

### AI PLAYGROUNDS: CODING, GAME DESIGN, & SIMULATION IN EDUCATION

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I have a passion for rhetoric, pedagogy, and poetry. I also maintain a **keen interest in gamification**, edtech, and web3 technologies, like artificial intelligence (AI) and the metaverse, particularly in how they can make education more engaging, relevant, and impactful for students.



1

# Understand Al & LLM's in Creation

How AI and LLMs generate code, assets, and interactive experiences.

2

# Explore Vibe Coding & Consider Outputs

How vibe coding turns ideas into usable code, assets, and simulations.

3

# Gain Practical Strategies

How to integrate AI tools into teaching, learning, and creative work.

## We've already explored how GenAl also allows users to...

#### **Generate Artworks**

You can create characters, scenes & settings, models, graphics, and even worlds using Al!





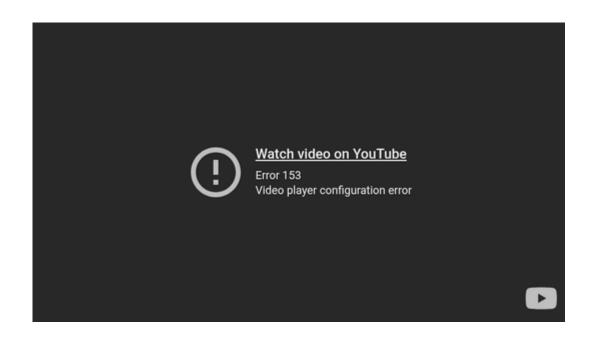




**Remember!** It is essential that you be up to date on legal matters related to Al

### And how it now allows you to generate...

#### Video





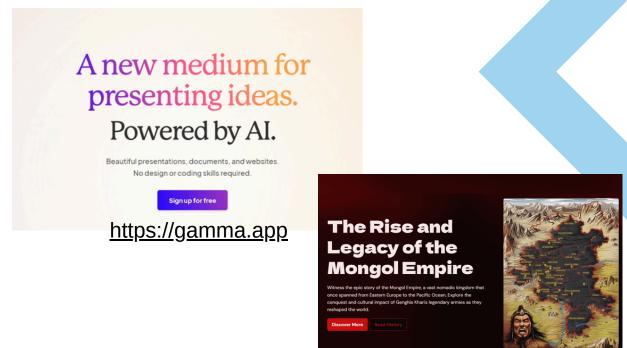
#### Audio/Music



#### Code



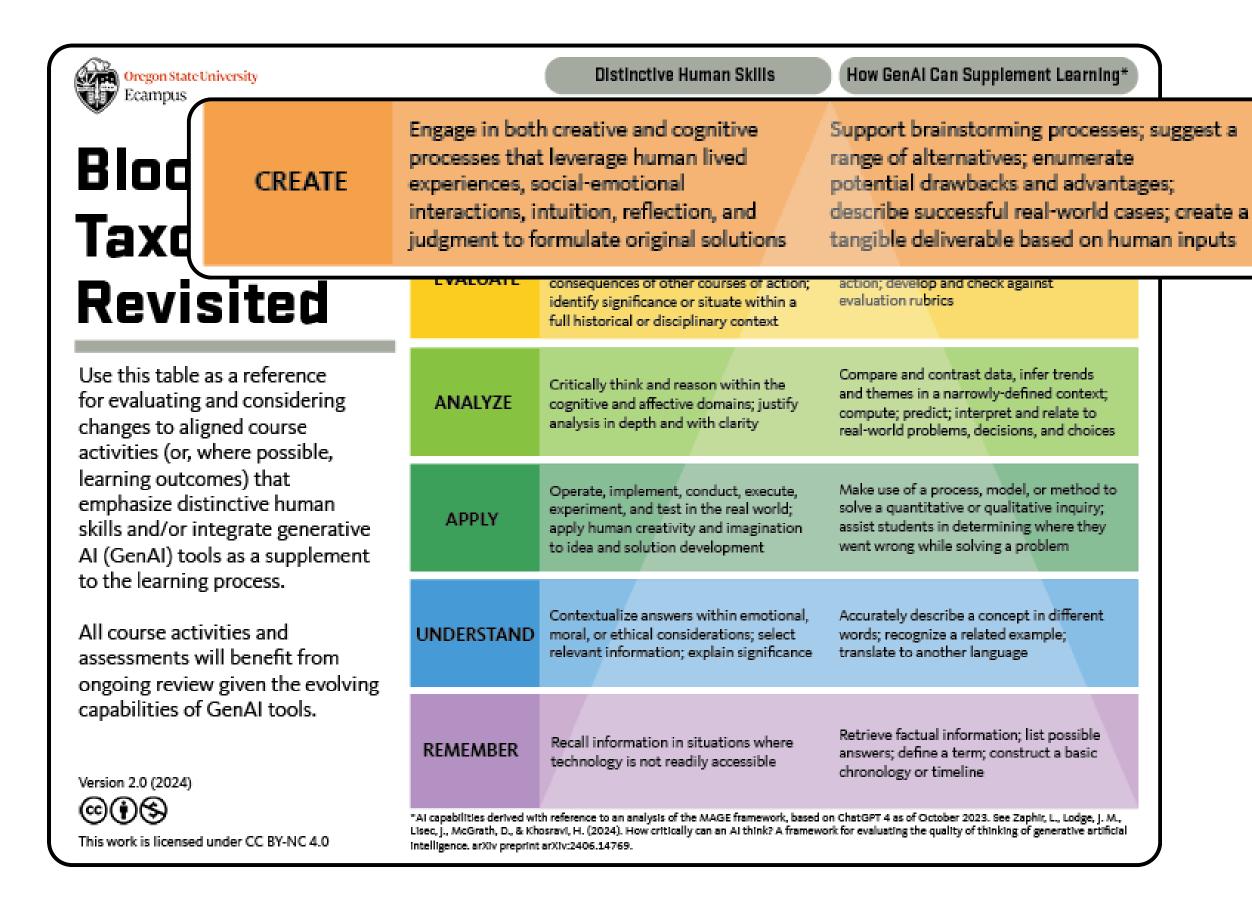
#### Websites



**Presentations** 

- Automating repetitive coding tasks.
- Generating boilerplate code.
- Assisting in debugging and finding solutions.
- Helping beginners by explaining code.

### A New Al Taxonomy!



In the Age of AI, it is **Human Intelligence** that
we should emphasize.

The key is seeing

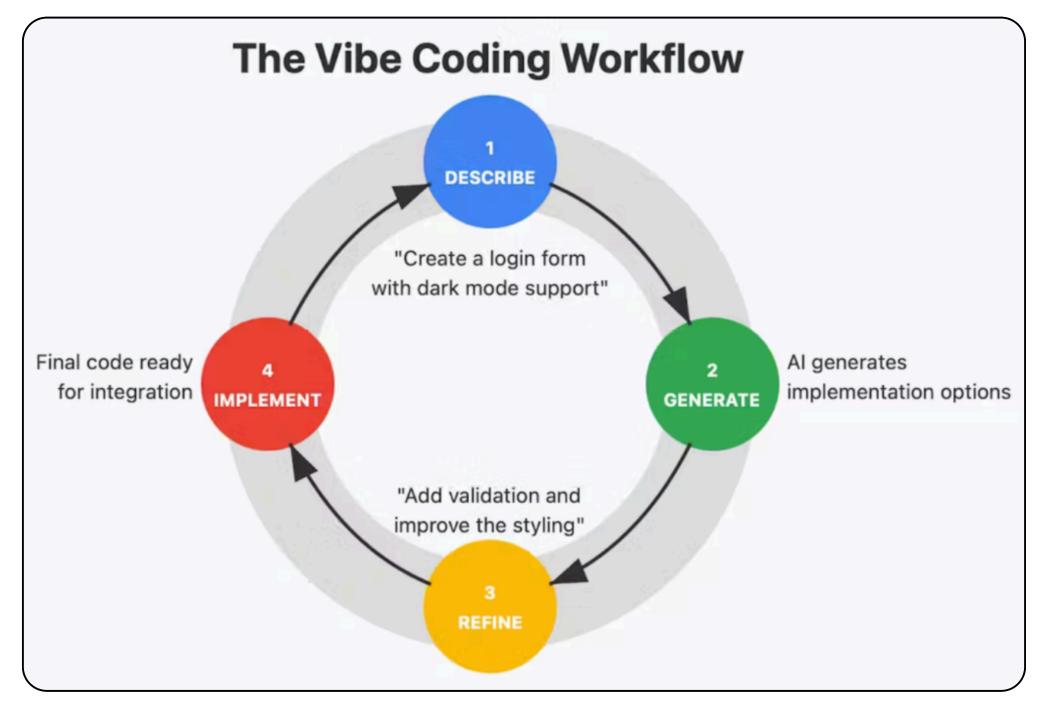
Artificial Intelligence

as a tool for

supplementing learning

### Coding → Al → "Vibe Coding"

Al is turning natural language into production-grade code.







Students and educators can now **build software**without traditional programming fluency.

# "Vibe coding" = an AI-assisted software development practice where developers describe what they want in natural language, and a large language model (LLM) generates the code – Andrej Karpathy

Create a game that teaches Al literacy, make it fun but simple I love the idea of creating a fun, educational game to teach Al literacy! Let's create an interactive quiz game with engaging visuals and feedback mechanisms that help players understand Al concepts while having fun. This game will draw inspiration from popular quiz platforms like Kahoot and Quizlet, but with a focus on Al education. I'll use a colorful, playful design with a futuristic tech feel to match the Al theme. Features for the first version: Interactive guiz format with multiple-choice questions about Al concepts Immediate feedback for each answer with explanations Progress tracking and score display Fun animations and visual cues for right/wrong answers Responsive design for all devices Colors and style: Primary color: Bright purple (#8B5CF6) for a futuristic AI feel Secondary colors: Teal (#0EA5E\$ ↓ Id soft pink (#FFDEE2) for contrast Fun rounded change with cubtle animations ← Back to Preview </>
Code Ask Lovable...



```
⊕ △ <> Code
                                                                           Code
                                                                                                                                   Read only Upgrade
                                                                                                                                                 src/pages/Index.tsx ×
                       Q Search
     ( Files
                                       1 import React, { useState, useEffect } from 'react
Search files
                                      3 import ProgressBar from '@/components/ProgressBar
                                      4 import GameOverScreen from '@/components/GameOverScreen'
                                      5 import PlayerHand from '@/components/PlayerHand'
public
                                      6 import GameBoard from '@/components/GameBoard'
                                       7 import { Card, getAllCards, shuffleDeck } from '@/data/rhetoricalCards'
  8 import { useToast } from '@/components/ui/use-toast'

    □ og-image.png

                                      10 enum GameState {

    □ placeholder.svg

                                      11 WELCOME.
                                      12 PLAYING.
                                      13 GAME_OVER
  > components
                                      14 }
  > data
                                      16 const MAX_POINTS = 10
  > hooks
                                      17 const HAND_SIZE = 5;
                                      19 const Index = () => {
                                      20 const [gameState, setGameState] = useState<GameState>(GameState.WELCOME)
                                      const [deck, setDeck] = useState<Card[]>([]);
  App.css
                                      22 const [playerHand, setPlayerHand] = useState<Card[]>([]);
                                      const [playerPoints, setPlayerPoints] = useState(0)
  ( App.tsx
                                          const [opponentPoints, setOpponentPoints] = useState(0)
                                      25 const [lastPlayedCard, setLastPlayedCard] = useState<Card | null>(null);
  index.css
                                           const [opponentLastCard, setOpponentLastCard] = useState<Card | null>(null);
  ( main.tsx
                                           const [currentTurn, setCurrentTurn] = useState<'player' | 'opponent'>('player');
                                           const [roundNumber, setRoundNumber] = useState(1);
  \( \cdot\) vite-env.d.ts
                                           const [selectedCard, setSelectedCard] = useState<Card | null>(null);
.gitignore
                                           const [cardsPlayed, setCardsPlayed] = useState(0);
& components.json
                                      32
                                           const { toast } = useToast();
                                      33
( eslint.config.js
                                            const startGame = () => {

⊕ index.html

                                             const allCards = getAllCards();
                                             const shuffledDeck = shuffleDeck(allCards)
( package.json
                                             const initialHand = shuffledDeck.slice(0, HAND_SIZE)
( postcss.config.js
                                              const remainingDeck = shuffledDeck.slice(HAND_SIZE)
README.md
                                              setDeck(remainingDeck)
( tailwind.config.ts
```

"No Code" AI represents this new paradigm, where the barrier between idea and implementation shrinks dramatically – where creative vision, rather than technical syntax mastery, becomes the primary currency of digital creation!

#### **Traditional Coding**

- Syntax-heavy learning curves
- Line-by-line manual programming
- Debugging as trial-anderror
- Technical barriers to entry

#### **AI-Assisted Development**

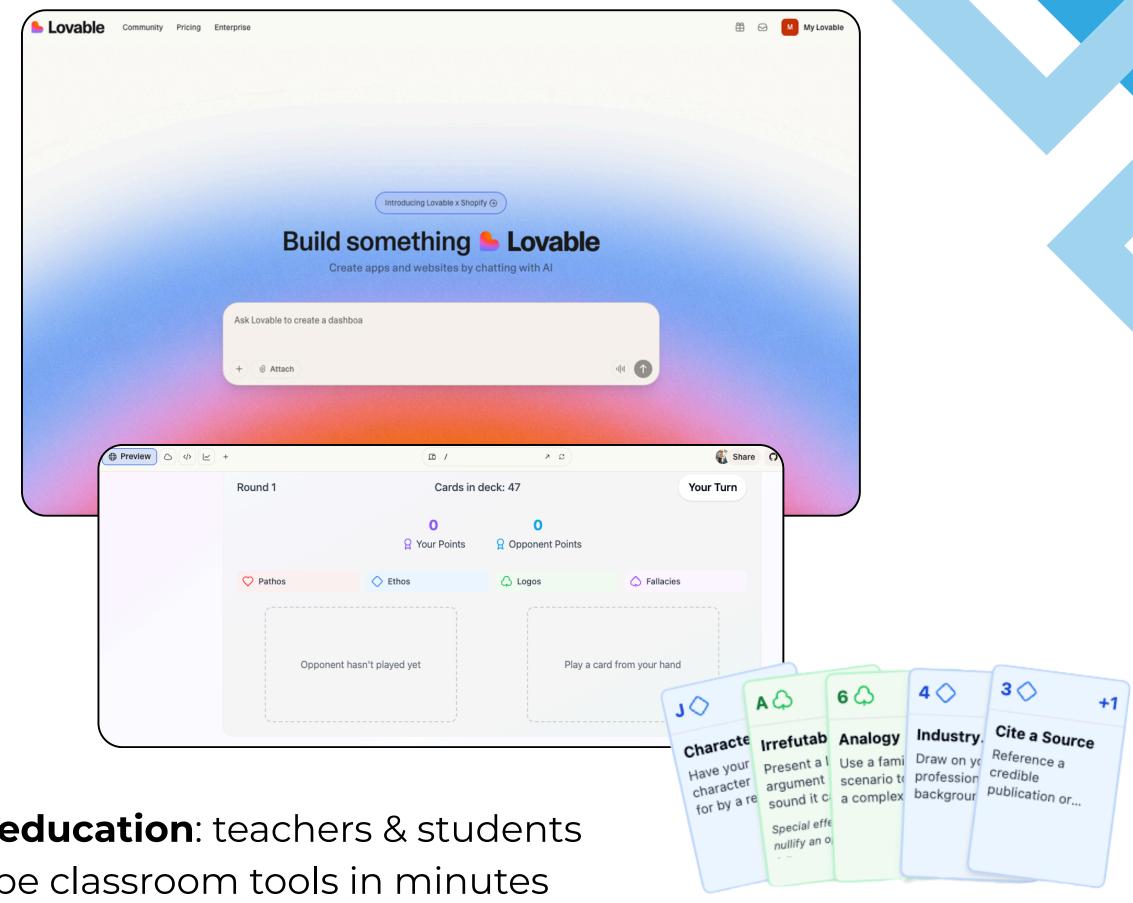
- Natural language interfaces
- Intelligent code generation
- Context-aware suggestions
- Democratized creation

### Al Coding: Lovable

Users describe what they want and Lovable generates:

> **UI** design Frontend code **Backend logic Deployment**

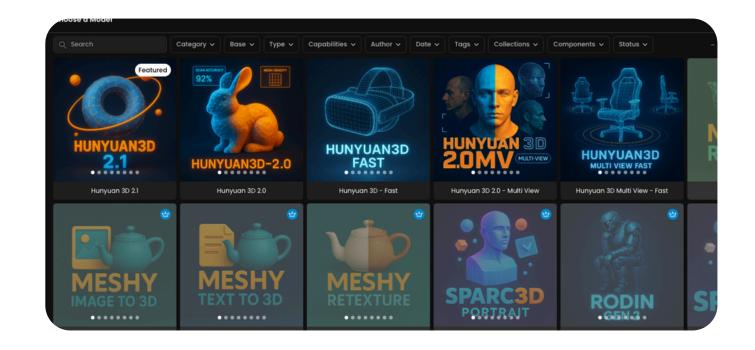
Pro-level app creation is now prompt-driven.



Use-case for education: teachers & students can prototype classroom tools in minutes

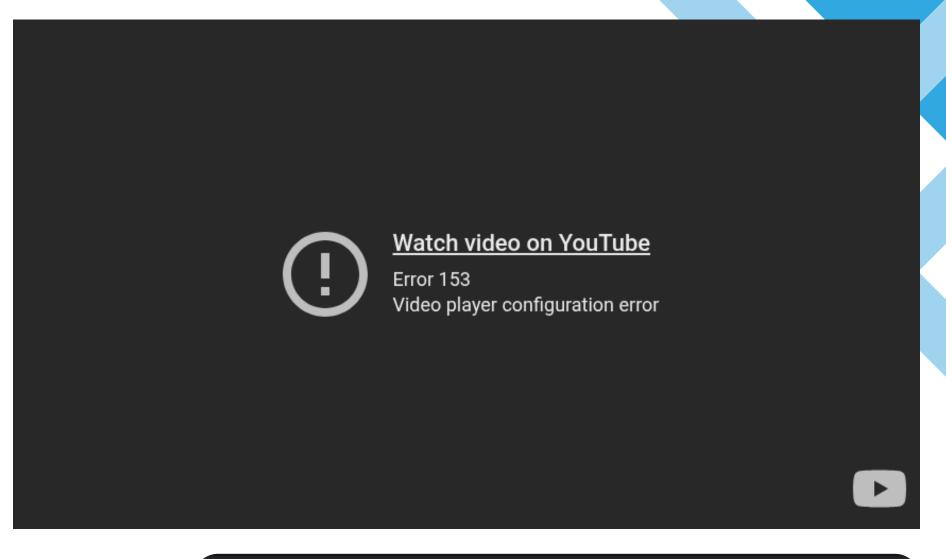
### Al Game Design: No Code

Al is lowering the barrier for creating worlds, characters, assets, and mechanics.



Students can now design games without deep Unity/Godot experience.

**Example**: in a few clicks on "Gumbo", I was playing a prototype!





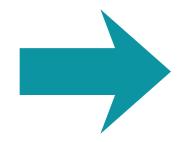


### Al Simulation:

Al can now simulate complex systems, roles, procedures, or environments—allowing students to experiment inside dynamic, responsive models.

#### **Example: NotebookLM**

Students upload course readings



create a simulation of the author, or a research lab, or a debate where Al summarizes, role-plays, synthesizes

**The Question** is how to have students engage with these simulations

Consider the power of this old simulation:



#### SPENT

Think you'll never have to ask for help? Here's your chance to prove it.

playspent.org





**Urban Ministries of Durham serves** over 6,000 people every year. But you'd never need help, right? **PROVE IT** ACCEPT THE CHALLENGE

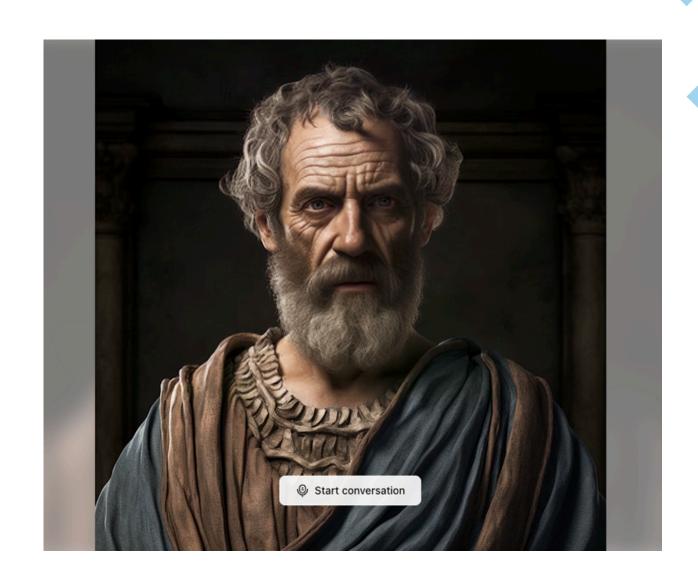
FIND A JOB OR EXIT

### Consider some example academic uses:

#### **Educational AI Agents**



Imagine students engaging with animated recreations of figures from the past!



### Using Roles in GenerativeAI:

Role <sup>6</sup>	Description	Example of implementation
Possibility engine	Al generates alternative ways of expressing an idea	Students write queries in ChatGPT and use the Regenerate response function to examine alternative responses.
Socratic opponent	Al acts as an opponent to develop and argument	Students enter prompts into ChatGPT following the structure of a conversation or debate. Teachers can ask students to use ChatGPT to prepare for discussions.
Collaboration coach	Al helps groups to research and solve problems together	Working in groups, students use ChatGPT to find out information to complete tasks and assignments.
Guide on the side	Al acts as a guide to navigate physical and conceptual spaces	Teachers use ChatGPT to generate content for classes/courses (e.g., discussion questions) and advice on how to support students in learning specific concepts.
Personal tutor	Al tutors each student and gives immediate feedback on progress	ChatGPT provides personalized feedback to students based on information provided by students or teachers (e.g., test scores).

Consier UNESCO's variety of roles and types of implementation for LLM's

Co-designer	Al assists throughout the design process	Teachers ask ChatGPT for ideas about designing or updating a curriculum (e.g., rubrics for assessment) and/or focus on specific goals (e.g., how to make the curriculum more accessible).
Exploratorium	Al provides tools to play with, explore and interpret data	Teachers provide basic information to students who write different queries in ChatGPT to find out more. ChatGPT can be used to support language learning.
Study buddy	Al helps the student reflect on learning material	Students explain their current level of understanding to ChatGPT and ask for ways to help them study the material. ChatGPT could also be used to help students prepare for other tasks (e.g., job interviews).
Motivator	AI offers games and challenges to extend learning	Teachers or students ask ChatGPT for ideas about how to extend students' learning after providing a summary of the current level of knowledge (e.g., quizzes, exercises).
Dynamic assessor	Al provides educators with a profile of each student's current knowledge	Students interact with ChatGPT in a tutorial-type dialogue and then ask ChatGPT to produce a summary of their current state of knowledge to share with their teacher/for assessment.

### A.I in Education: A.I Bots for Education

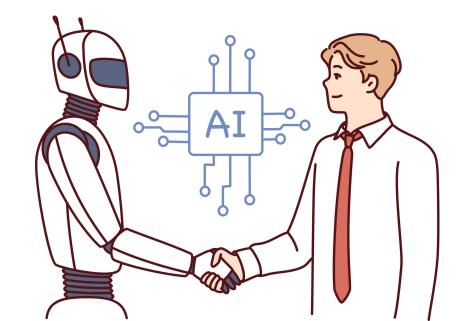
#### **Gomez Syllabot**

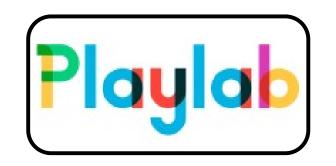
A syllabus bot for English 101 & 205 with Professor Gomez. Students can engage with the content of the syllabus and get to know more about the course at their liesure.

Start

The creators of this app can review your usage, never share personal information.

All is not intended to give professional, legal, medical or financial advice.



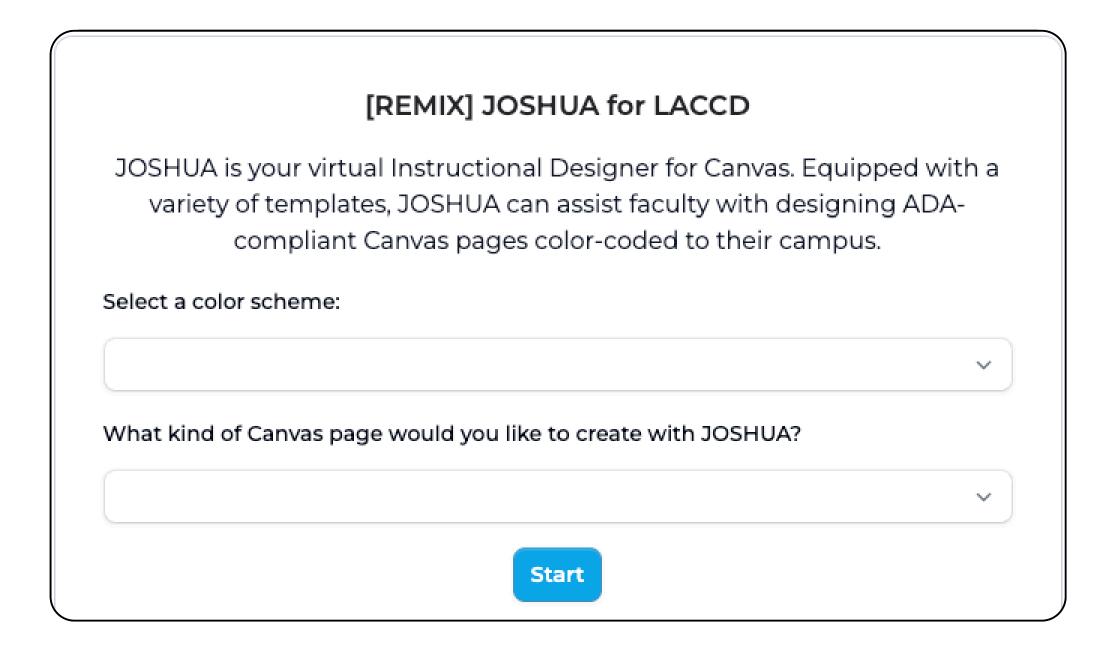




Al bots can now be trained on course materials to deliver basic information, answer student questions, and support learning outside of class.

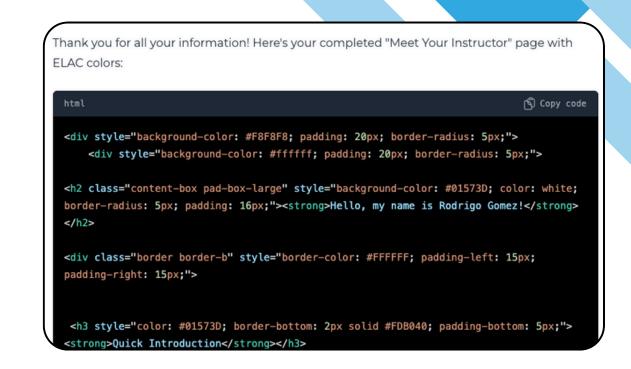
These **small**, custom-trained **models** help students engage with syllabi, assignments, and expectations on their own time.

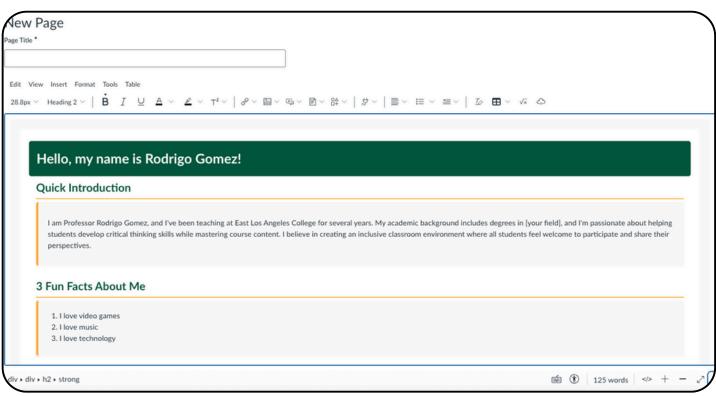
### A.I in Education: Playlab Bots for Coding!



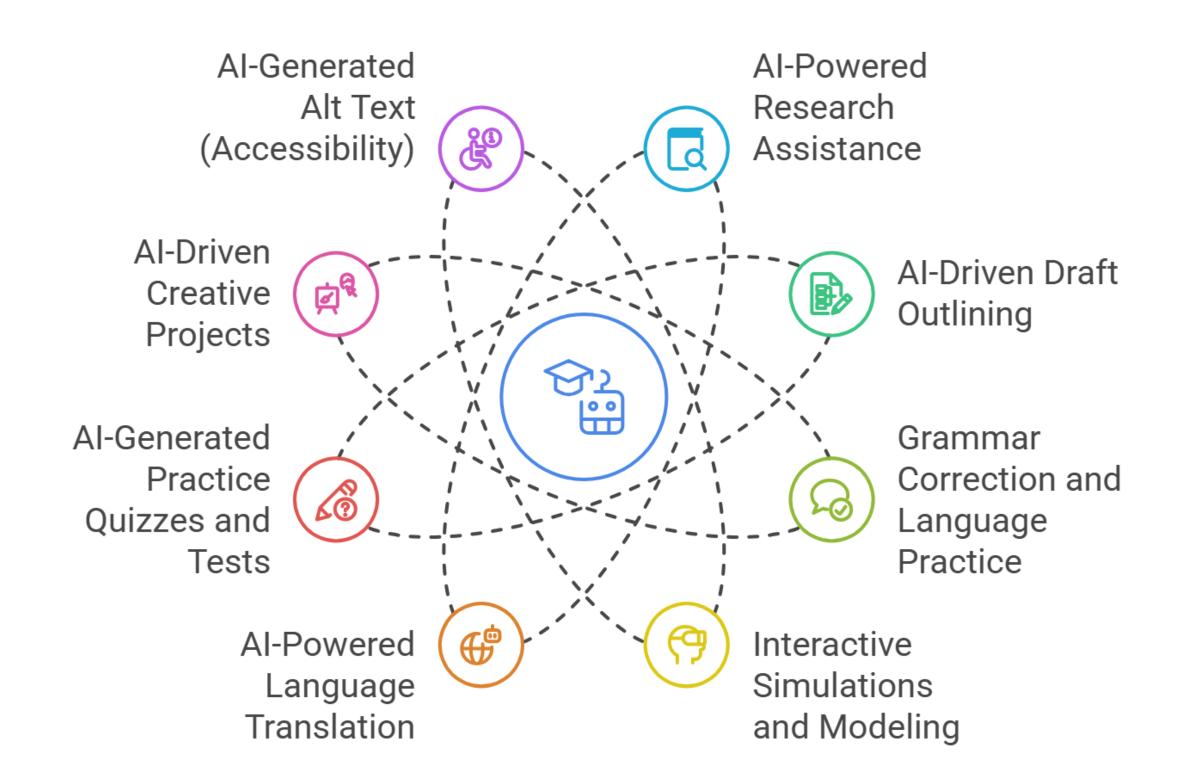


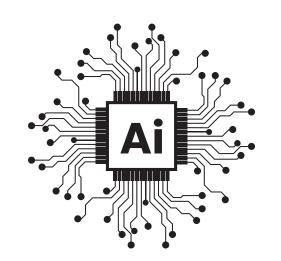
Consider this awesome example of "JOSHUA", who will create Canvas HTML!





### A.I in Education: Other Applications





These emerging tools are reshaping how we design instruction and support learners.

When used intentionally, they can offer scalable ways to personalize learning, foster engagement, and improve equity across disciplines.

### **Conclusion & Takeaways**

- Al should enhance human creativity and capability—not replace it, expanding what learners and educators can build with human judgment, imagination, and guidance.
- Responsible use requires attention to privacy, transparency, and ownership. As AI generates code, assets, and simulations, we must clarify data practices, authorship, and the ethical boundaries of use.
- Al accelerates creation by automating routine tasks and supporting rapid prototyping. From coding assistance to game asset generation, Al helps people build more, learn faster, and focus on higher-level thinking.
- With equitable access, AI can broaden participation and opportunity. Lowering technical barriers enables more students—including those historically excluded from tech pathways—to design, code, and create.



# THANK YOU!

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Hope you found our time productive!

Stay in touch!

rgomez001@sdccd.edu



### SURVEY

Please remember to fill out our survey. It helps us make sure we're offering you valuable support!

Stay in touch! rgomez001@sdccd.edu







