SQUID GAME AI

Using the squid game to detect bias

In the Netflix Serie SQUID GAME, you have this game called Red light Green light this is based on an AI system that detects if you move or not. But if you move at a certain state the robot will kill you. And This article talks about how the 'white man' organizers are like the programmers of an AI.

Personally, I'm interested in how bias can originate in Al. Bias means a phenomenon that occurs when an Al algorithm produces results that are systemically prejudiced due to erroneous assumptions in the machine learning process. Looking at the squid game this Al is trained to detect movement but can it make mistakes without it was intended to? Like what if the human would wear a different outfit?





So could you make this Red light Green Light in a game that helps you when Bias starts to originate in AI? Maybe using gamification and over-dramatization could help you understand the errors it may detect?

The image right is an example of how bias can originate within Al. Thus I'm imagining this base could probably work as a video games research project. Where the AI of some sort kills the subjects that are coming to him on sort of trained some parameter. Now you want to know why your subject was killed and understand better if it makes errors.

