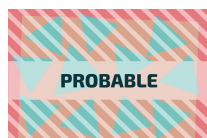


Perspective AI

The rules

Here's how

1. On a pin board or blackboard, stretch out a continuum with the enclosed cards:



.....



4. turn over the "probable" / "improbable" cards.



.....



2. Discuss the case studies together: "From a purely technological point of view: How likely do you think it is that the situation / innovation described will be part of our everyday life by 2030?"

3. arrange the case studies together.

5. Do the new terms change anything in your arrangement? If so, reorder the case studies.

6. Discuss your results and our shared responsibility for the future.

On the back of each card, there are questions and links as additional suggestions for discussion.

Perspective AI

About the game

Not everything that is technologically possible is necessarily socially desirable. Perspective AI is particularly suitable for discussions with young people and adults to better understand political and social responsibility in dealing with innovations.

Duration: ca. 30-50 minutes

Target group: Young people aged 12 and over

Read more:

https://en.wikipedia.org/wiki/Ethics_of_artificial_intelligence

Perspective AI was created by IMAGINARY gGmbH as part of the German Year of Science 2019. You can download the game and other materials on the topic of "Artificial Intelligence" at:

[https://imaginary.org/hands-on/perspective-ai-card-ga
me](https://imaginary.org/hands-on/perspective-ai-card-game)

<https://imaginary.org/project/chanceki>

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