

What the Tech? - Part 1 - Introductions/Society, Technology, Community, AI

The goal of these slides is to introduce workshop participants to one another, those running the program, and the larger goals of *What The Tech?*

This document is designed to walk you through the content (originally split into two 90 minute sessions) and to collect notes that might be helpful as you go.

Slideshow contents:

- Introductions
- Workshop Summary: Why are we here?
- What We'll Learn and How We'll Learn It
- What is(n't) AI?
- Workshop Basics
- Society and Technology
 - Both together and solo
- Communities
 - OUR communities
- Where AI fits in (not a deep dive)
- A brief history of AI
- Debrief on everything that was discussed this week

Introductions:

- Names (and pronouns if you'd like)
- Nickname?
- Where you're from
- Favorite subject
- One thing that made you sign up for the workshop
- Favorite hobby/activity outside of school

What is(n't) AI?

- What is AI?
- What do you think of when you think of “Artificial Intelligence?”
- NO SINGLE DEFINITION
 - “A program made by people that makes computers do things that seem intelligent (or smart) in the same way that humans are intelligent”

- Brainstorm Activity
 - “A program made by people that makes computers do things that seem intelligent (or smart) in the same way that humans are intelligent”
 - But if that’s what it is... where is it? (Hint: almost everywhere).
 - i. Do you think you used AI today?

Workshop Basics

- o Tailor this slide to your own needs, re: contact info, payment of participants (if needed), expectations, etc.

Society, Technology, Community and AI

- o Now that you and your participants know one another and have established the goals and objectives of the program, you can all begin discussing the impact AI has on society, technology, and the communities that you all come from. Additionally, a brief history of artificial intelligence is included.
- Society and Technology
 - o Both together and solo
- Communities
 - o OUR communities
- Where AI fits in (not a deep dive)
- A brief history of AI

A *Brief* History of AI

- o A speedrun through the history of one of the fastest-growing technologies
- **WHO CREATED IT AND WHY?**
 - o Roots in WWII and code-cracking
 - o 1950s - Dr. Alan Turing suggests humans use machines to reason and solve problems.
 - o Computers were large, expensive, slow.
 - i. Example: ENIAC (pictured)
- 1950s:
 - o New government interest
 - o Funds research for defense purposes.
 - i. First emergence of the Internet
- Jump to 1980s:
 - o Computers are smaller; more powerful.
 - i. Calculators, home computers, video game systems, etc.
- Welcome to the 1980s
 - o Chess machines in the 1980s lead to “Deep Blue” in the 1990s.
 - o AI was about to make its first big step from science fiction to science fact!
 - i. Video of Kasparov v. Deep Blue. The point? Computers are more capable now.
- 2020’s: The AI Boom
 - o AI is...
 - i. more advanced
 - ii. more varied
 - iii. more methodical
 - iv. more privately funded
 - o As a result, there are more AI products/software available.
 - i. Let’s name a few:
 - o The explosion of private funding, however, raises questions...

- i. Who benefits?
- ii. Who oversees it?
- iii. Who gets hurt?
- iv. How should it be regulated?

Society, Technology, Community, and AI

- We've discussed AI's origins, growth, and status today.
- AI is, above all, a type of technology
- But what is "technology"?
 - Two dictionary definitions:
 - i. The application of scientific knowledge for practical purposes, especially in industry.
 - ii. Machinery and equipment developed from the application of scientific knowledge.
 - This applies to our earliest examples of technology! [picture of fire and neolithic wheel]
- Technology is one of the things that makes society evolve
- So... what is "society"?
 - Take a few minutes to think [As participants give answers, use Technology/Society illustration to discuss how the influence is symbiotic]

Debrief, Reflective Assignments, Next Time

- o Looking Ahead
- Debrief!
 - o A chance for you to tell us how it's going. For instance:
 - o What went well this week?
 - o What didn't?
 - o What are you excited for?
 - o What are you unsure about?
- Reflection Assignments (change as you, the instructor, see fit)
 - 1) Pick a piece of technology and imagine that it never existed. How would that impact your life? How would it impact the world? What would our society be like? Would life be better or worse without it?
 - 2) What was something interesting you learned during this week's activities and how is it relevant to one of the communities you identified at the beginning of the week?
- Next Week: Popping the Hood on AI