



## Unplugged AI Activity: JudgeBot's Big Mistake

Type: Icebreaker (15-20 mins)

### Activity Overview:

Creators experience firsthand how **bias** can unfairly influence AI decision-making by playing a game judged by "JudgeBot" (the club Mentor). Initially, JudgeBot will deliberately (but subtly) introduce bias into decisions, prompting Creators to identify, debate, and correct unfair biases through teamwork and persuasion.

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### Setup

#### Materials:

- Paper and pens (optional)
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### Gameplay Structure:

#### Step 1: Setting the Scene (1 min)

- Introduce yourself as "JudgeBot," an AI programmed to award points or prizes based on certain rules. The players need to guess what those rules are and whether they are fair.
- Don't reveal your rules to the players yet.

#### Step 2: Gameplay (Round 1 – Biased Judging) (2-5min)

- Ask simple, neutral questions or challenges to all Creators (e.g., "Tell me your favourite colour," "Draw a quick picture of an animal," or "Do your best robot dance move").
- Secretly apply a clearly unfair criterion as you award points (e.g., awarding points only to those wearing glasses, those whose names start with certain letters, or only those who chose a specific colour - more examples are included at the end of these instructions).
- Do this subtly but consistently, keeping the criteria simple enough for players to spot quickly.



### Step 3: Participant Discovery & Discussion (5min)

- Soon, Creators will notice unfair patterns emerging.
- Encourage Creators to discuss why they think JudgeBot's decisions seem unfair.
- Facilitate discussion, guiding them towards identifying bias clearly (e.g., favouring one group for irrelevant reasons).

### Step 4: Gameplay (Round 2 – Bias Correction) (5 min)

- Ask Creators to suggest new, fairer rules for JudgeBot to follow.
- Agree on a simple set of fair rules as a group (e.g., rewards based on creativity, clarity, enthusiasm).
- Restart gameplay, this time applying the fairer rules transparently.

### Step 5: Reflection & Wrap-Up (5 min)

- Discuss how bias can unintentionally enter AI decision-making if rules aren't carefully chosen.
- Celebrate Creators' successful collaboration to identify and correct bias.

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### Example Biased Criteria for Leaders (Round 1):

- **Clothing-based bias:** Only reward Creators wearing specific colours or patterns.
- **Name-based bias:** Reward only Creators whose names start with vowels.
- **Random bias:** Give rewards only to Creators standing on your left.
- **Preference bias:** Award points only to Creators who pick your secret "favourite" animal or colour.

### Example Fair Criteria for Leaders (Round 2):

- **Creativity:** Points given for unique or imaginative answers.
  - **Veracity:** Points given for the most correct answer.
  - **Effort:** Recognise enthusiasm, regardless of the actual answer.
  - **Inclusivity:** Ensure all Creators have a chance to earn points equally.
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### Leader Tips:

- Keep initial bias simple and exaggerated enough for Creators to notice.
- Remain humorous and playful, emphasising that JudgeBot (you) makes mistakes and needs their help. You're not mean, you're just only able to follow the rules you are given.
- Encourage open, inclusive discussions. Praise Creators for insightful observations.