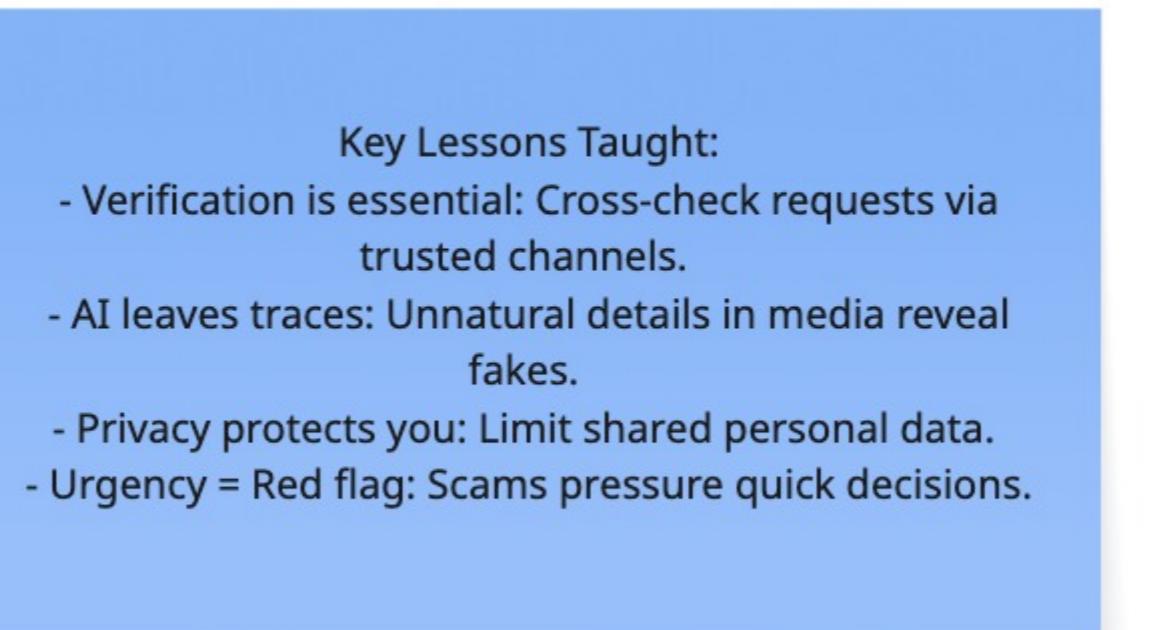
Educating users on GenAI in my website: (summary)

Red Flag Identification component, to teach users to spot AI inconsistencies:

- Visual: Warped backgrounds, missing fingers, watermarks in images.
- Behavioral: Urgent requests, overly personal compliments, mismatched context.

Real-World Context

- Scenarios mirror common threats (Singpass OTP scams, catfishing, viral misinformation).
- Feedback explains why choices are risky (e.g., "AI voice cloning mimics accents but has unnatural pauses")



Critical Thinking Prompts

- Activities require users to:
- Categorize grooming tactics as "Manipulative" vs. "Friendly."
- Choose between impulsive actions ("Click now") and verification.
- Revise privacy settings to minimize exposure.

Encouraging Safe Habits

- Reinforce **proactive digital safety practices:
- Verify identities (call/SMS the real person before acting).
 - Adjust privacy settings(hide birthdays, schools, etc.).
 - Question too-good-to-be-true claims (reverse-image-search, check sources).
 - Avoid impulsive clicks (phishing links disguised as emergencies).

Process of coding the design:

A. Click the link. Better safe than sorry.
B. Call the bank directly to check first.
C. Ignore it and wait to see what happens.

- If Option A is selected:
Avatar frowns
"I clicked... Now my screen froze and there's weird activity on my bank app!"
Learning Pop-Up: Scammers often use fear tactics and fake logos to trick you into clicking.
Safe Tip: Never click unknown links. Always verify through official sources.
- If Option B is selected:
Avatar smiles
"The bank said they never sent it. Good thing I didn't click anything!"
Learning Pop-Up: Trusted organizations won't ask you to verify accounts via SMS links.
Safe Tip: Always go straight to the source when in doubt.
- If Option C is selected:
Avatar neutral
"The message is gone... but I still feel weird not doing anything."
Learning Pop-Up: Delaying action gives scammers more time. It's better to check right away.
Safe Tip: Be proactive—verify and report suspicious messages promptly.

At first, my questions were purely MCQs, and I noticed how boring it would be if I were to be in the user's shoes.

1. Multimedia Engagement

- I used images, voice clips, and simulated chat interfaces to demonstrate different forms of AI manipulation (deepfake images, cloned voices, fabricated emergencies).

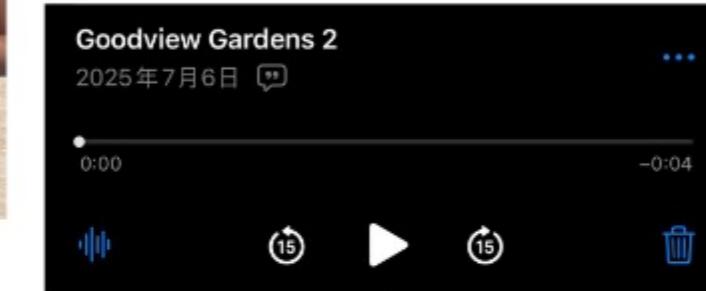
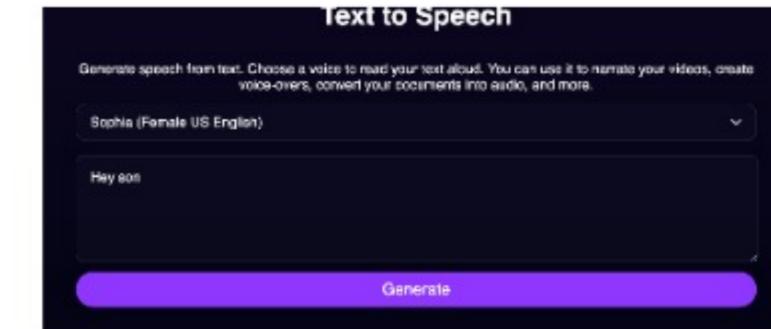
an 18 year old teenage asian girl taking a selfie with birthday party balloons background. The girl is in a yellow dress



an 18 year old teenage girl with her family. Some members have missing hands/legs, warped faces and unusual posture



Final product. Edited on Canva.

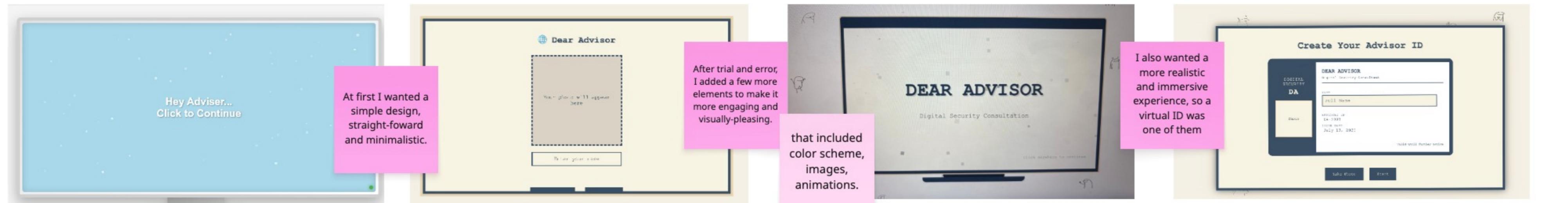


I used META AI to generate images for my game. What was unusual this time is that I prompted it to encapsulate their flaws. The common mistake we see in AI-generated images are inconsistencies in their texture, quality and that human-touch (overly perfect). So working backwards with AI was definitely a unique experience.

I included a Red Flag Identification component, to teach users to spot AI inconsistencies:

- Visual: Warped backgrounds, missing fingers, watermarks in images.
- Behavioral: Urgent requests, overly personal compliments, mismatched context.

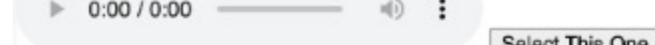
I asked my friend to say a sentence like how she normally speaks. Then, I tried to source online for a similar AI accent to replicate her message.



CLIENT 2

Client
"Yo... my mom just sent me a voice message asking for my Singpass OTP. But it sounds weird, like something. Could this be AI?"

Voice Clip 1



Voice Clip 2



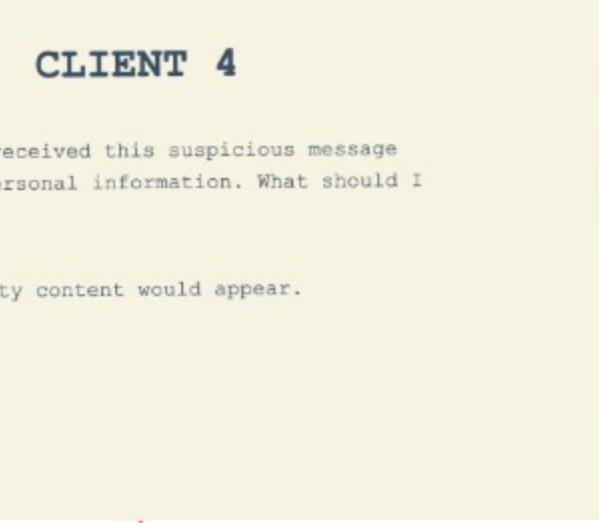
Feedback

I did rough layouts to get an idea of what my activities would look like, and whether I like it or not before adding in other elements.



This also included markings, so I know where I want my visual elements to be.

It was more efficient this way so that in case I don't like it, I don't have much to delete/re-do.



CLIENT 4

"Advisor, I received this suspicious message asking for personal information. What should I do?"

the activity content would appear.



CLIENT 2

Client 5

"Advisor! I need your help! I've received messages claiming that my friend is in critical condition!"

Client added you as emergency contact...
Click to donate. Click to donate. Click to donate. Click to donate.

Verify

Minor changes included animations. To make it less plain, and more realistic.

For example, I made an animated text bubble before the message pops up just so it looked like an actual person typing to the user.

Client 5

"Advisor! I need your help! I've received messages claiming that my friend is in critical condition!"

Client added you as emergency contact...

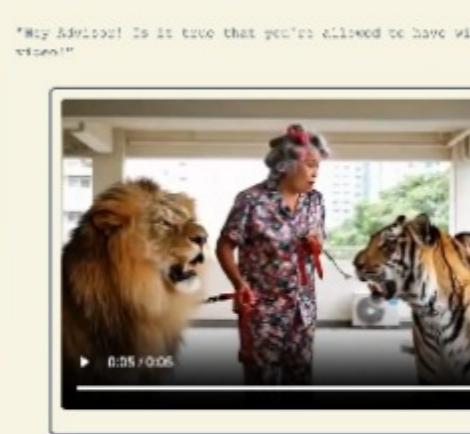
Verify

CLIENT 6

"My advisor! Is it true that you're allowed to have wild cats as pets? Check out this video!"



I was not a pro at coding, so I had to search up all these skills on YouTube.



CLIENT 6

"My Advisor! Is it true that you're allowed to have wild cats as pets? Check out this video!"

Watch Now

Leave the video to be known...

4x4 Crossword Puzzle – Online Harms & AI

Across

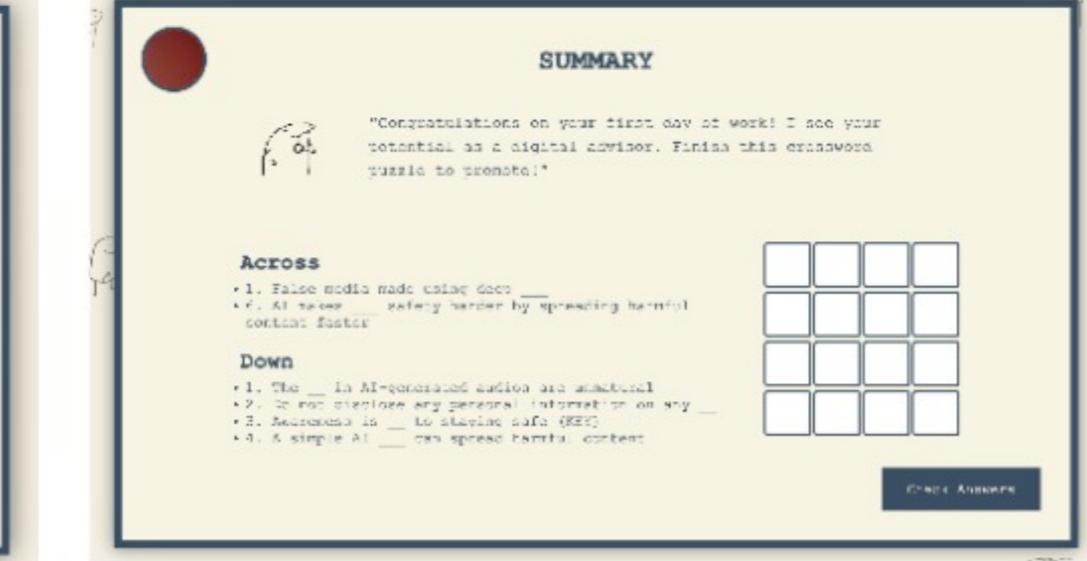
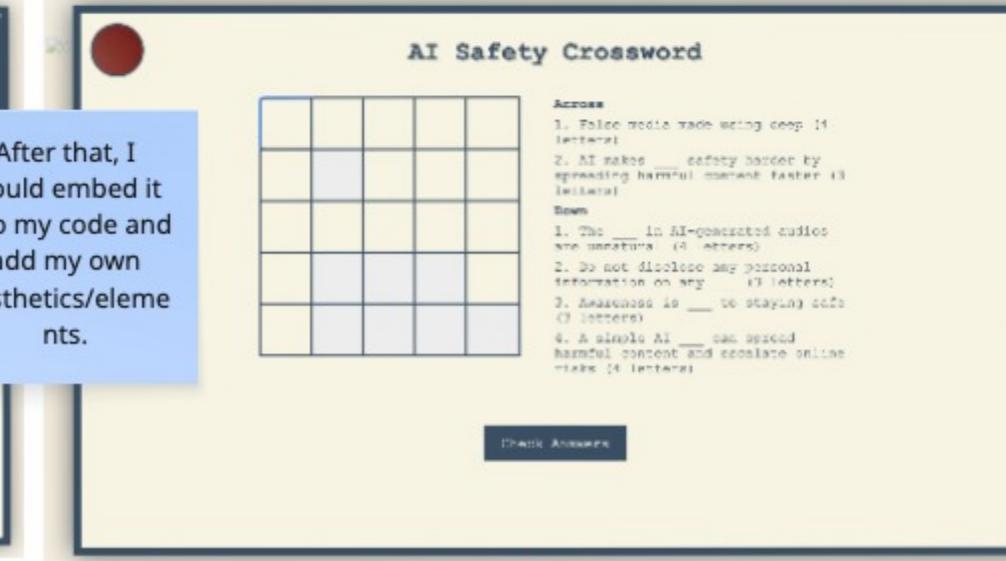
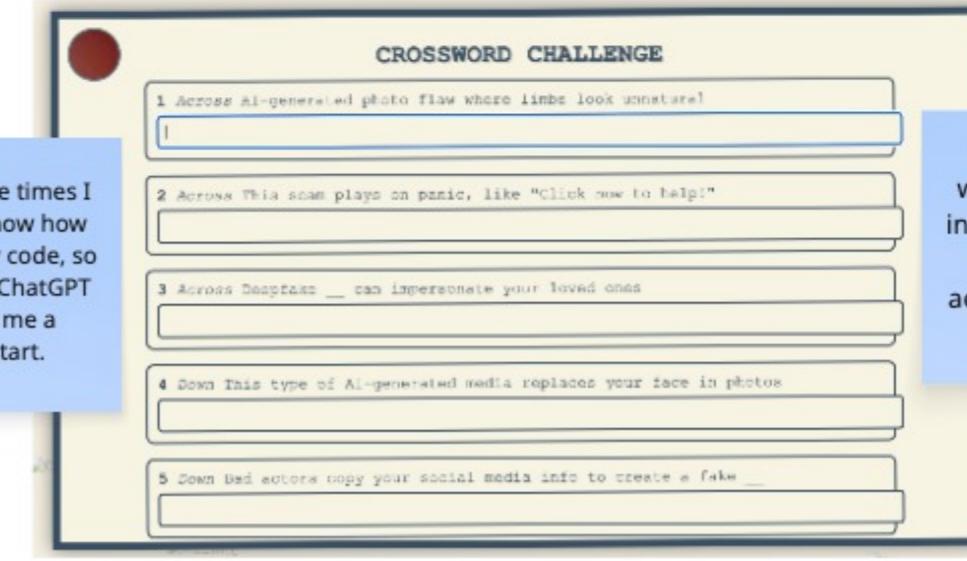
- 1. False media made using deep → FAKE
- 2. A simple AI ___ can spread harmful content → EDIT
- 6. AI makes ___ safety harder by spreading harmful content faster → WEB

Down

- 3. The ___ in AI-generated audios are unnatural → FLOW
- 4. Do not disclose any personal information on any ___ → APP
- 5. Awareness is ___ to staying safe → KEY

There were times I did not know how to start my code, so I went on ChatGPT to give me a headstart.

After that, I would embed it into my code and add my own aesthetics/elements.



Challenges:

1. Coding & Technical Implementation

a) Learning from Scratch

- With not much of a strong coding background, I started with absolutely no knowledge of HTML, CSS, or JavaScript. Every concept, from basic syntax to DOM manipulation, was completely new to me. Because formal lessons were spaced out, I often had to relearn forgotten concepts from scratch, scouring through documentation, YouTube tutorials, and Stack Overflow to fill gaps. Early on, even simple tasks like centering a `<div>` felt impossible. I remember staring at my screen for hours, wondering why `margin: 0 auto` wasn't working—only to realize I'd forgotten to set a `width`.

2. Debugging & Precision

- The Domino Effect of Tiny Errors whereby one missing semicolon or unclosed bracket would break entire sections. For example, the intro page took 10 hours because adjusting one element's `margin-top` would inexplicably shift unrelated components, or I didn't understand why `position: absolute` elements vanished until I learned about `relative` parent containers. I relied heavily on `console.log()` to debug JavaScript, spamming it everywhere like a lifeline.

- Authentic AI Integration: I had to draft scripted scenarios (e.g., voice-cloning scams) that mirrored actual threats to enhance practical learning. Incorporated subtle design elements (e.g., glitch effects) to signal AI manipulation without overwhelming users.

3. Time & Resource Constraints

- Race Against the Clock: Simple interactions (e.g., button hover effects) consumed entire nights. I'd fix one bug, only to discover another.

Examine the Instagram post carefully
Select all the faulty errors in this image

Warped background Missing fingers
Extra hand Watermark
Distorted face No party balloons

[Submit Answers](#) [Feedback](#)

An example of my initial design that I was too stubborn to change despite my peers' feedback because of how hard I have been coding, and only giving in after a few days.

Create Your Advisor ID

DEAR ADVISOR
Digital Security Consultant

DIGITAL SECURITY
DA

NAME: sihan

EMPLOYEE ID: DA-3203

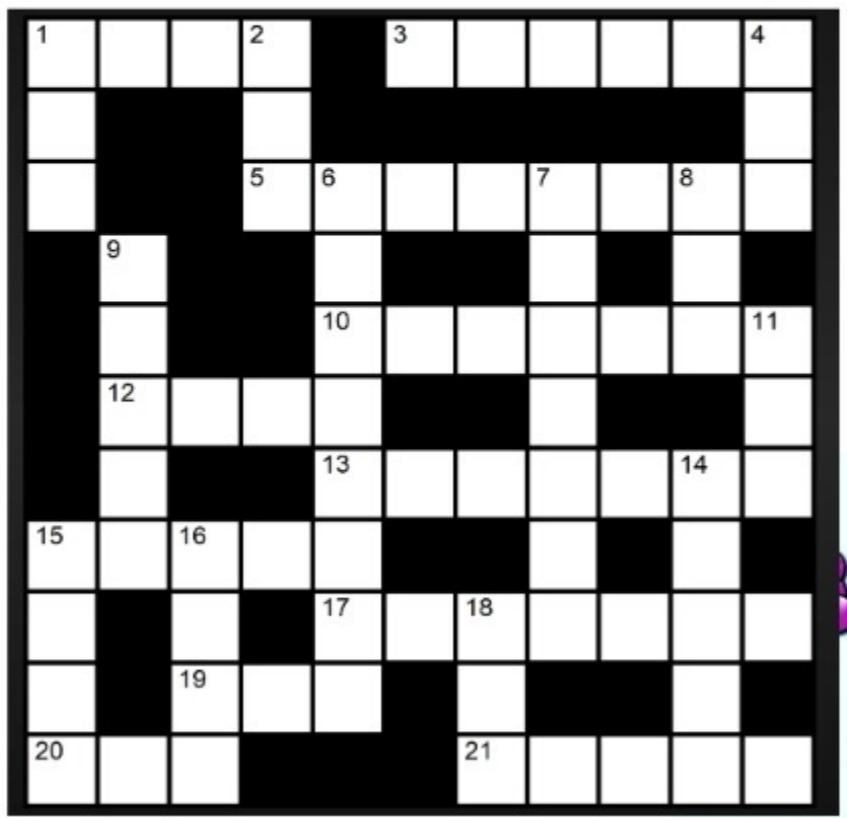
ISSUE DATE: July 13, 2025

Valid until further notice

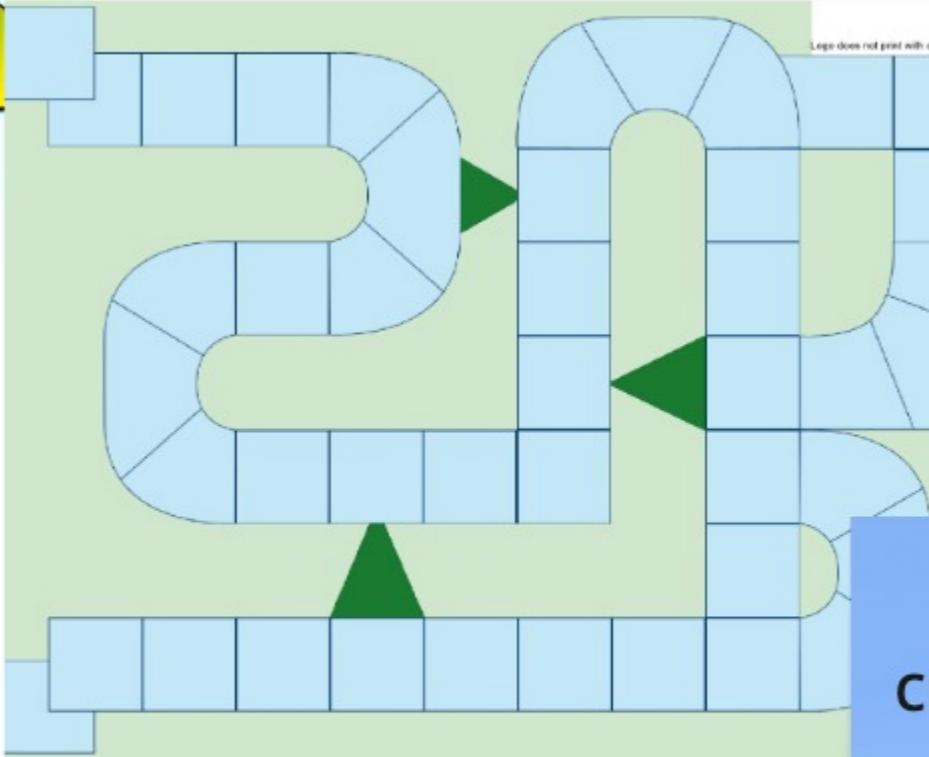
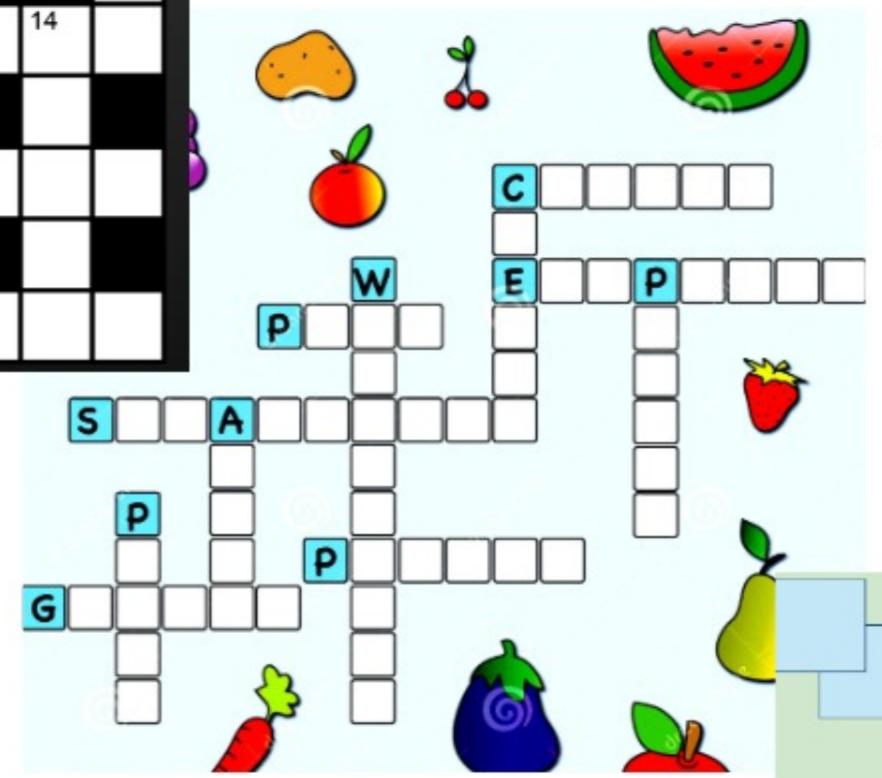
[Continue](#) [Retake](#) [Start](#)

Camera function

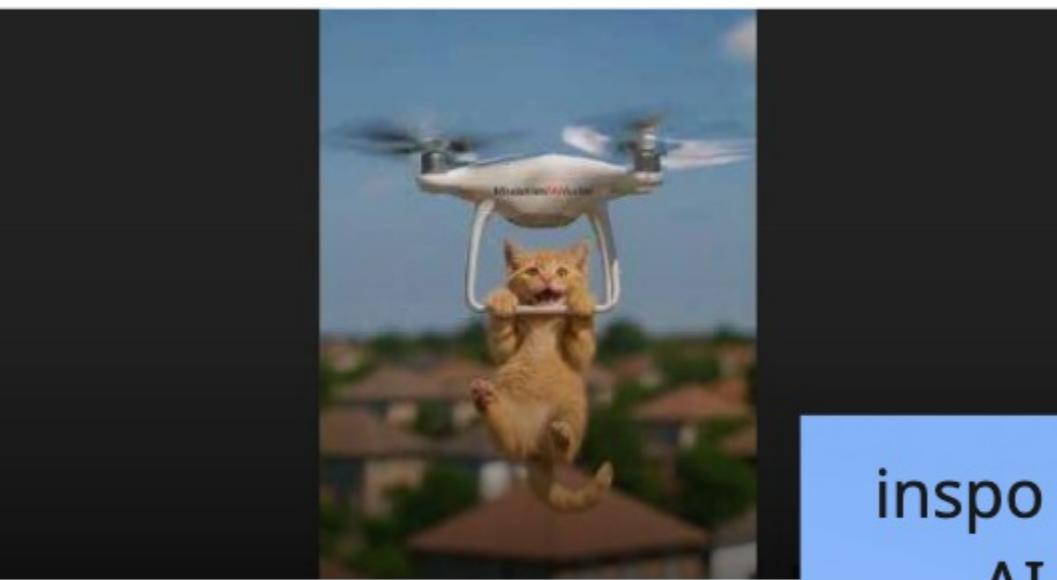
Photo inspo:



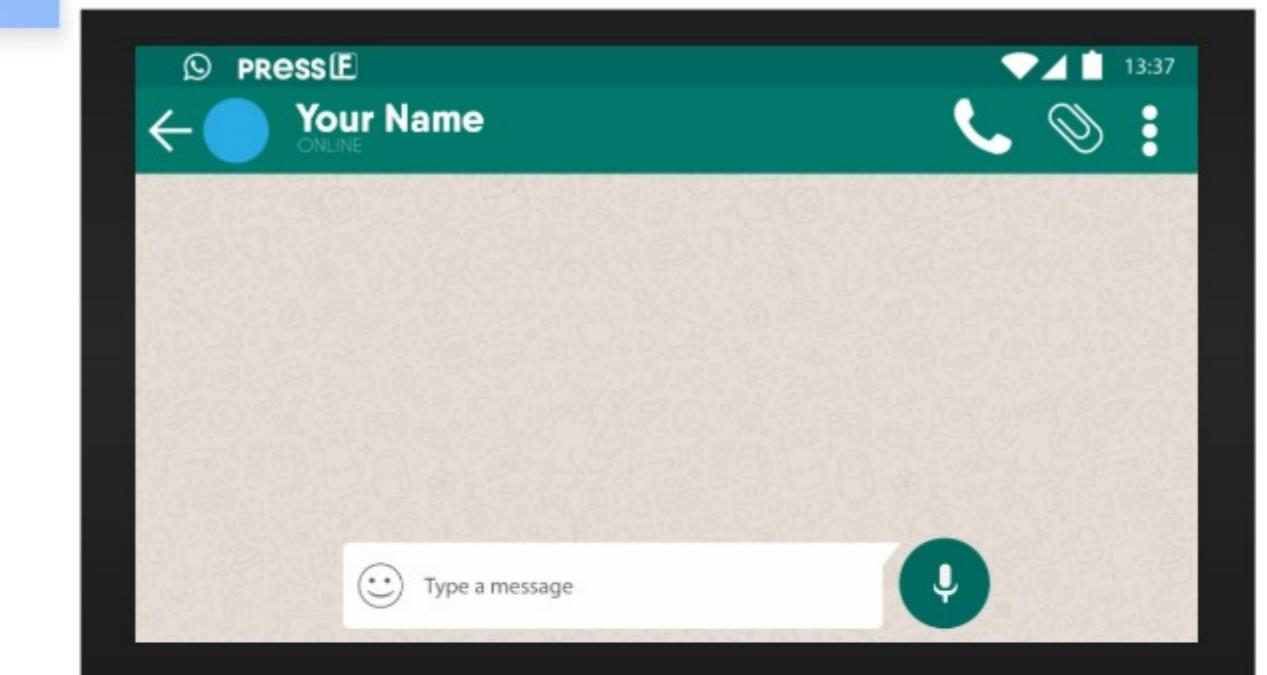
for my
intro



for my
cross word
puzzle
activity

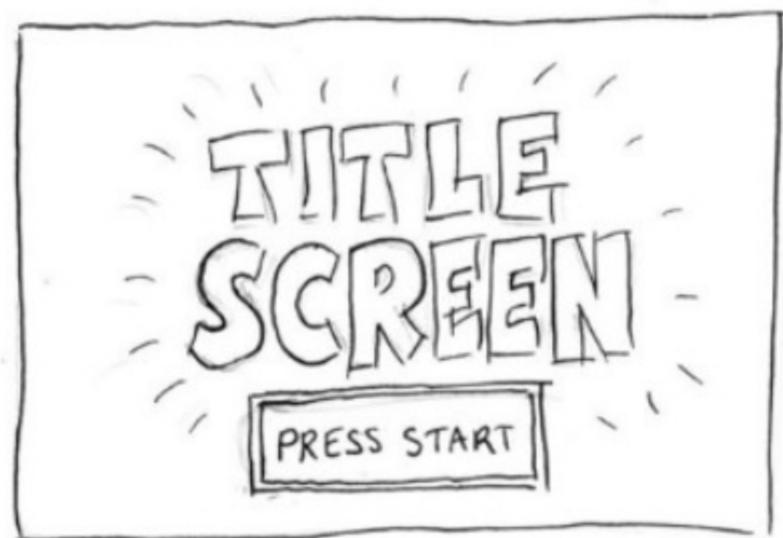


inspo for
AI
generated
video



traditional
chat
format

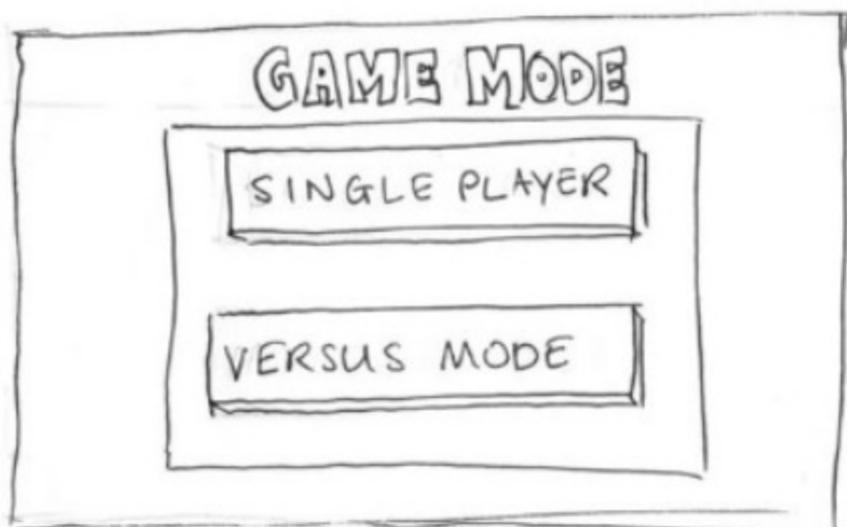
Design theories:



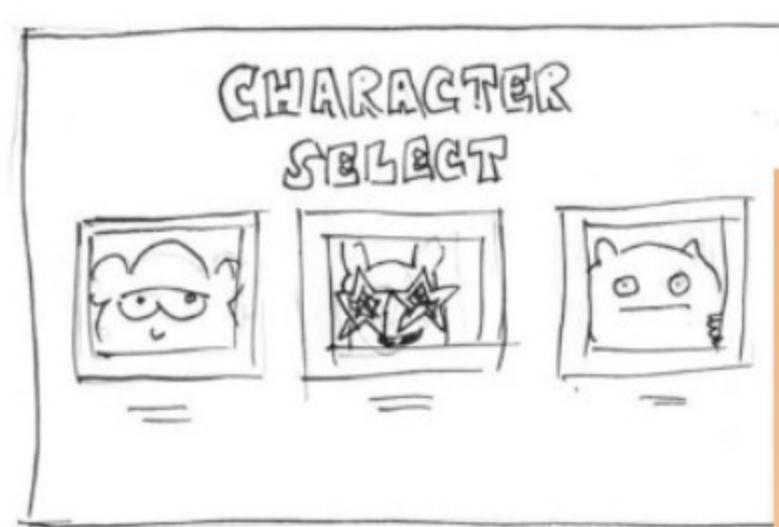
User taps 'START'



User can select from various options.
User taps 'PLAY GAME'.



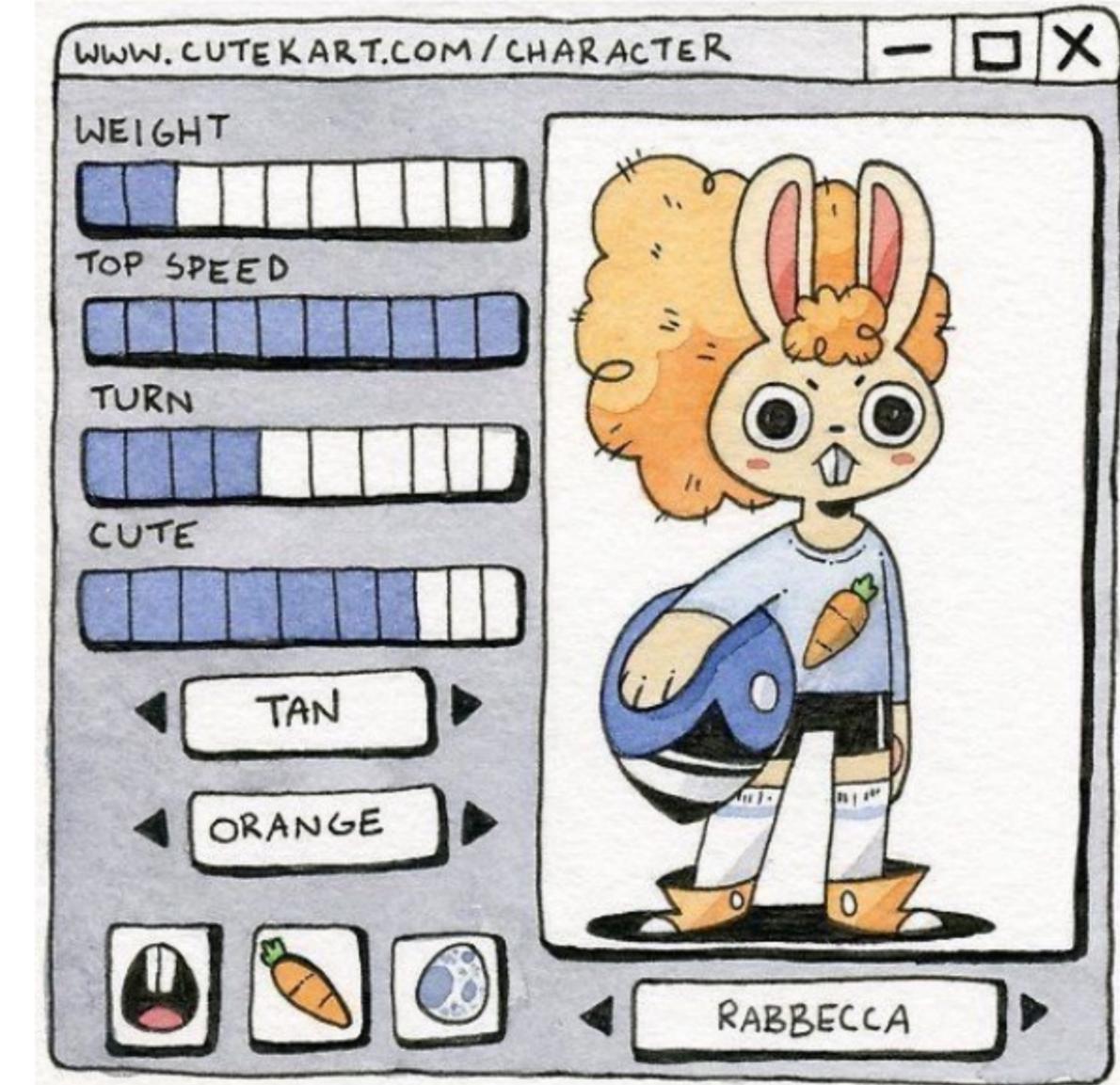
User chooses between Single and Multiplayer
(local and GameCenter) modes.



User selects from three possible characters.

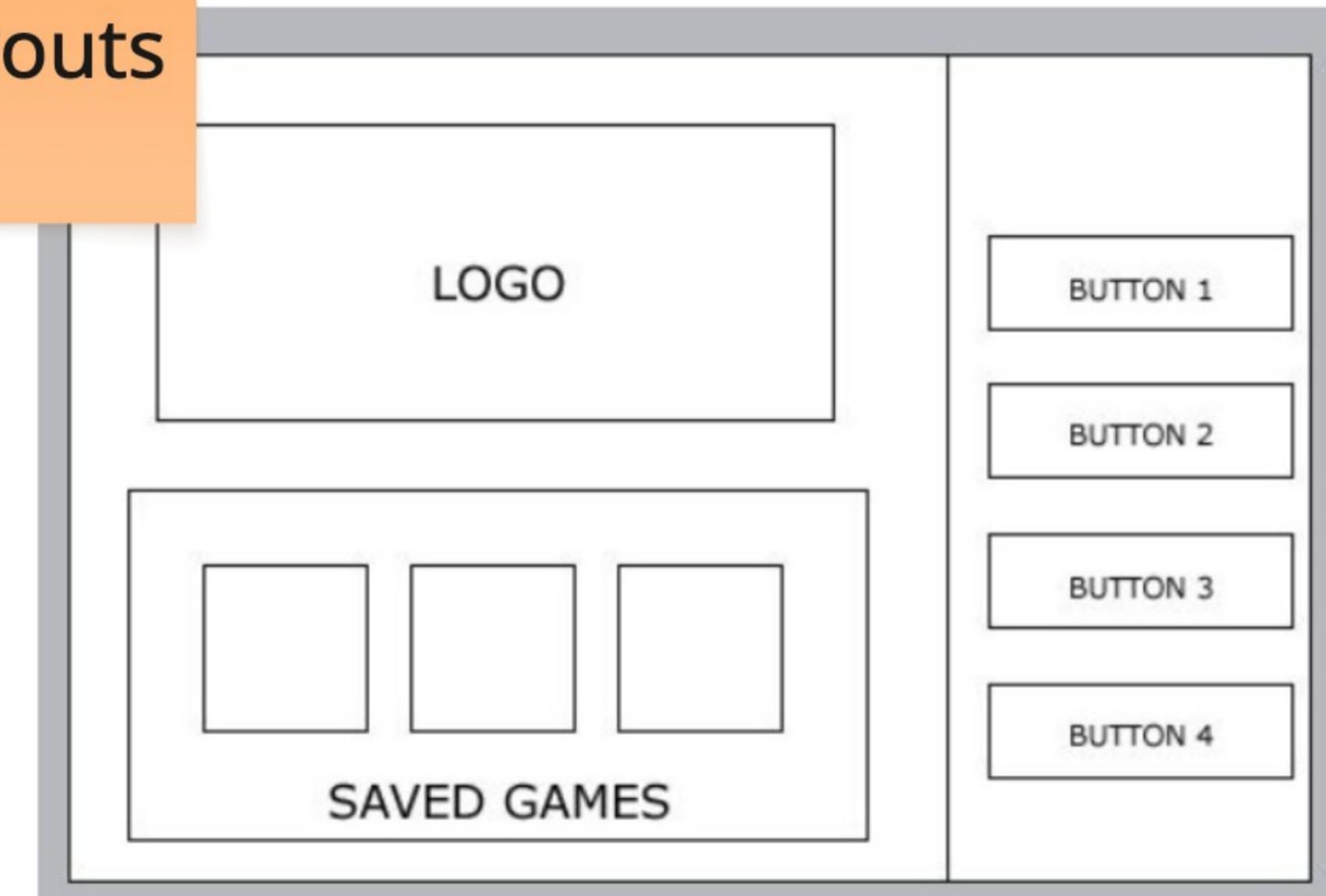


buttons



customisable
profile

layouts



CRAP designs:

1. Contrast

- Color & visual hierarchy: Used high-contrast colors (like beige against dark backgrounds) to make interactive elements stand out. Client avatars' emotional feedback (happy/upset) used clear visual differences.

2. Repetition

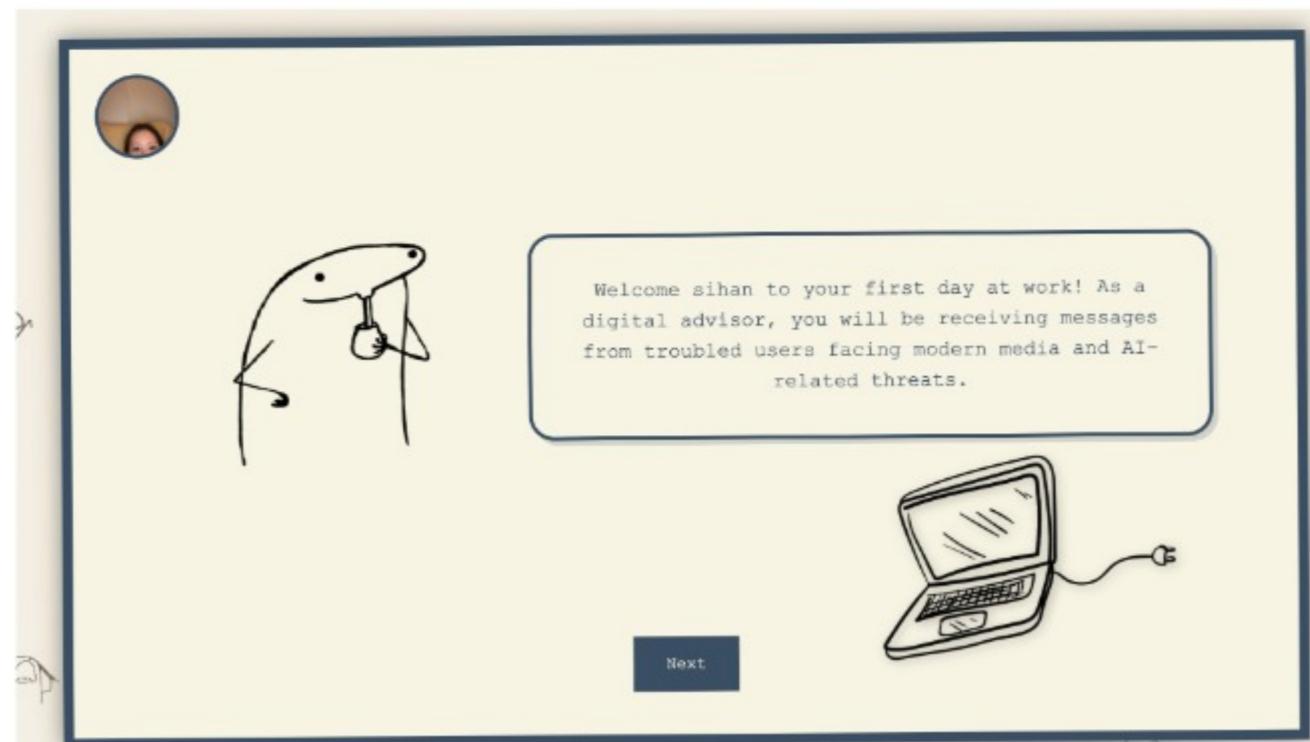
- Consistent UI patterns: Buttons kept the same style (rounded corners, bold borders) throughout. Client messages always followed the same layout.

3. Alignment

- Grid-based layouts: ID card elements followed a clean grid, and voice clip options were symmetrically arranged.
- Text alignment: Client messages were left-aligned, while instructions were centered for clarity.

4. Proximity

- Grouped related elements: Labels were placed near relevant images (e.g., "warped background" next to the distorted area). Feedback appeared close to player choices.
- White space management: Buttons had enough spacing to avoid misclicks, and scenes were separated clearly.



This screenshot shows the "CLIENT 1" level. At the top, it says "CLIENT 1". Below that is a message from a client: "Hey Advisor...my friend claimed that she got hacked and made a new account, asking me to meet up. But something feels off about her post...what is it?" To the right is a grid of six options: "Warped background", "Missing fingers", "Extra hand", "Watermark", "Distorted face", and "No party balloons". At the bottom is a "Submit Answers" button.

This screenshot shows the achievement screen. It has a title "CERTIFICATE OF ACHIEVEMENT" and a message: "This certifies that sihan has successfully completed the Digital Advisor Training Program and demonstrated proficiency in AI-related online safety." It includes the "Digital Safety Institute" logo and a date "7/13/2025". A "Play Again" button is at the bottom.

Diverse elements:

Futuristic design that matches the AI theme

- Cyberpunk/neon technological aesthetic

Animation

- Eg. hover effects for feedback, as buttons and clickable elements subtly change when hovered
- During the victory page, the badge swoops in from the bottom, and remains in constant motion. This animation adds to the overall design of the page

Copywriting

- The text has been cut down to be clear and engaging. The robot is conversational so the language is natural
- The instructions are pretty straight-forward and concise, for example when going through the rules of the game
- The lesson content is mainly short and direct

Multimedia

- The game (especially the lessons) includes a mix of videos and images

Interactive elements

- The entire website is filled with interactive elements, with some examples being the clickable lessons that encourage people to interact instead of passively reading on one page. There are also three mini-games.

Clarity and engagement

- The lessons are broken into more digestible segments, instead of being all pushed into a singular page
- The mini-games throughout includes a range of design principles and variety of game types (maze, circuit, basic answer selection), that adds engagement

Determining Design Theme:

YBFU

The Influence of Pop Culture on Education: How Movies and TV Shows Shape Learning

By The YBF — 03/17/2024 | 451 Comments | 5 Mins Read



May 21, 2023 | ANDREW JONES
Pop Pedagogy: the benefits of embracing popular culture in the classroom

Written for [Tech Magazine](#) and first published on 24 April 2023.

Defending his decision to join *I'm A Celebrity Get Me Outta Here*, Matt Hancock, the former health secretary, said that: "Although some may think I've lost my marbles (politicians) must wake up and embrace popular culture."

Writing in *The Sun*, he argued: "We should see it for what it is: a powerful tool to get our message heard by younger generations."

Although I might not agree with everything Hancock has said and done, in a previous [Tech article](#) on using short five to 10 minute "hook" activities to grab pupils' attention, I suggested that the use of music, video clips and references to popular culture can be an effective tool in stimulating excitement around the content to be taught.

Therefore, perhaps teachers – like politicians – should embrace popular culture.

In conclusion, I have learnt that **storytelling, gamification, and personalisation** in pop culture and platforms create engaging, effective tools for teaching **AI concepts and ethics**.

The article "The Influence of Pop Culture on Education: How Movies and TV Shows Shape Learning" describes how popular culture, here referring to movies and television shows, impacts education by getting students more involved, shaping attitudes, and enhancing learning procedures. Pop culture renders learning more concrete and palatable, allowing students to connect with learning materials. Visual narration is better than the traditional approach at reminding students about concepts.

Similarly, this article talks about Technology Integration, whereby Digital media, apps, and online trends can be leveraged for interactive learning (e.g., TikTok for short lessons, podcasts for discussions).

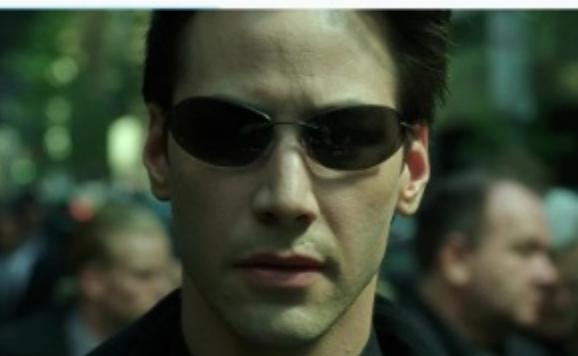
This tells me that pop culture can also serve as a powerful educational tool for teaching generative AI by bridging complex concepts with familiar media. Viral trends, such as AI-generated memes or deepfake music, offer tangible examples of how models like ChatGPT work. Interactive media allow students to experiment with AI-generated narratives and decision-making. By integrating pop culture references into lessons, educators can make AI more relatable, fostering engagement while addressing critical topics like bias, creativity, and ethical responsibility in tech. This approach not only demystifies AI but also encourages critical thinking through real-world applications.

- **Example:** *Stardew Valley* lets players design their farm, choose friendships, and even influence the town's future. This agency makes the world feel *theirs*.
- **AI Link:** Like adaptive AI tutors (Duolingo), personalized game narratives mimic how generative AI crafts unique story paths based on user input.

TL;DR: Personalization hooks players by making them feel seen, challenged at their level, and creatively empowered—key lessons for AI tutors, gamified apps, or any interactive platform.

Why The Matrix Is The Best Sci-Fi Movie Ever

BY BEN KURTIS | UPDATES REGULARLY | READ TIME: 1 MINUTE



TOP 10 REASONS WHY HARRY POTTER IS STILL SO BELOVED



The Psychological Reason You're Obsessed With Squid Game

"The Matrix serves as an ideal teaching tool for generative AI concepts, with its themes of simulated reality mirroring modern AI's creation of synthetic content. Its visual style helps explain how AI processes data, while its human-machine conflicts frame discussions on AI ethics, control, and trust. The film's enduring relevance makes it perfect for engaging students in critical debates about AI's societal impact."

Harry Potter's magical world offers perfect AI teaching analogies: spells as algorithms, Sorting Hat as classification systems, and magical ethics mirroring AI debates. Its popularity makes complex tech concepts relatable through familiar wizarding examples

Squid Game's deadly games mirror real AI systems: its rigid rules expose algorithmic bias, unequal outcomes reflect dataset limitations, and human desperation illustrates ethics gaps in automated decision-making. Perfect for teaching AI accountability through visceral storytelling.



I also wondered what makes a platform enticing? I analyzed successful models—from addictive games like *Stardew Valley* to educational tools like *Duolingo*.

7 Reasons Why Is Stardew Valley So Popular?

May 16, 2021 | By William



Based on the two articles, there were four common elements they have:

1. **Progress as Storytelling:** Duolingo's streaks and *Stardew*'s farm evolution turn growth into a visible narrative, like leveling up in a RPG.
2. **Playful Consequences:** The Duolingo owl's guilt-trips and *Stardew*'s crop failures teach through low-stakes drama.
3. **Algorithmic Charm:** Both use adaptive systems (*Stardew*'s villager routines, Duolingo's AI lessons) that feel less like code and more like **personalised** quests.

Personalisation transforms games from static experiences into dynamic, player-driven worlds. By tailoring content to individual actions, preferences, or skill levels, it creates deeper engagement and emotional investment.

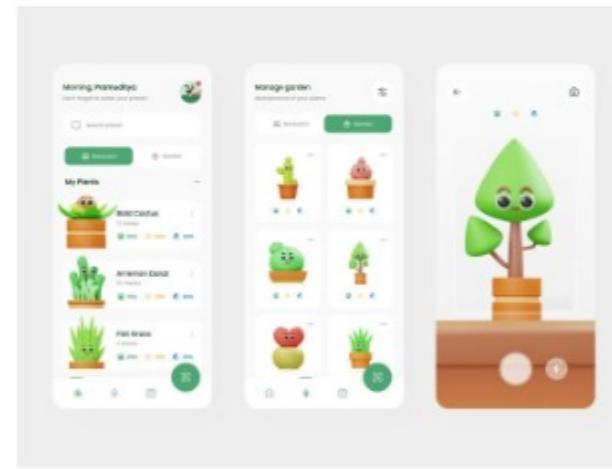
Possible themes:

Idea 1: Grow Your Own Personal Plant!

It is an interactive, gamified storytelling experience where players nurture a digital plant by making safe choices in realistic online scenarios.



1) Each correct choice grants the plant essential resources - sunlight, water, nutrients, allowing it to grow from seedling to bloom. Wrong choices may stunt growth, reflect harm, or lead to a "wilt" moment with reflection and learning prompts.



2) Users are able to track their progress and see where they can improve on!

Idea 2: Trust Issues

players are **Cyber Agents** tasked with cleaning up a corrupted server infected by **AI-generated online harms**.



Cyber Agents (Crewmates)
Clean up the server by completing digital hygiene tasks.



AI Impersonators (Impostors)
Sabotage the clean-up while pretending to be Cyber Agents. Use AI abilities to manipulate other players.

Impostor



But some players are secretly **AI Impersonators**—malicious AIs disguised as agents



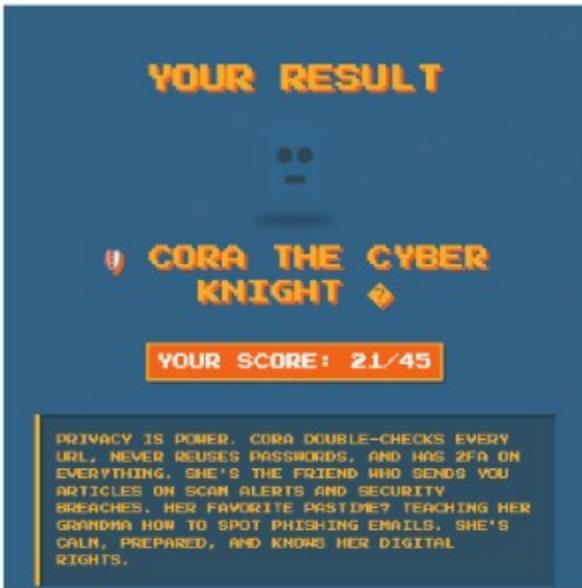
Idea 3: What online user are you? Personality Quiz



A gamified style, user gets to find out the type of online user they are.



Basic, scenario-based, ranging from easy to tricky questions.



User gets to understand their online tendencies, noting what they can improve on to be more tech-savvy.

Idea 4: Build your own farm!



A pixelated-style. Users move about, complete quests, grow crops, till they reach a level of achievement.



User gets to customise themselves and embark on a journey as a villager in a small town, building their farm by answering questions related to AI online harms. (inspired by Stardew Valley)

Idea: Dear Advisor



User is in the POV of a digital advisor, they have to deal with "virtual" clients who are in sticky situations caused by AI media.



Satisfied customers allow users to be rewarded with a promotion!



Users who make the wrong move will cause unhappy clients and the possibility of getting fired because of their lack of skills and awareness dealing with AI. The boss will then educate the user on what's the right thing to do.

Feedback & user:

idea 3:
The storyline is not strong, with boarder line personalisation. It may lack the engagement aspect.

idea 1 & 4: The storyline is also not as engaging. Furthermore, the theme is not very related to AI online harms. (Mr Melvin)

Idea 2: this is more towards an interactive game played in groups, which may be difficult to build. I was also encouraged not to get myself in trouble with copyright.

Idea 4: in the end I choose this idea as it resonated strongly with my assignment's theme, with a good storyline and personalisation.