



Synergy Squad

Studio 156



Our Team



Kevin
Leader



Martina
Member



Clariya
Member



Ritika
Member



Prosper
Member

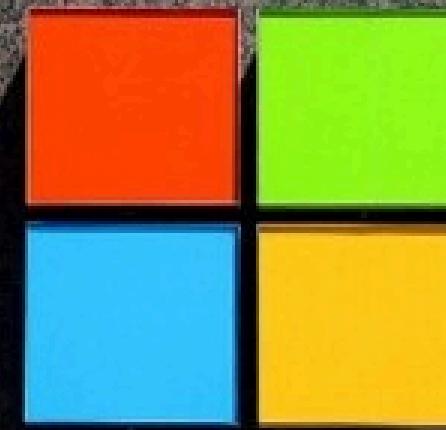


Yi
Member

1) Who here used Generative AI for uni?

2) Who thinks Generative AI will change the way we study?

3) Who thinks Generative AI will take over some of our jobs?



Microsoft



Problem Statement

How might USYD continue to provide value to its stakeholders through the digital campus, as AI challenges the existence of USYD, both online and offline?

Research aims & Objectives

01

Identify painpoints and various ways Generative AI is challenging education.

02

Examine the cultural challenge "get in and get out" approach to university and how the digital campus can offer the flexibility stakeholders require.

03

Examine the accessibility of the digital campus and its potential to exclude stakeholders without access to adequate technologies.

04

Explore the feasibility of implementing elements of gamification in the digital campus and using elements of intrinsic / extrinsic motivation.

Recommendation 1: Policy changes

Key Generative AI policies at USYD are preventing innovation and improvements.

Evidence 01

Accessibility issues:
Generative AI policy at
USYD is not as
accessible as other
documents, like the
Unit of Study outline.

Evidence 02

Limitations with opt-out
policy: The current Generative
AI policy states that,
“Generative AI cannot be used
unless explicitly permitted by
the unit coordinator for the
entire class”



Location of the navigation bar on Canvas

The screenshot shows a Canvas course page for '2024_S2C_ICPU1158-001_0001'. The left sidebar has a red header with the University of Sydney logo and 'THE UNIVERSITY OF SYDNEY' text. Below it is a dark grey sidebar with the following items:

- Courses** (highlighted in red)
- Account
- Help
- Dashboard
- Groups
- Calendar
- Inbox

The main content area has a title 'Microsoft and USYD - Building capability for a transformativ digital campus experience'. Below the title is a photograph of a desk with two laptops, a smartphone, and headphones. At the bottom are five colored buttons: green (UNIT OUTLINE), yellow (PROJECT BRIEF), blue (SCHEDULE), red (FAQ), and teal (STUDENT SUPPORT). A small caption below the photo reads: 'Image of desk, computers and person holding a mobile phone: Photo by Marvin Meyer on Unsplash'.

Lessons from Meta's Metaverse

Considered a \$4 billion dollar failure, the two key factors that led to its demise are:

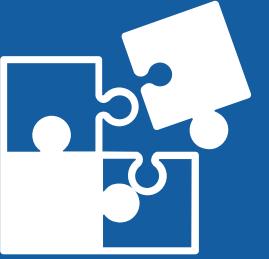
1. High costs of development (\$25,000 to \$400,000) per app.
2. The need to have a VR headset to participate



Key Recommendation:

- No overly demanding system / hardware requirements
- Recommended system requirements: Apple's M1 SoC.

Recommendation 2: Summary bot



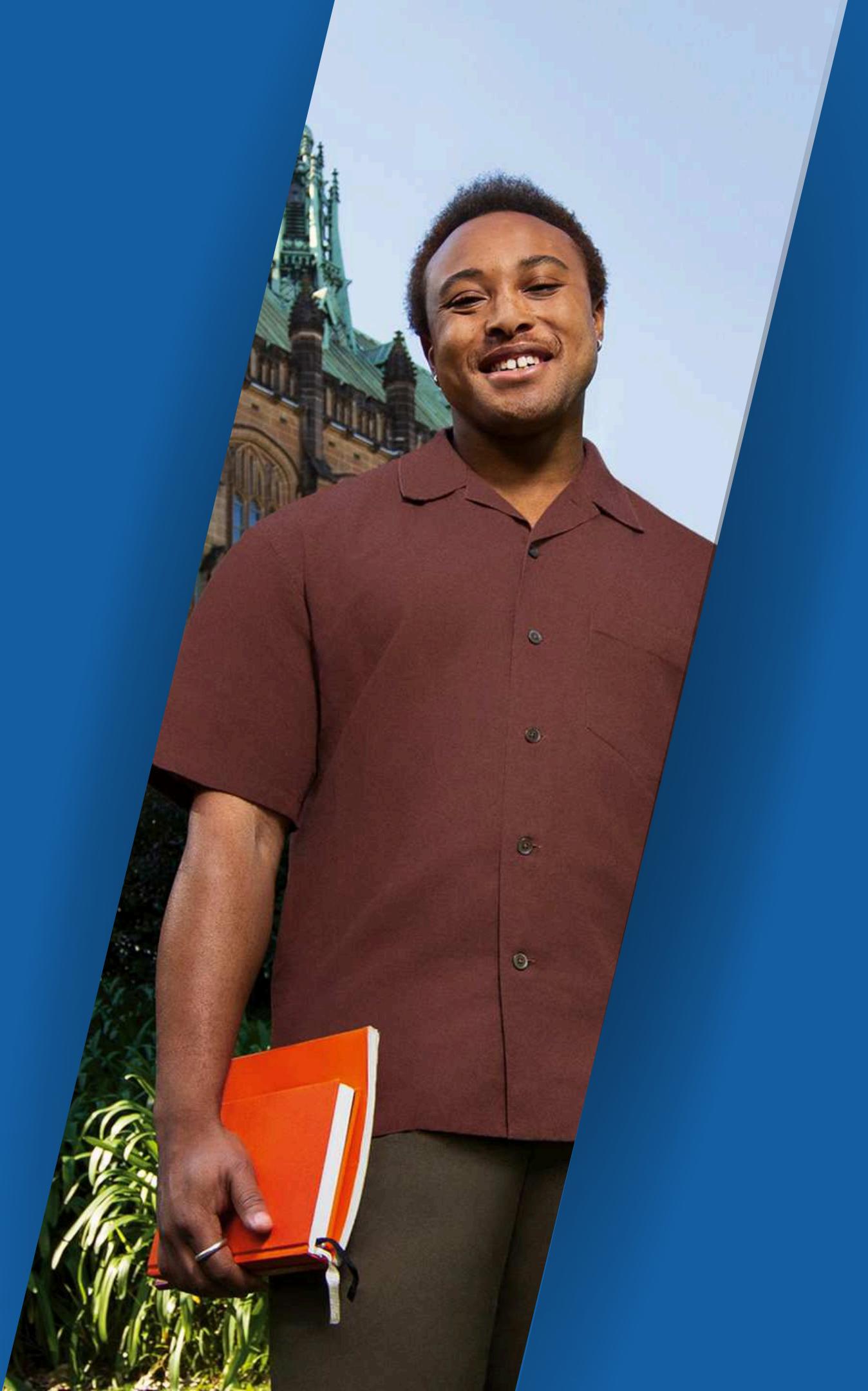
ISSUE

- With the cost of living crisis, managing study and work concurrently becomes more challenging.
- As a result, around 43% of students skipped tutorials or went to them without having watched the lectures.



RECOMMENDATION

- Using technology from Copilot, provide a 5 minute summary for lectures, tutorials and readings.

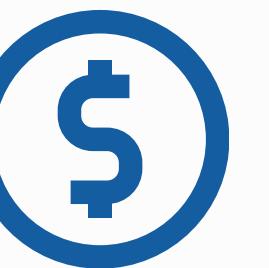


Recommendation 3: Gamification or not?



Extrinsic

Extrinsic motivation is the drive to perform an activity for external rewards, such as money, praise, or grades, rather than for personal enjoyment or satisfaction.



Intrinsic

Intrinsic motivation is the drive to engage in an activity for its own sake, driven by personal interest, enjoyment, or a sense of accomplishment, rather than for external rewards.



Recommendation 3: Gamification or not?

- Side effects of overly gamifying something:
- It may gather interest, but it is also easily distracting.
- The main purpose of the digital campus should be to learn, not to play games
- The digital campus should supplement the on-campus experience, and gamification may tamper with this purpose.

Recommendation: Limit the use of gamification on the digital campus.



Q & A



THANK YOU!