

IDEATION SHEET - EXPLORATION ACTIVITY

Lya's Village

AI exploration phase

Building Hypothesis on AI

AI and Exploration Topics. What are we exploring?

- Understanding how IA can be used in our day to day life And in differents fields
- Limitation and risks of uses in human support
- labelisation, copyrights and licenses
- Benefices and limitations of AI
- Examples of use in human/robot ethica and responsabilities

Materials Needed and to Create. What must be prepared before the activity?

Maps and PNJ
Sources around AI (for debats and facts)
Pen, papers for note taking
Pawns and dices
Confortable chairs and afternoon snacks



Exploration Steps and Description. What do participants actually do?

Step 1 : Discovering the rules of the big game (discovering the world and making actions)
Step 2a : Understanding how AI can be used in ART (rights and wrongs)
Step 2b : Understanding how AI can help for a better human and nature life
Step 3 : Discovering the defaults of AI
Step 4 : Little game to consolidate what was learn
Step 5 : Debats and discussion around AI and how it works
Step 6 : Session Review

Expected Output. What do participants create, produce or gain from the exploration?

Gain knowledge about the reality behind the complexity of AI (hiw it can be used and how it is used)

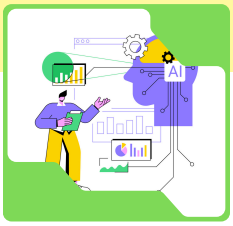
The Hook and the Playfulness. What makes this fun/exciting for young people?

RolePlay's like game

Success indicators. How do we know it worked? What shows participants learned?

During step 4 and 5, they used words and reflexions seen during the game around AI

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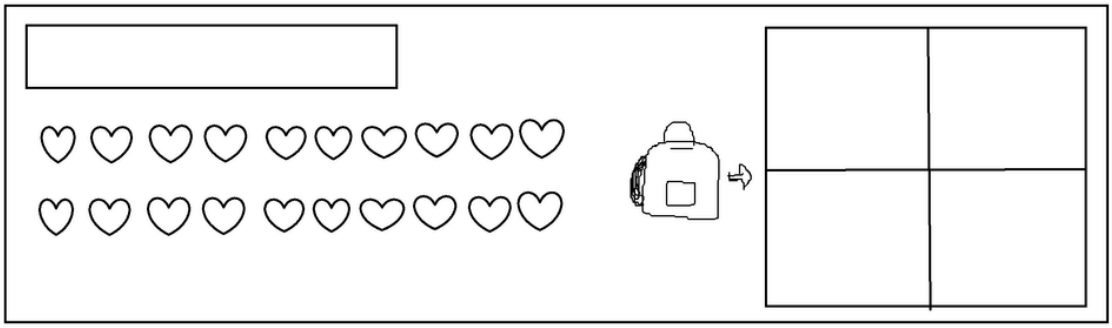


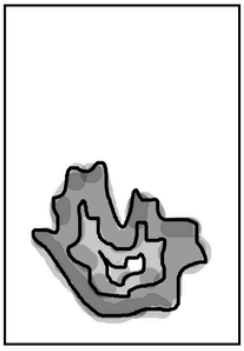
TO PRINT or to inspire yourself

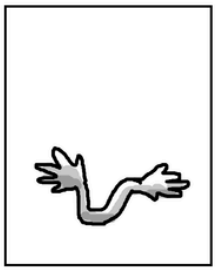
Appendix 1

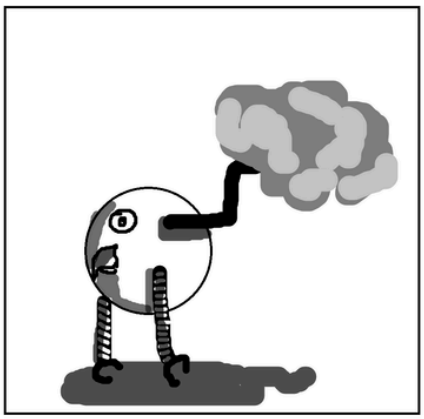
Character sheets, Robots' PNJ and composants of the AI

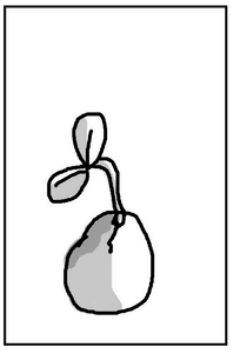
Content of the appendix

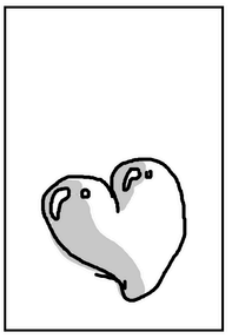






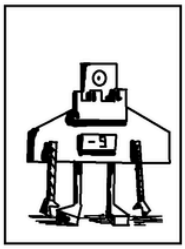














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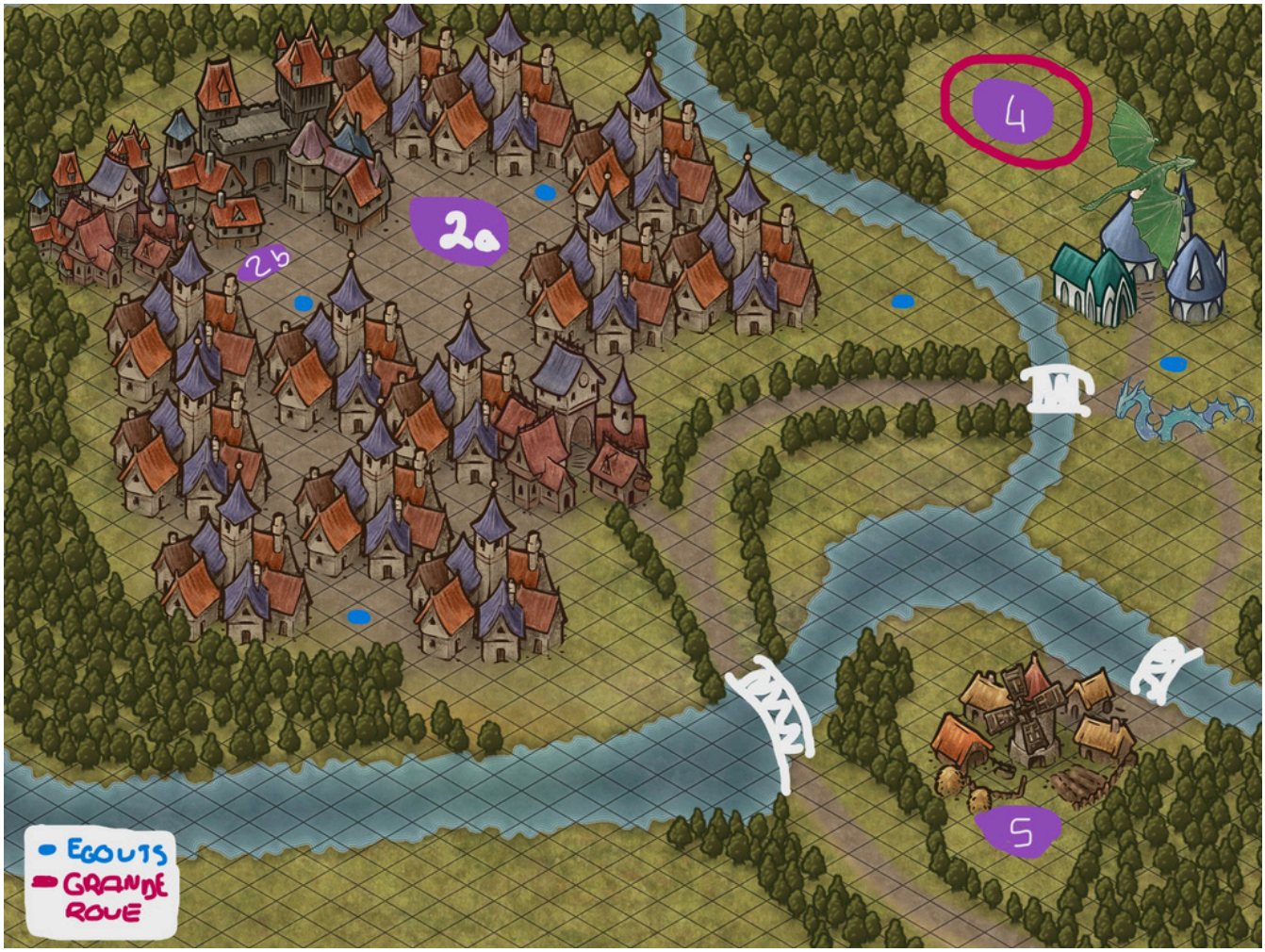
MAPS

Appendix 1

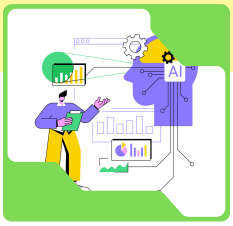
MAP 1 (players and animator) (printable one at the end)



Blue dots : manhole covers
Purple numbers : steps
4 : big weel



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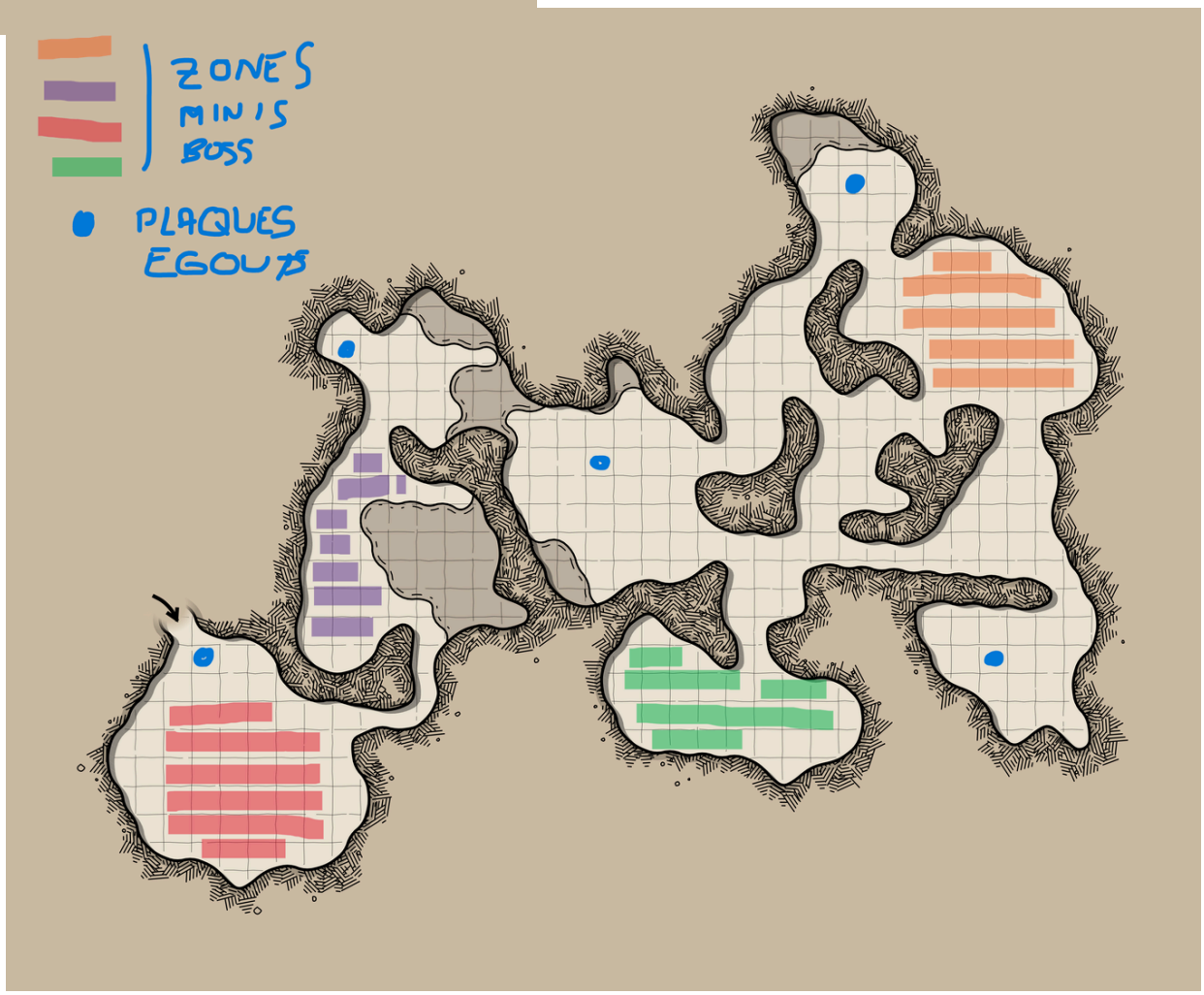
MAPS

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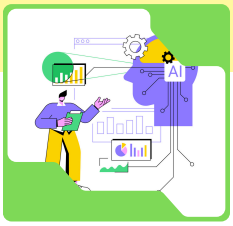
MAP 2 (players and animator) (printable one at the end)



Blue dots : manhole covers
Colors : robots zones



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GAMEPLAY

Appendix 1	Gameplay

Content of the appendix

RULES :

Each player moves one square at a time using their six-sided dice, taking turns (diagonal moves are permitted).
On each move, players may choose to perform an action (observe, take, sleep, sprint, etc.) of their choice.

PLEASE NOTE: actions cannot be carried over from one turn to the next.

To determine whether an action is possible, refer to the table below.

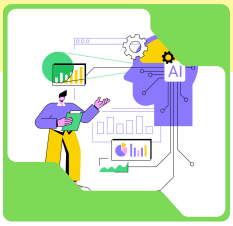
Action – roll a 20-sided die
If the requested action is **realistic** in real life: Roll **5 or more** to succeed.
If the requested action **depends on a specific situation**: Roll **12 or more** to succeed.
If the requested action is **completely unrealistic**: Roll **18 or more** to succeed
If you **roll a 20**: Critical success – The player gains a **bonus for one turn** (x2 speed, +1 attack, etc.)
If you **roll a 1**: Critical failure – The player **loses half a life point** after stumbling.

START OF THE GAME :
Players put there pawns at the beginning of the road. They can from there move anywhere on the map.
The facilitator explains what is around the players when they ask to look, and draws simple pictures of the objects the players collect. They may also direct the players towards the market square as a priority.
If a player falls into the water, they are swept away by the current and will have to make their way back up the bank.

THE AIM: to reach the market square

Each of the following stages is generally played individually, although alliances may form.
If there are more than 8 players, form teams, each represented by a pawn.

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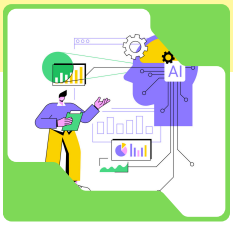
GAMEPLAY

Appendix 1	Gameplay

Content of the appendix
MINI GAME 1 (2a): "In the square, you hear a rumour that someone has stolen the village artist's work and put up a giant AI-generated poster in the artist's style. Find out who did it." **GOAL** : Finding who used the AI without the consent of the artist. **PREPARATION** : taking a game with different characters (ex : SIMILO) or print differents characters. The lead facilitator plays all the suspects, unless another facilitator who isn't playing wants to help portray the characters. **At the end of the game:** Take some time to talk to the young people about the different ways in which AI can or cannot be used from a creative perspective, and how it is already being used to help small businesses. The youngs gain the energy flamme

Suspect	Alibi
The fishmonger	Had arrive that very morning because the fish had to be as fresh as possible
The Baker	Was preparing the bread dough for the following day at the time of the crime. She asked the artist if she could quickly produce a poster in his style, as she had a new cake to showcase at the market, but she'd only thought of it the night before.
The florist (guilty)	Had gone to the town hall to ask for some documents to be printed for her taxes at the time of the crime
The mayor	Was catching up on paperwork in his office at the time of the crime. He'd left the printer on so that people could use it themselves
The inkeeper	Was very busy with all the traders who'd arrived the day before for the market. He didn't manage to close until 1 am.
The butcher	Arrived late at 2 am. The innkeeper can confirm this as he reopened the inn just for him.
the artist	"Had popped in to see the innkeeper before going back to finish her poster. She confirms that she gave the baker's wife permission to make a poster, which she did."

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GAMEPLAY

Appendix 1	Gameplay

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MINI GAME 2 (2b) - minimum 5 players at the table (including the lead facilitator)

"*You see some grandparents chatting in a circle in a corner and you hear some traders having a row. Who do you decide to go and see?*"

GOAL : Presenting to the grand parents how AI can be useful in every fields. But ! the faulty AI is also in the game. We need to stop her and the technocrate. But be careful not to switch off the helpful AIs. If a helpful AI is switched off, players discuss how that AI could be of help in real life (max. 5 minutes per AI).

PREPARATION : preparing the paper with the roles (down below)
Every person at the table have a role. The lead facilitator is the storyteller

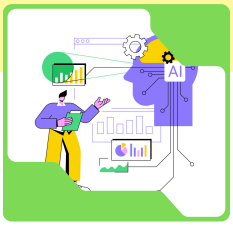
END OF THE MINI-GAME :

- If the glitched AI has been stopped: You gain one of the AI's components.
- If the technocrat has been arrested: You gain one of the AI's components. He says, "I could have carried out my plan if you hadn't come and stuck your nose into my business!" (Scooby-Doo line) and flees hastily towards the castle.
- If the technocrat hasn't been arrested: later in the game, you'll learn that someone has got themselves trapped in the tower, though you won't know who it is.
- If neither of them has been arrested: The game is lost; you'll have to start again OR the components will be recoverable at the end of the game.

The cards are replaced as follows in the original Werewolf game (Mafia)

Initial role	Transformed role	Action
Flute Player	Technocrate	Make 1-2 people addicter to the AI per turn
Villager	Grandparents	Nothing
Little Girl	Investigator	During the night, try to open her eyes without getting caught to find out who the AIs are
Wereworlves	Helping AI	Help One person each turn
White wolf	Bugged AI	Bug one AI every 3 turns

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GAMEPLAY

Appendix 1	Gameplay

MINI GAME 3

The castle keeper tells us that someone has locked themselves inside one of the towers after stealing his key. Unfortunately, he won't be able to let them out because the spare key has fallen into the sewers.

GOAL : Retrieve the key that fell into the sewers

Once they reach the sewers (place the sewer map on the table), the young people will have to fight robots representing AI flaws. Before each battle, the young people must work together to answer questions (and debate) on the theme associated with each robot.
A correct answer gives them a bonus of '+2' attack points. An incorrect answer gives the robot '+1' attack point for the duration of that battle.

If a player escapes outside the robot's area, their attack bonuses are reset to zero.

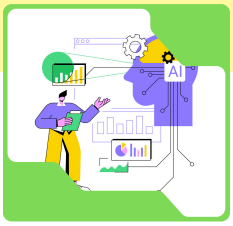
Once the key has been retrieved and returned to the guard: "*Thank you, good people. The police are in the area and will be asking this person to explain themselves. This poster? Ah yes, that's the one of the Ferris wheel from when it was still turning. It's in the north-east of the village – you can't miss it.*"

Reward : Littles hands

The robots zones are not noted in the player maps. A robot cannot get out of his zone.

Robot	Incarnation	Question
Collector	Invisible and under-recognised human labour	When you send a photo to an AI, it gives you a completely off-the-mark reply. But since the latest update, it's been getting it right. How does an AI manage to learn from new data?
The energy-guzzler	Excessive energy consumption	In your opinion, how much electricity did an AI server consume in 2025? 1.5 per cent of global electricity – source: https://www.iea.org/topics/artificial-intelligence
The distorting Echo	Misinformation, repetition of errors	Context: Someone on TikTok proved beyond doubt that the sky was actually green. After numerous reposts, everyone started saying that the sky really is green. Has the sky actually turned green?
The copier	Plagiarism, theft of creativity	In your opinion, is it easy to tell if AI has been used in a piece of writing? (Answer: no, even though the tools are becoming increasingly sophisticated)"
BIG BOSS (Appears only once, after all others have been defeated) ARCHI-VOLT	The system that links all the flaws	Every correct answer given in the previous battles takes two life points from the boss. Once defeated, he drops a key on the ground along with a piece of a poster. You'll have to take it all back to the castle guardian.

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GAMEPLAY

Appendix 1	Gameplay

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MINI GAME 4

After listening to the castle keeper's explanation, the young people head towards the Ferris wheel.
Once they reach the Ferris wheel, each player starts searching for AI components. As soon as a player climbs into one of the cabins, the Ferris wheel starts to turn and comes to a sudden halt when the player reaches the very top.
To escape, the player will have to act out words.

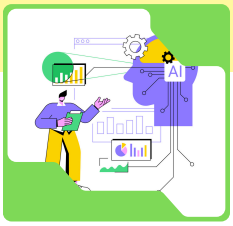
Once the rest of the group has guessed all the words, the Ferris wheel turns round again and the player can step out of their cabin safe and sound.

Reward: Copper heart.

"After stepping out of the cabin, you see a huge spider running towards you. You dodge it and watch it head south in long strides. In the blink of an eye, it's gone. But wasn't that the AI creating a new robotic body for itself? You decide to follow it."

List of words that can be act out	
Robot	Tower
Wheel	Mayor
Nature	Smartphone
Water	Computer
Electricity	Market place

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GAMEPLAY

Appendix 1	Gameplay

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MINI GAME 5

After rushing southwards, the young people arrive at the old mill.
After letting them search high and low, they come across a locked door at the bottom of the mill. It's impossible to get inside.

In front of it, a statue seems to be standing guard.
The following is inscribed on its plinth:
"***If you wish to find me, a choice you must make.***
How to stop me without shutting me down, you must all discuss together.
Don't forget in your minds, you have four components.
These are the key to the enchanted cellar."

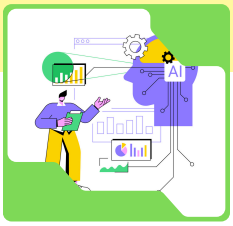
Mission: Discussion about AI

With everything the young people have learnt during this campaign, they will have to debate what they believe is the best way to stop the AI in its senseless antics.
There is no right or wrong answer on this subject. They may decide to switch it off or to restrict its actions.

Once the discussion is over, or after 30 minutes, the story continues.

"*You hear a click. The statue you saw earlier turns on its axis and the mill door opens. In the entrance hall, you find the final component of the AI: the invisible rule. This reminds you that the rules followed by AIs are set by the humans who created them. You have solved the AI's riddle. After explaining everything to the mayor, he thanks you for your work. It is now time to set off again on the road back to Rome!*"

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SOURCES

Content of the appendix
AI CONSOMMATION : • IEA numbers AI INTO ART : • the case Thélyson Orélien (or how cultural differences can be seen as AI with a detector of AI) • BBC article • The Guardian article AI FOR CHILDREN AND YOUNGS : • Vittascience AI IN EUROPE : • European commission ROLEPLAY APPS • PocketBard (immersive audios) • Video to help overcome the stress of the animation (1, 2, 3)

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