Intersession Assignment: Prototyping Your AI-Enhanced Learning Experience

- Workshop Series: Empowering PME with AI: A Practical Path Through Uncertainty
- Session: 2 - Rapid Prototyping AI-Powered Learning Experiences
- Assignment: Intersession Assignment 2: Prototyping Your AI-Enhanced Learning Experience
- Purpose: This assignment is your opportunity to apply the rapid prototyping principles and GAI-partnered design strategies from Session 2. You will take one of the AI integration ideas you brainstormed in your first intersession homework (Curriculum Analysis and Opportunity Mapping) and develop it into a low-fidelity prototype. This hands-on experience will solidify your understanding and provide a tangible artifact to share and refine in Session 3. The goal is to create something you could not have built without the insights gained from this series.
- Due Date: To be completed before Session 3
- Submission: Please be prepared to present and discuss your low-fidelity prototype in small groups during Session 3. You may bring it digitally in a range of forms (e.g., an LMS screenshare draft, a PowerPoint storyboard, a PDF of your paper prototype).

Instructions & Process Details:
- Please revisit your Intersession Assignment 1: Curriculum Analysis and Opportunity Mapping.
- Choose one of the 2-3 AI integration ideas you brainstormed for a specific module or learning objective.
- Your task for this assignment is to develop a low-fidelity prototype of that idea.

Step 1: Re-Select Your Focus (5-10 minutes)
- Review the AI integration ideas you generated in your first homework.
- Select the single idea that you find most compelling, most feasible to prototype, or that addresses a significant pain point in your curriculum.
- Briefly re-state the Course Name, Module/Objective Title, and your chosen AI Integration Idea from your previous work.

Step 2: Choose Your Prototyping Method (10-15 minutes)
- Based on the nature of your idea and your comfort level, choose a low-fidelity prototyping method. Consider:
  - LMS Activity Outline/Draft: If your idea directly involves a LMS activity (e.g., a GAI-partnered Assignment, an H5P scenario, a Discussion Forum prompt).

You can draft the activity description, instructions, and settings within a sandbox Moodle course or a Word document.

- Storyboard: A series of simple sketches or slides (e.g., PowerPoint, Google Slides, hand-drawn) that visually map out the learner's interaction with the AI and the learning activity, step-by-step. Include key screens, prompts, and expected AI responses.
- Paper Prototype: Hand-drawn mockups of the user interface or interaction flow. This is excellent for testing user experience.
- Draft Assignment Prompt (GAI-Partnered): A detailed written prompt for students that explicitly outlines how they should use a GAI tool, what output to generate, how to critically evaluate it, and what human synthesis is required.
- Role-Playing Script: A brief script outlining a hypothetical interaction between a student, an instructor, and an AI tool within your proposed activity.

Step 3: Develop Your Low-Fidelity Prototype (45-60 minutes)
- Build your prototype using your chosen method. Remember:
  - Focus on the core concept: Don't get bogged down in perfect visuals or full functionality. The goal is to represent the idea and the interaction clearly.
  - Show the AI's role: How does the AI contribute to the learning experience? What is its output or function?
  - Highlight the human element: How does the learner critically engage with the AI? What higher-order thinking is required?
  - Keep it simple: The less time it takes to build, the more flexible you can be with feedback and iteration.

Step 4: Prepare for Feedback (5-10 minutes)
- Identify 1-2 specific questions you have about your prototype that you'd like to ask your peers for feedback in Session 3. For example:
  - "Is the AI's role in this activity clear to the learner?"
  - "Does this activity genuinely promote critical thinking, or could it lead to over-reliance?"
  - "Is the assignment prompt clear enough for students to understand expectations?"
  - "Does this prototype effectively address the pain point I identified?"

Tips for Success:
- Refer to Your Handbook: Revisit Chapter 4, 'Introduction to Rapid Prototyping and GAI Partnership,' for guidance on methods and principles.
- Don't Over-Engineer: The beauty of low-fidelity is its simplicity. A rough sketch that clearly communicates your idea is more valuable than a half-finished, polished product.
- Think 'Testable': Design your prototype so that if someone were to interact with it (even mentally), you could gather insights on its effectiveness.
- Connect to Outcomes: Ensure your prototype clearly links back to the learning outcomes and doctrinal requirements you identified in your first homework.
- Embrace Imperfection: This is a learning process. Your prototype is a tool for discussion and refinement, not a final product.

What to Bring to Session 3:
- Your completed low-fidelity prototype (digital file ready to share (or shared in advance with facilitators).
- Your notes from Intersession Assignment 1, particularly your chosen AI integration idea and the problem it addresses.
- The 1-2 specific questions you have for peer feedback.
- This assignment will provide concrete examples for our discussions on implementation, evaluation, and sustainment in Session 3, truly demonstrating what you've gained from the series.