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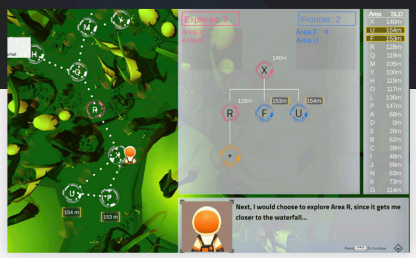
ARIN-561

2018 - 2022
Project Leader: Ning Wang, PhD





Background

ARIN-561 is an educational game to help high school students develop a basic understanding of fundamental artificial intelligence (AI) concepts. Students play the role of a scientist who sets out on a scientific expedition - then crash-lands on a mysterious planet. In order to survive, and uncover the mystery of the planet, students solve problems by learning and applying AI concepts. The ARIN-561 project is in collaboration with the Lawrence Hall of Science at University of California, Berkeley, and was supported by the National Science Foundation under Grant #1842385.

Objectives

Through integrated educational gameplay, students learn about classical search algorithms, which are the fundamental building blocks of AI. ARIN-561 builds on concepts students learn in high school mathematics, and then extends that learning into AI concepts that are usually taught in higher education.

Results

ARIN-561 has been piloted in school districts in Los Angeles county, such as LAUSD, ABC Unified School District, Montebello Unified School District. It is now freely available for teachers, students, and the general public at arin561.org.

Next Steps

ARIN-561 is now being expanded into a suite of AI-driven systems for AI education, including additional topics such as machine learning for data analytics and probabilistic reasoning AI.

Publications are available at: https://www.arin561.org/publications

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