AI Ethics Quest: Design and Methodology

**Purpose**

AI Ethics Quest is an interactive story where players guide the ethical development of Edubot, an AI tutoring system. Playing as Jamie, a high school intern, the player faces real-world dilemmas like data privacy, algorithmic bias, and misinformation. Each decision impacts the trust of key stakeholders—students, parents, teachers, regulators, and trolls—with consequences that shape the narrative. The goal is to maintain stakeholder trust while navigating complex AI ethics scenarios, helping players understand how ethical decisions affect technology and society.

**Audience** The game is designed for:

* **High school and early college students** interested in technology, ethics, or social science.
* **Educators** seeking interactive tools for lessons on AI ethics or digital citizenship.
* **Lifelong learners** curious about the social impacts of AI, with no technical background required.

It focuses on decision-making and ethical trade-offs, making the content approachable for a wide audience.

**Platform** AI Ethics Quest is a **web-based game** built with HTML, CSS, and JavaScript:

* **Runs in any browser**—no downloads or plugins required.
* **Lightweight**—works smoothly on desktops, laptops, and Chromebooks.
* **Responsive UI**—adapts to different screen sizes.

Key features include:

* **Animated trust bars** showing stakeholder trust in real-time.
* **Narrative feedback** through headlines, social posts, and event logs.
* **Five-chapter structure**, each introducing a distinct ethical scenario with visual context.

The design keeps the experience simple, immersive, and accessible, encouraging players to reflect on the ethical dimensions of AI development.