

## POST-CLASS STUDENT ACTIVITY 1.5: UNDERSTAND COMPONENTS

### Lesson Objective 1.5:

Understand components. Topics: understand artificial intelligence (AI).

### Additional learning resources:

#### Other resources (books, e-references):

Rogers, Scott. *Level Up: The Guide to Great Video Game Design* (West Sussex: John Wiley & Sons, 2010)  
Schell, Jesse. *The Art of Game Design: A Book of Lenses* (Burlington: Morgan Kauffman, 2008)

### Resources, software, and additional files if needed for this lesson:

1. None

### Student activity:

#### Directions to the student:

Read the following scenario and answer the questions.

#### Scenario:

In which area of human life is artificial intelligence (AI) currently applied the most? The answer, by a large margin, is computer and video games. This is essentially the only area of human endeavor in which people deal with behavior generated by AI on a regular basis.

While game design might be driving much of the research in AI, games are not the only area that is benefiting from that research.

#### Content:

1. Brainstorm about other areas in which AI is, or might be, applied.
2. Create a list of jobs, industries, devices, and other human endeavors that you think of.
3. Select 2 topics from the list and conduct an internet search for more information about the topic and AI.
4. For each topic list 5 things you learn about how AI is applied in that area.

## **KEY 1.5: UNDERSTAND COMPONENTS**

**Content:**

1. Answers will vary.
2. Answers will vary.
3. Answers will vary.
4. Answers will vary.