1. Chris & Shirley Yee

- Don't make it a propaganda
- if the person who encounters the game, is not the typical audience, how do you get them to play if they don't care about AI: find the least interested audiences, test your thesis
- Truck drivers people who are going to replaced by ai. They might not see it coming.
- How to target people not academic- an easy introduction for them to find our your game. Present it on iPad. Go to bars. Intriguing.

2. Ralph & Scott

- See and use one of her stories - give us permit of copyright
- Narrative around it - all story based
- What's causing the end of the world-is climate change a real thing
- Etc projects don't evaluate success, best you can do is to see how people react to your prototype
- Also it's not our job to market it.
- Focusing more on: game mechanics, how the structure could be, what kind of narrative and stories
- Suggest client with social media they can get things out

3. Ricardo

- Neutral is great
- Possible ends of the game
- How to decide what's win/lose
- Discussion piece
- One person is AI and one person is programmer - do this
- Open mind playtesters - give a good mix of people with different opinions

4. Dave & Steve

- Feels like there are stuff to work on - transformation is good to work on
- What are the misconceptions and how to work on that
- Getting specific, these are the articles our audience might have read
- Get someone to be some positive one - what are the misconceptions to tackle - barriers - find the universal elements of misconception and what to do with that
- Client or find more experts
- Don't jump to prototypes yet, find the misconceptions and how they going to reflect on the prototype - about the barriers, do aspects of these misconceptions
- Get attractions on things that will transform me - make it more like an iteration
- Going to the future and review the past

5. Jessica Hammer

- Concern: big difference with data bias, - helpful if I knew better about AI - different areas - ai and human complementary partners - integrate these to their lives and routines
- Like the 3rd prototype - different areas - specifics of how these thing works

6. Drew & Susan

- Science - identify animals
- AI / machine learning distinction
- More simple to understand how AI machine learning works
- Make good decisions - how ai works in general
- How make people think more ethically about what they are doing
- Share how it actually works
- Think simple

7. John

- How to make it feel authentic/ better
- Guessing if I'm playing with ai or human
- Working with ai - and it feels okay
- Connect to something else
- Onboarding would be important - getting right info
- What's my opinion about this
- See the other side - get to choose first
- List all pros and cons - let Pamela compare
- I like the Noah's Ark - dealing with it

8. Jesse & Shirley

- 3rd is most interesting - paints the picture - forces to confront
- Allow me to make the final decision
- Tell me the fact and I'll figure out myself
- Singularity - method changes 2050
- Anything to get you look at the pros and cons
- Humans are not in the loop of decision making because it's so fast and people just clean up stuff and making excuses
- It's okay to predict the future wrong
- Alternate them to think what the future might look like
- Concrete picture of the future is helpful to get people to think
- Make it more of a reality than a Sci-fi
- How much responsibility AI - machines kill people (ratio that are acceptable by people)

9. Ruth

- Say objective - in the mission statement
- Don't like the future story - all sci-fi - staying away from future and focus on today
- What is AI? What is real AI comparing to the robots - played for me how will it affect
- Stay in today
- Be objective
- Show pros and cons
- This will happen if we don't instruct them
- Those stories are scary because they are believable