

Purpose in the Age of AI

Day 4



Nick Zufelt

Life on a Star 2025

Slides!



I **tripped over a rock** and landed right in the **spring**.



A diagram consisting of an orange rectangular box around the words "tripped over a rock". An orange curved arrow starts from the bottom of this box and points to the word "spring" in the sentence.

I don't really like that **bed**, it **has** **springs** that are way too **stiff**.



A diagram with four teal rectangular boxes around the words "bed", "has", "springs", and "stiff". Teal curved arrows connect them: one from "bed" to "has", one from "has" to "springs", and one from "stiff" to "springs".

Spring **showed up** and so did my **allergies**.



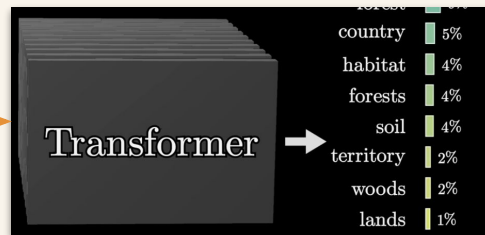
A diagram with two orange rectangular boxes around the words "showed up" and "allergies". Orange curved arrows point from both boxes to the word "Spring" at the beginning of the sentence.

Generative AI



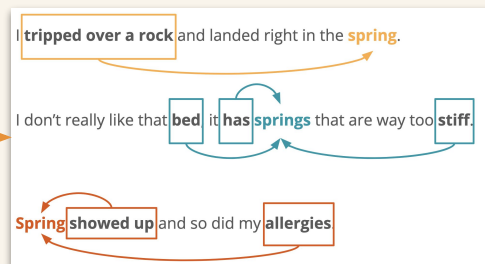
"Car"

Large Language
Model



"Engine"

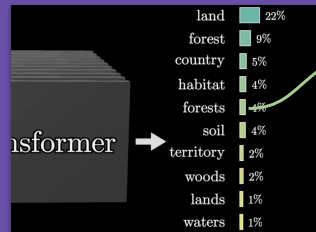
Attention



"Piston"

Generative AI

- Context
- Training Corpus
- Distribution
- Sampling



"forests"

Large Language Model

Trans

"Engine"

Attention

I don't really like
Spring showed

Attention Is All You Need

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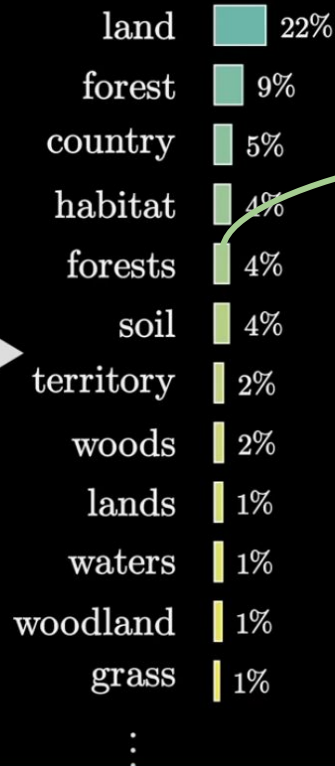
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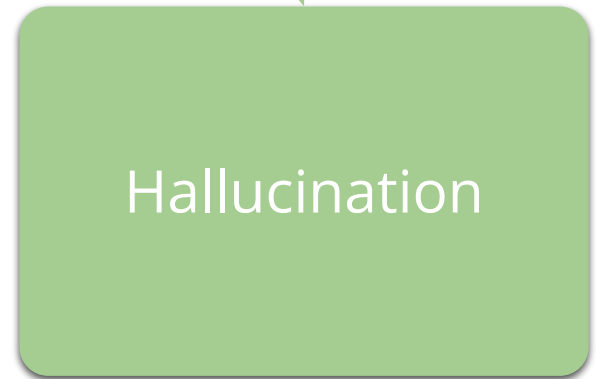
Why now?

"Piston"

foraging in its native _____



"forests"





- Diamond = Compressed pencil lead (carbon), tight.
- Ruby & Sapphire = Compressed aluminum foil and oxygen (like in foil and air), with red or blue color (for rubies) or iron and titanium (for sapphires).
- Emerald = Compressed sand + metal. It's more

"Invite AI to the Table."

Ethan Mollick



substitution/permutation).

8. Board Game Mechanic M

Design a rule set for a game

9. Ziploc Crypto Kit

Create a bag of manipulatives or permutations.

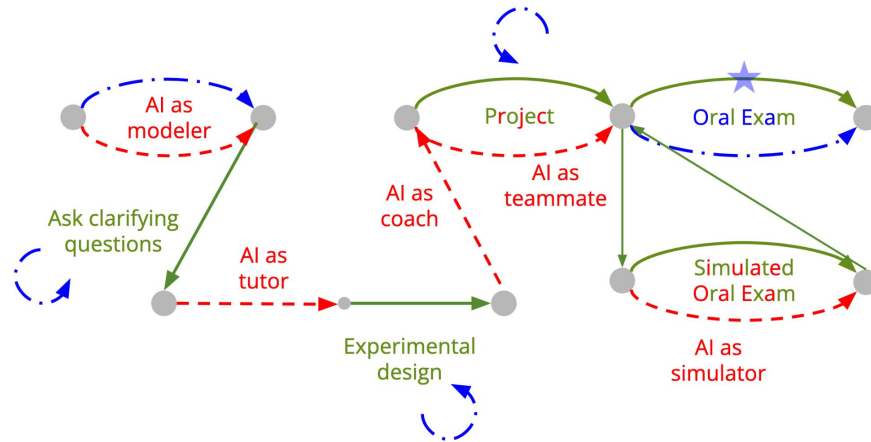
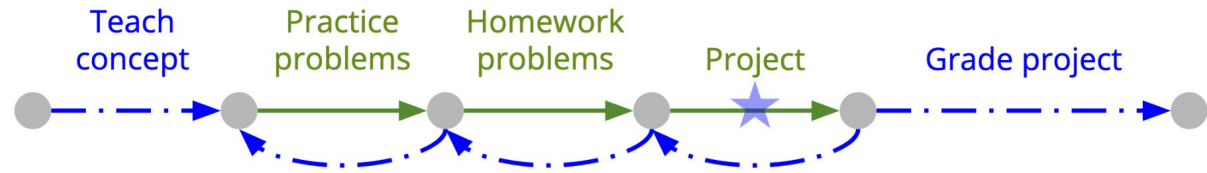




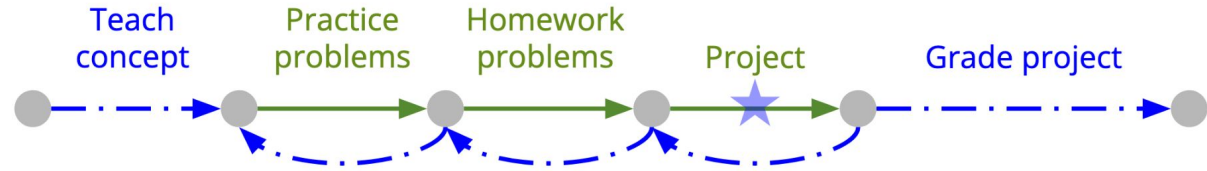
Energy Infrastructure

Economy

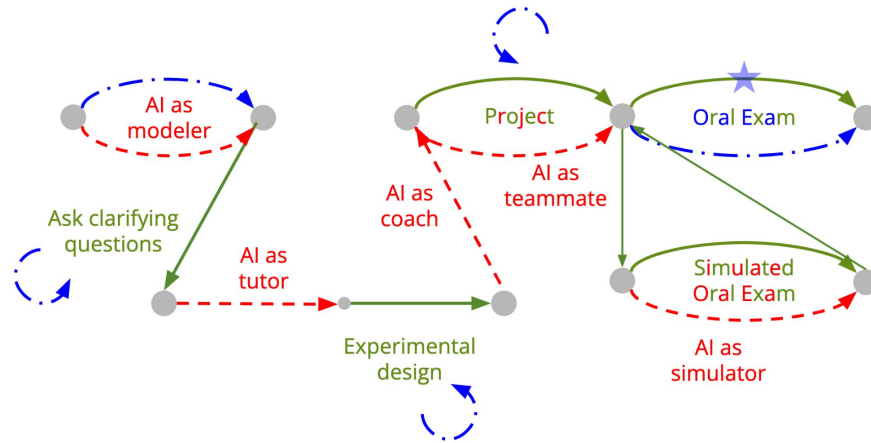
Education



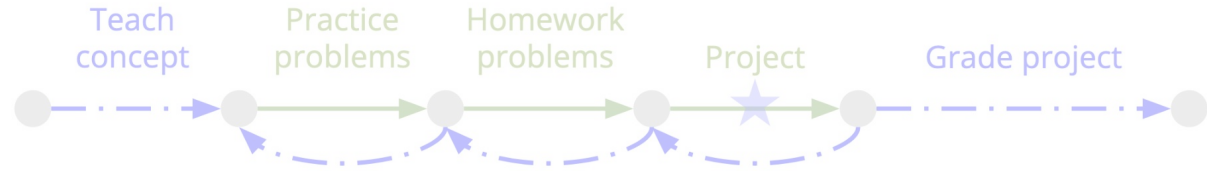
AI Doom
and
Gloomers



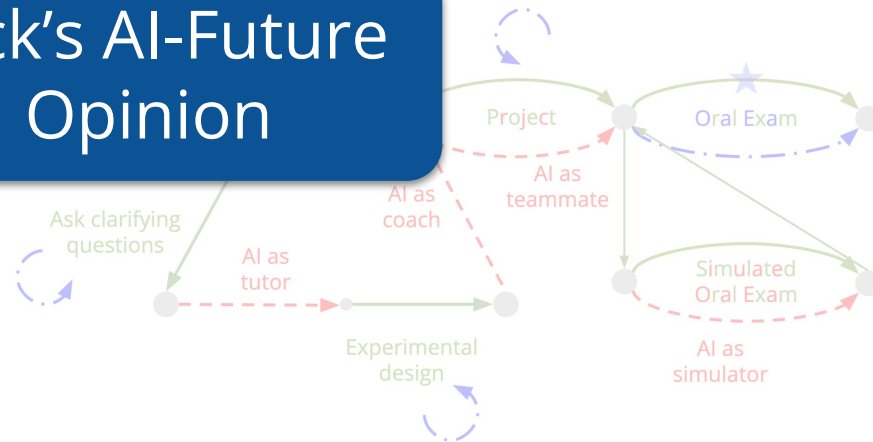
AI
Evangelists



AI Doom
and
Gloomers



Nick's AI-Future
Opinion



AI
Evangelists

	Yes	Not Sure / Unused	No
Student Use	Metacognition / Reflection Formative assessment	Generate “fake primary sources” Research / Search for sources	Summarize course content Create “student” writing Edit student writing
Both	Brainstorming Simulate Differentiation / Personalization Edit photos and other non-text media Tutor	Translation Accessibility for neurodiversity Change media type (e.g. “podcastify” a reading, visualize a concept)	Organize Therapy?? Relationships with AI Replace your voice (e.g. your emails)
Teacher Use	Summarize course content Research / Search for sources Create AI assignment submission to critique	Transcription Summarize student work (“Provide insights”) Generate in a tone to analyze	Grade / Summative assessment

	Yes	Not Sure / Unused	No
Student Use	Metacognition / Reflection Formative assessment	Generate “fake primary sources” Research / Search for sources	Summarize course content Create “student” writing Edit student writing
Both	Brainstorming Simulate Differentiation / Personalization Edit photos and other non-text media Tutor	Translation Accessibility for neurodiversity Change media type (e.g. “podcastify” a reading, visualize a concept)	Organize Therapy?? Relationships with AI Replace your voice (e.g. your emails)
Teacher Use	Summarize course content Research / Search for sources Create AI assignment submission to critique	Transcription Summarize student work (“Provide insights”) Generate in a tone to analyze	Grade / Summative assessment

AI Supporting
Your Work

AI Supplanting
Your Work



AI Supporting
Your Work

AI Supplanting
Your Work



Nick's (personal)
AI Use

AI **Supporting**
Your Work

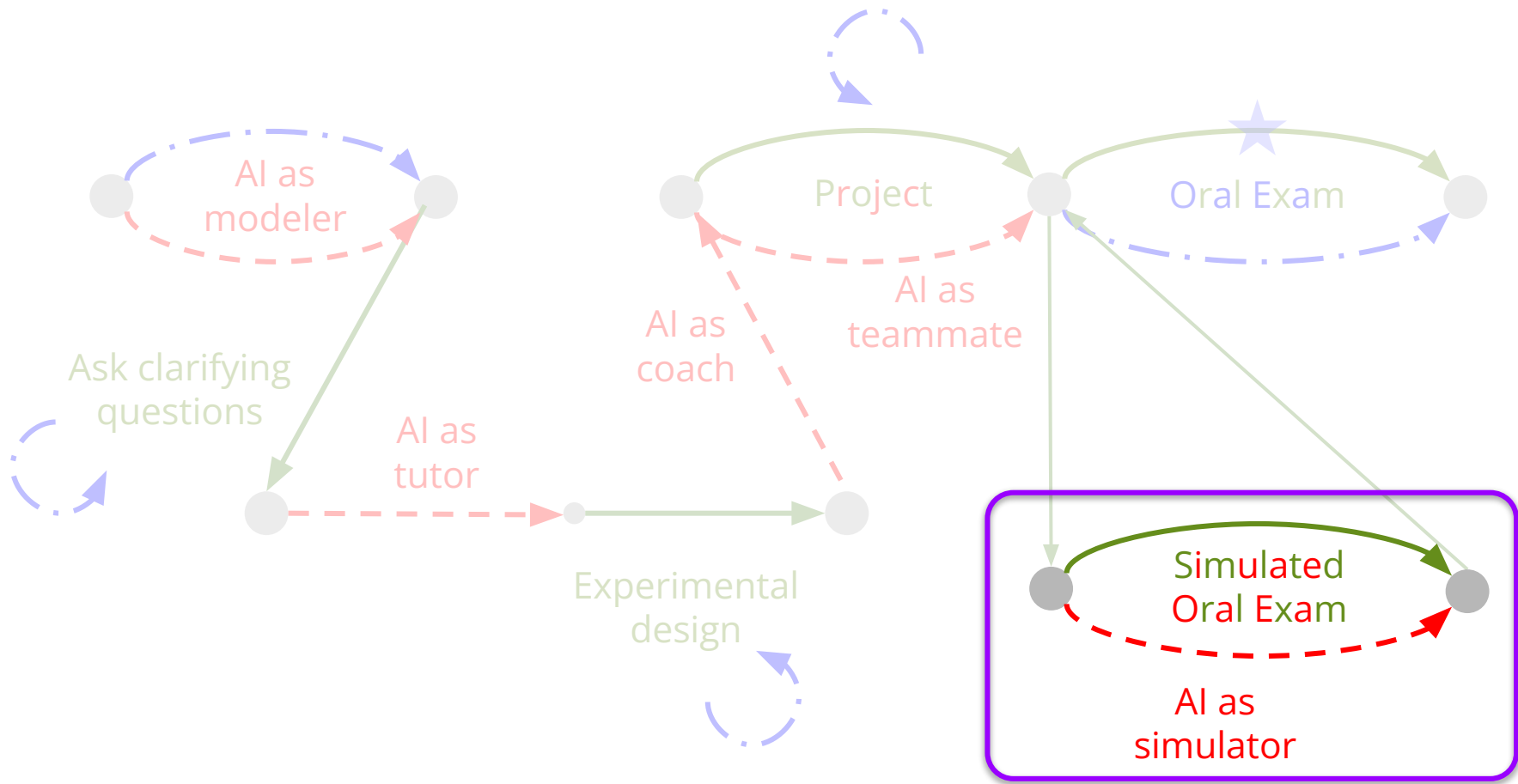
AI **Supplanting**
Your Work



Nick's (personal)
AI Use



A.I.



I am a student in an introductory game development course. **Below is some pygame code** that I've written. Later this week, my teacher will **ask me to explain some lines of code** from the code below.

I would like to practice with you. Please pick one line from this code that you'd like to explain, then wait for my explanation. **Offer me feedback on my explanation:** how well did I explain the code? Was I correct? Were there any CS terms (like variable, assignment, conditional, type, etc.) that I described incorrectly? Are there other things I should have added to my explanation?

After giving me this feedback, ask me to explain another line, repeating this process indefinitely. Here is my code:

<paste your code here>

That's the end of my code. Ready to quiz me? If so, pick the first line you'd like me to explain.