DSC234 Inside the Machine: AI Literacy   **Course Project Proposal and Plan**
SAMPLE !!!
Topic: Generative AI and the Video Game Industry

Overview: I'm interested in how AI is transforming content creation in the video game industry; what I discovered goes beyond just content creation. AI "bots" have the potential to become a significant part of what a human player experiences while playing a video game.

"Virtual Reality": While this is a real issue, VR is not the focus of my research. I want to know the impact on console and PC gaming. I want to keep the scope of my course project within reason, and VR is a topic in and of itself.

Format
I will create a 20-minute slide presentation that includes out-takes from video games to illustrate concepts (by permission). Along with the slide presentation, I will keep a journal of my progress and make sure to comment in the journal how my research process uses both "Habits of Mind" for this course.

Outline of Topics Coverage

I. What AI already has done
        A. Enhanced gameplay using realistic and "intelligent" Non-player characters (NPCs), dynamic and adaptive "environments", enhanced graphics and visual effects, as well as personalizing gameplay to meet the player's unique play style
        B. Streamlining the game development process during creation including coding and 3D modeling, prototyping is accelerated, and AI handling certain "labor-intensive" tasks (replacing some human efforts)
        C. Eliminated jobs
        D. Statistics about the extent to which AI has been adopted by the industry

II. Concerns and Challenges
        A. Intellectual Property and Data Privacy
        B. Technical Limitations and Hidden Cost (Cheap Labor)
        C. Other Ethical Concerns and Challenges (Lack of Oversight and/or Regulation for example)
        D. **Critical Content tenet**: *Inequality (Sexism, Racism, and Genderism) in the Video Game Industry* and the means by which AI either perpetuates inequality or potentially contributes to a more socially just world

Sources (Be Specific !)
1) interview someone who works in the video game industry. (my daughter)
2) find a peer-reviewed journal article about inequality in the video game industry and how AI has either made it better or made it worse
3) find 8 other secondary sources - look at "Game Informer", "Wired Magazine", "IGN", and "Video Games Chronicle" to start with

Schedule and Timeline of Completion (This is a plan. There is some flexibility with some of the details, but it's important to have a plan.)

Phase I: Project plan and outline   2/16/26
Phase II: Review of all source material and/or background research   3/2
     Have a date set for the interview
     Read and summarize a primary source for content
     Read and summarize at least 2 secondary sources for content
     Include 5 entries in my journal about my progress and thought process
Phase III: Rough draft   3/23
     Notes from my interview will be in my journal by this date
     Have a slide deck with 20 slides and rough notes on each
     Record in my journal exactly what I still need done, any missing details
     Write down statistics that I need to look up; maybe work with the library on finding actual statistics
Phase IV: Completed project   4/13
     Slide presentation will be complete, at least factually complete with all bullet points and statistics
     Journal will have a rundown of everything I've done, summaries and notes from all articles I've read
     Get feedback from my professor and see if there is anything I need to tweak.

NOTE: "SLO" means "Student Learning Outcome"

Critical Content Tenet - Power, Knowledge, and Justice
Objective (PKJ): Students will evaluate the challenges of engaging with diverse perspectives, people, and communities and their role in contributing meaningfully to a more just and equitable society, both locally and globally.
SLO: Upon successful completion of a course that aligns with the Power, Knowledge, and Justice tenet, students will achieve the following: "Recognize and explain ideas, historic complexities, sociopolitical systems and/or economic systems that produce and perpetuate inequality as well as those that envision and enact justice."

Habits of Mind Tenets (2) Information Literacy (IL) and Critical Thinking (CT)
Objective (IL): Students will responsibly construct information drawing upon credible sources.
SLO: Upon successful completion of a course that aligns with the Information Literacy tenet, students will achieve the following: "Analyze information and media to assess its production, value, accuracy, relevance, purpose, and limitations."
Objective (CT): Students will apply critical thinking skills and habits of mind to make informed decisions and solve problems.
SLO: Upon successful completion of a course that aligns with the Critical Thinking tenet, students will achieve the following: " identify a problem, determine a range of reasonable approaches to thinking about it or solving it, gather and interpret information and perspectives necessary to advance, evaluate possible solutions, engage in meta-cognition."