

AI Xperience Escape room

By Team Omnia

In september 2018, were given an objective: **Help Finnish people learn about Artificial Intelligence (AI)** in a way that is **fun and inclusive**. To achieve this, we would build an escape room in a truck that would travel across Finland.

How did we do it?

1.

We defined the problem:

We live in a constantly advancing society full of technology, and statistics show that many people lack understanding of AI. Some people don't know what AI is, and others don't know where it is used and how it affects our lives.

2.

We did research to understand common thoughts about AI

We wanted to define exactly what people do and don't know about AI, including how they feel about AI, and what is their perspective about AI become increasingly present in our lives? Is machine intelligence considered to be positive or negative? We had to find answers!

3.

Conclusions - what are the main themes we should address in our AI escape room?

We found that there are many people who don't know what AI is, where it can be used and the possible applications for it in the future. These became the concepts we needed to address in our AI escape room.

4.

Designing the AI rooms

We divided the truck into two rooms. Room 1 shows current uses of AI including a smart mirror that reacts to the users and robots that learn using AI. It also teaches the concepts of algorithms and neural networks. Users have 20 minutes to solve riddles that incorporate these concepts while trying to find their way out of the escape room.

Room 2 focuses on the future of AI using Virtual Reality (VR). Users can explore a space station, see how AI has impacted our lives and what the future may hold.

5.

Design the game

With our concepts in place, we had to focus on the best part - making it fun! We came up with Professor Sytytystulppa - our lovable, genius professor who develops AI. He is the central character in our AI escape room and has created some incredible AI robots for our users to meet. Together they guide the experience in the escape room - which is actually the Professor's office!

6.

Construction and software development (and coffee!)

The construction required for this project was huge! We were unable to attach anything to the truck, so a giant wooden frame was built inside to allow for the construction of our rooms. We also had to build everything from robot parts and custom software, to furniture and the VR experience. This was definitely the most intensive part of the project.

7.

Mission complete

Everything is completed - thanks to an extremely hardworking project team! The AI Escape Room truck will be presented at the PdP Gala, before hitting the road to visit different cities, schools and events to take AI to the Finnish people! Our mission is to give people a chance to explore, play and learn with AI. We hope you enjoy!