AI or Nay-I? Game Design Document

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1. Characters

1.1. **The player** is the Minister of Technology for a fictional nation, Genovia.

1.2. The nation of Genovia is made up of **citizens.** The citizens are presented to the player in many forms:

1.2.1. In social media feeds, presented to the player as Minister.

1.2.2. NPCs in the first and second simulations.

2. Story

The player is the Minister of Technology for the fictional nation of Genovia, In this experience the Minister is tasked with examining two applications of AI, specifically facial recognition: **Face ID and Public Surveillance.**

In each report, the player plays through a series of simulations that explore how AI works in each application. After each simulation, the Minister first announces their decision in a press release, then they receive feedback from the citizens of Genovia. Then using what they learned from the first round of responses, the Minister signs a mandate to ban or allow the specific use of facial recognition technology. After the mandate is signed, the Minister examines another round of responses, this time in the form of news headlines, to reckon with the ramifications of their decision.

After all simulations and mandates, the player fills out a survey detailing their thoughts on how mysterious AI is to them, how strongly regulated AI should be, and how beneficial AI could be for humanity. The players also see how other minister's have voted in their playthroughs.

2.1. Theme

This is a game about how AI facial recognition works and how it will affect humanity.

3. Story Progression

The game starts with a short intro scene where the player is introduced to their role and the country of Genovia. The Minister is then instructed with their task, which is to examine three applications of AI, specifically computer vision: **Face ID and Public Surveillance.**

After introductions, the first simulation, FaceID, begins. When the player finishes Simulation 1, the Minister announces their decision in a press release, then sees public responses, then signs an official mandate to ban or allow the specific use of computer vision technology. Finally, the minister sees news headlines detailing events that happened in Genovia as a result of their actions.

This loop repeats for simulation 2, Public Surveillance.

When the player completes every simulation and discussion, the player fills out a survey detailing their thoughts on how mysterious AI is to them, how strongly regulated AI should be, and how beneficial AI could be for humanity. After the player completes the survey, previous responses from other players are displayed. End of experience.

4. Gameplay

4.1. Goals

4.1.1. (Long Term)

Overall the players are gathering enough knowledge about how AI assisted computer vision works in three different applications to make judgements on how computer vision AI should be regulated.

4.1.2. (Short Term) Examining each simulation...

4.1.2.1. Face ID:

In the first phase, the goal is to collect sufficient data of phone's user to use as reference for unlocking.

In the second phase, the goal is to correctly identify if a person is the same as the one in the reference photos taken in phase one.

4.1.2.2. Surveillance:

In the first phase, the goal is to collect as much data, face photos in this case, as possible in a given time of a street corner.

In the second phase, the goal is to find a matching photo of a tagged person using the reference photos taken in phase one.

4.2. User Skills

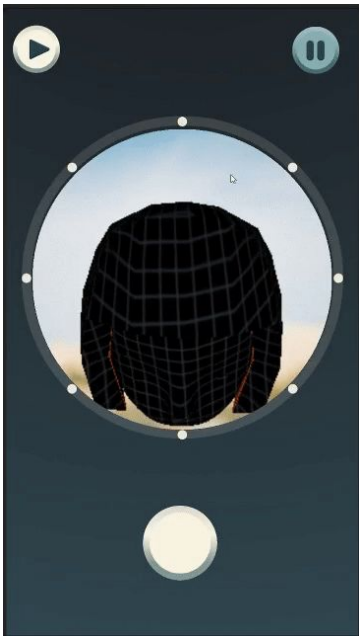
4.2.1. Tap on the screen to take reference photos at a given time.
4.2.2. Swipe left and right to flip through reference photos
4.2.3. Detect if two faces are from the same or similar object

4.2.4. Tap on as many similar photos as possible in a given time limit
4.2.5. Tap on as many visible faces as possible in a given time limit

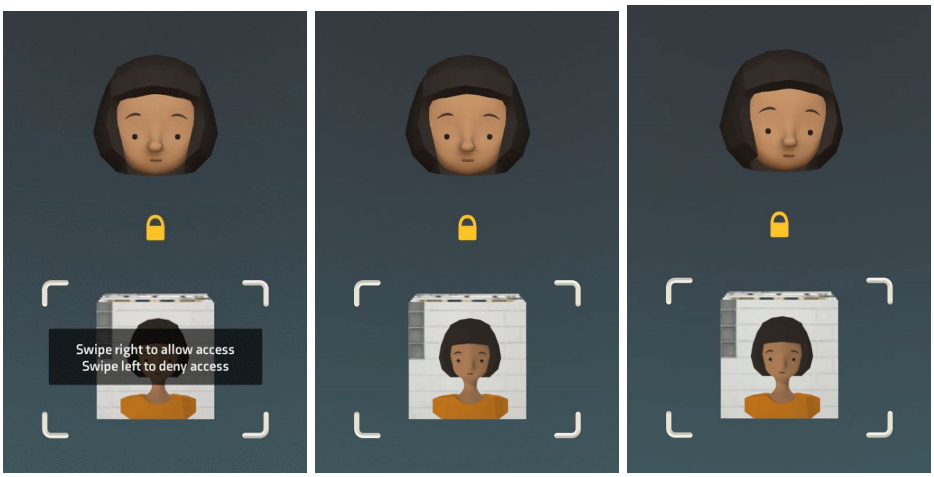
4.3. Game Mechanics

The game is divided into three simulations, each with scripted sequences in between.

4.3.1. Face ID

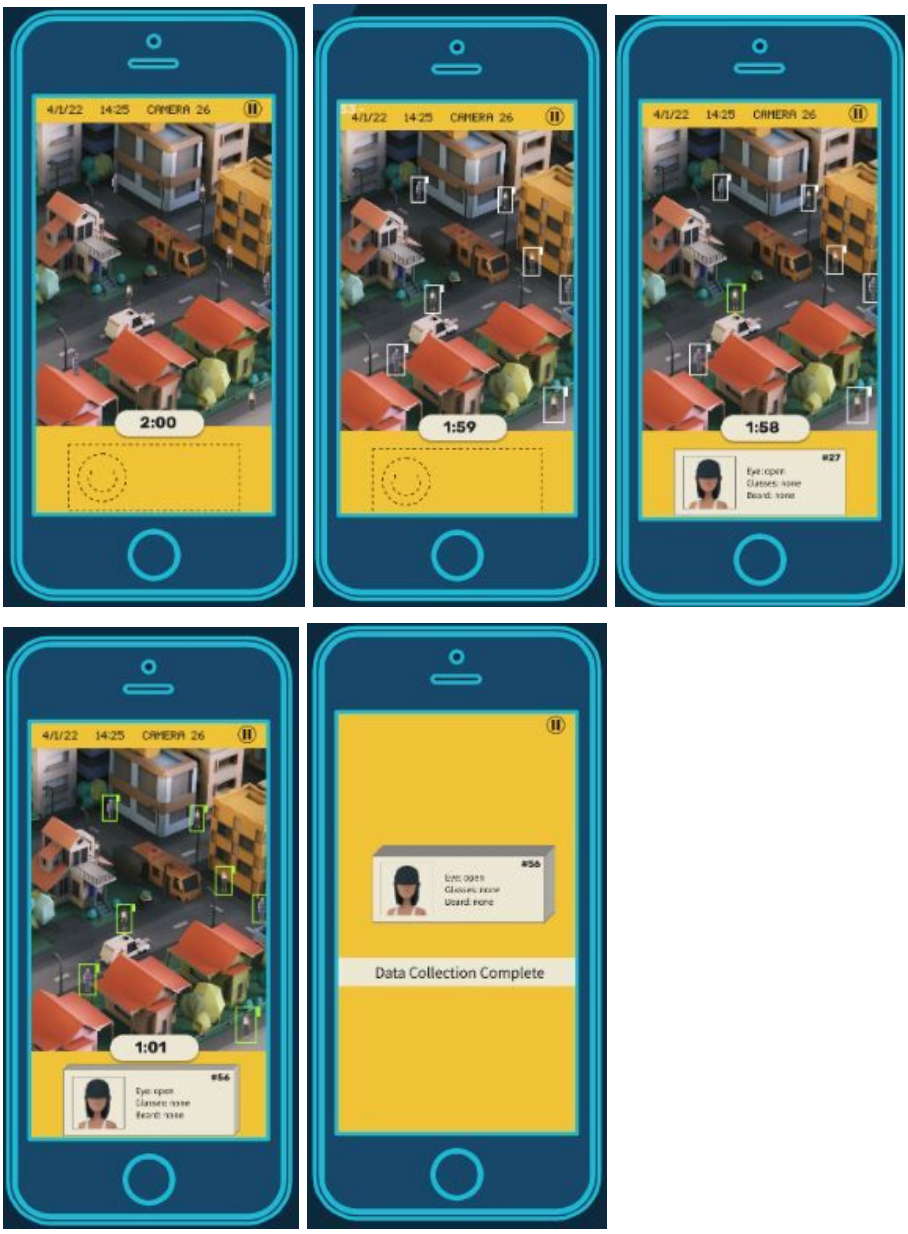


In the first phase, players will collect facial scan data of the phone's user. Players are presented with a "blank" face that resembles a wire frame of the character's face. Then players will collect data by tilting the phone to rotate the face. The feeling of data collection more resembles painting on a 3d model.



In the second phase, players will be shown a series of photos of various characters as if they are trying to access the phone. They will use the photos taken in phase one as reference to decide if the character shown is the same as the one in the reference. There will be (TBD) rounds of verification, increasing in difficulty as they are shown. After all images have been processed, a report is displayed showing the correct answers. After all rounds are completed, the simulation ends.

4.3.2. Surveillance



In the first phase, players are shown a busy city street with cars, pedestrians (some with pets), cyclists. Time appears to move in slow

motion to simulate the increased processing speed of the AI system. When a pedestrian (or animal) face is visible, squares appear over them in the user's HUD. Players must tap on these squares over human faces to capture the image and add it to their database. Players will continue to capture faces for a given amount of time, then the second phase begins.

The second phase is very similar to the one shown in the FaceID simulation except, the images at the bottom are the reference pile and the top is the target image. Depending on how much data the player was able to capture in phase one, the target image's resolution will vary. The more data collected, the better the resolution. The players must sort through the collected data to find a matching image of the person in the reference. After the match is found, a brief report of what will happen to the identified

person will appear and the simulation will end. If the player matches the incorrect person, then the final report will read that the match was false and the system needs more training.

4.4. Losing

There is no fail state in each of the gameplay simulations that halts progression. The alternate states of each simulation are detailed in their respective mechanic sections above.

5. Art Style

Minimal, claymation inspired 3D art with bright and calming colors.

UI Elements will resemble respective applications during simulations. For example, the Face ID simulation will resemble the UI of an iOS device but mirrored to appear as if you are looking from the other side of the screen. Similarly, the tumor recognition simulation will resemble a medical Interface. Lastly, the surveillance simulation will resemble some government agency's UI.

6. Music and Sounds

6.1. Music direction 1:

Emotions: not strong. Neutral. Bright and friendly.
Tempo: middle.
Sound effects: crisp and clear.
Favored: sci-fi elements.

6.2. Examples:

Emotive Technology
https://www.premiumbeat.com/royalty-free-tracks/emotive-technology
Just Remember This
https://www.premiumbeat.com/royalty-free-tracks/just-remember-this
Blue http://music.163.com/song?id=28481790&userid=58673397

7. Marketing

7.1. Demographics

18-40 years old
Access to smart devices (IPad, IPhone, Android)
Educated (have graduated from high school)
Interested and/or concerned about AI
Lack professional knowledge in AI
Overexposed to sensationalized media depictions of AI
Have misunderstandings about AI, or only see negative impacts of AI, or both

7.2. Platforms

Free on iOS and Android devices, optimized for phones

7.3. Localization

English