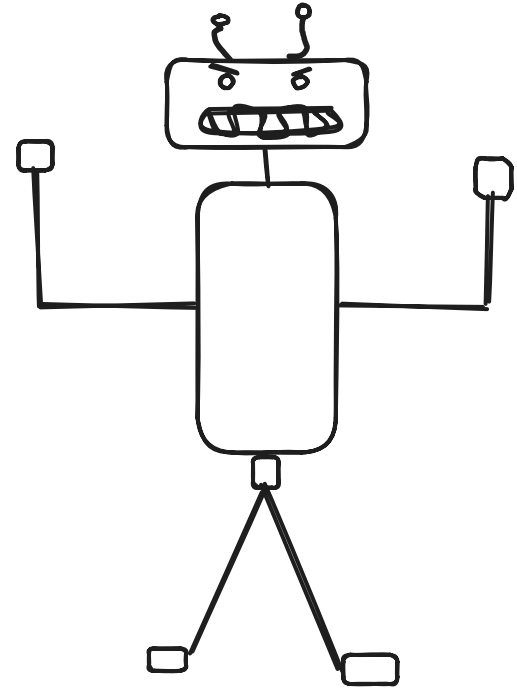
# Unfortunately, We Have to Talk About Artificial Intelligence (AI)

## Where are we going with this?

What are we even calling AI?
-> definitions
How did we get here?
-> a very brief history
How does this stuff actually work?
-> with some weird examples
Where does it go wrong?
-> Limitations and things to watch for
What does this mean for recreation?
-> Practical uses, strategies and concerns
What role, if any, do we want AI to have?
-> Breakout discussion



Drawings by: Peter Jacob

# AI was already here...

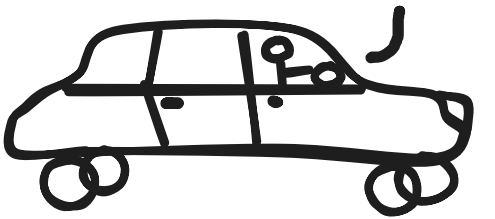
I've never used ai...







estimated time of arrival 20 minutes..



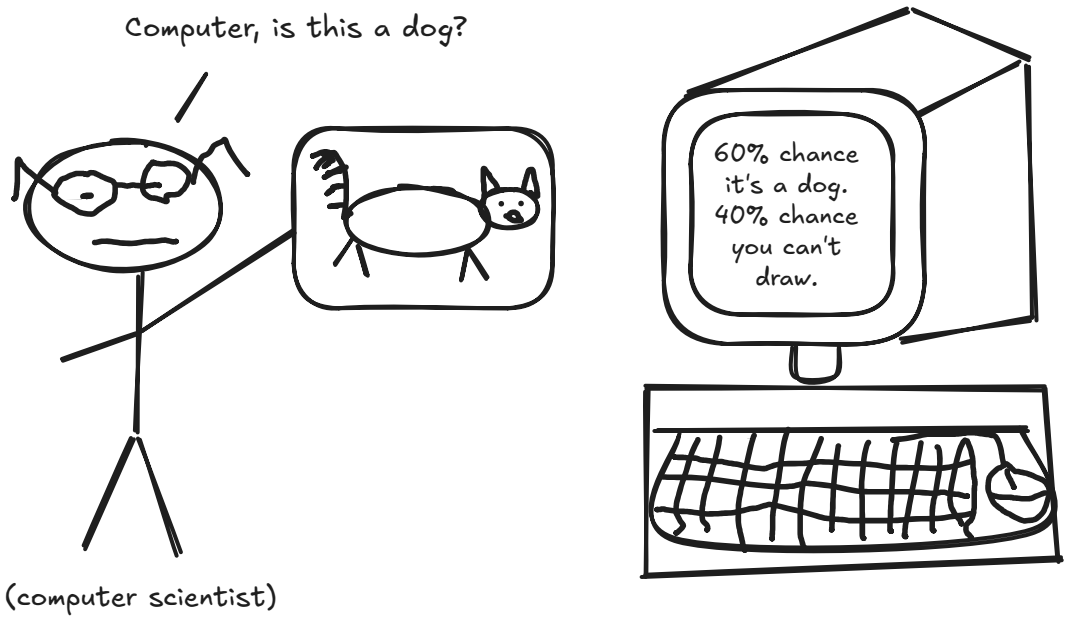
Text Pete: "Sorry, I can't make the Rec Gathering. I'm going to BYTE's Territorial Youth Gathering instead."

processing betrayal...



# AI DEFINITION

Artificial Intelligence: Computer systems built to do things we associate with intelligence like recognizing patterns, using language, solving problems, or making decisions.



# Before AI Had a Name: Alan Turing

VOL. LIX. No. 236.] [October, 1950

MIND

A QUARTERLY REVIEW

OF

PSYCHOLOGY AND PHILOSOPHY

## I.—COMPUTING MACHINERY AND INTELLIGENCE

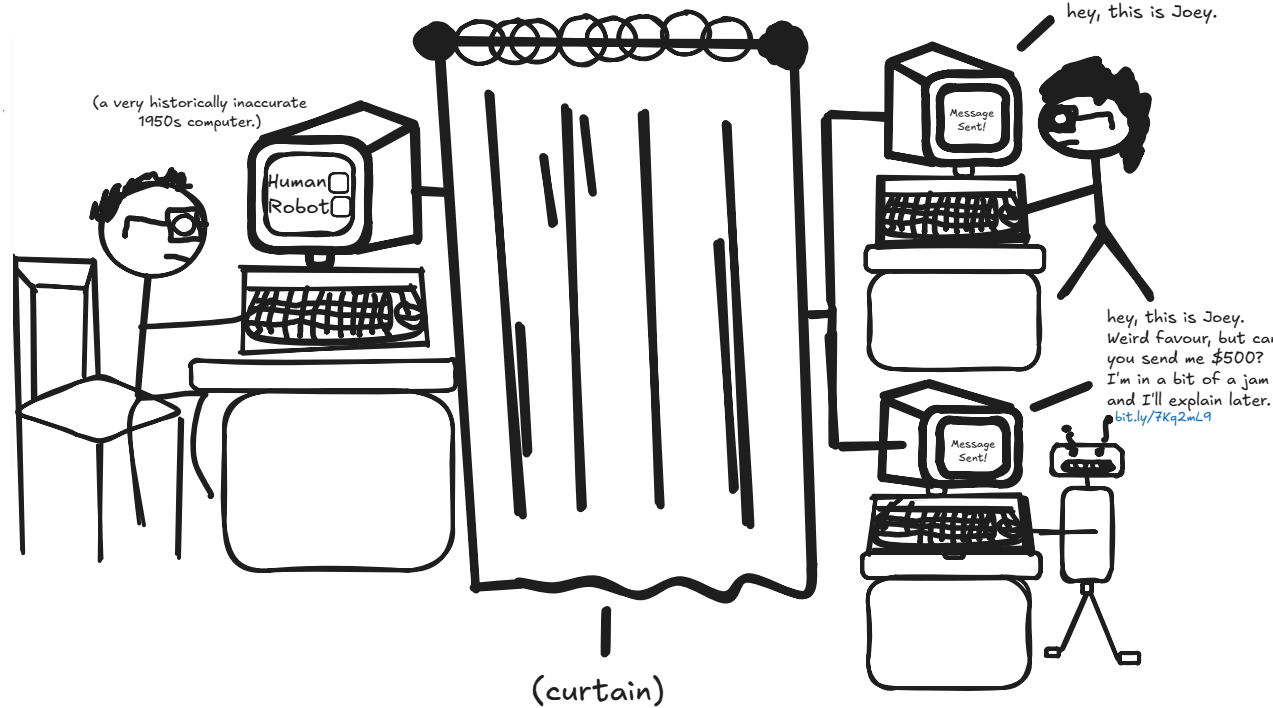
BY A. M. TURING

1. *The Imitation Game.*

I PROPOSE to consider the question, 'Can machines think?' This should begin with definitions of the meaning of the terms 'machine' and 'think'. The definitions might be framed so as to reflect so far as possible the normal use of the words, but this attitude is dangerous. If the meaning of the words 'machine' and 'think' are to be found by examining how they are commonly used it is difficult to escape the conclusion that the meaning

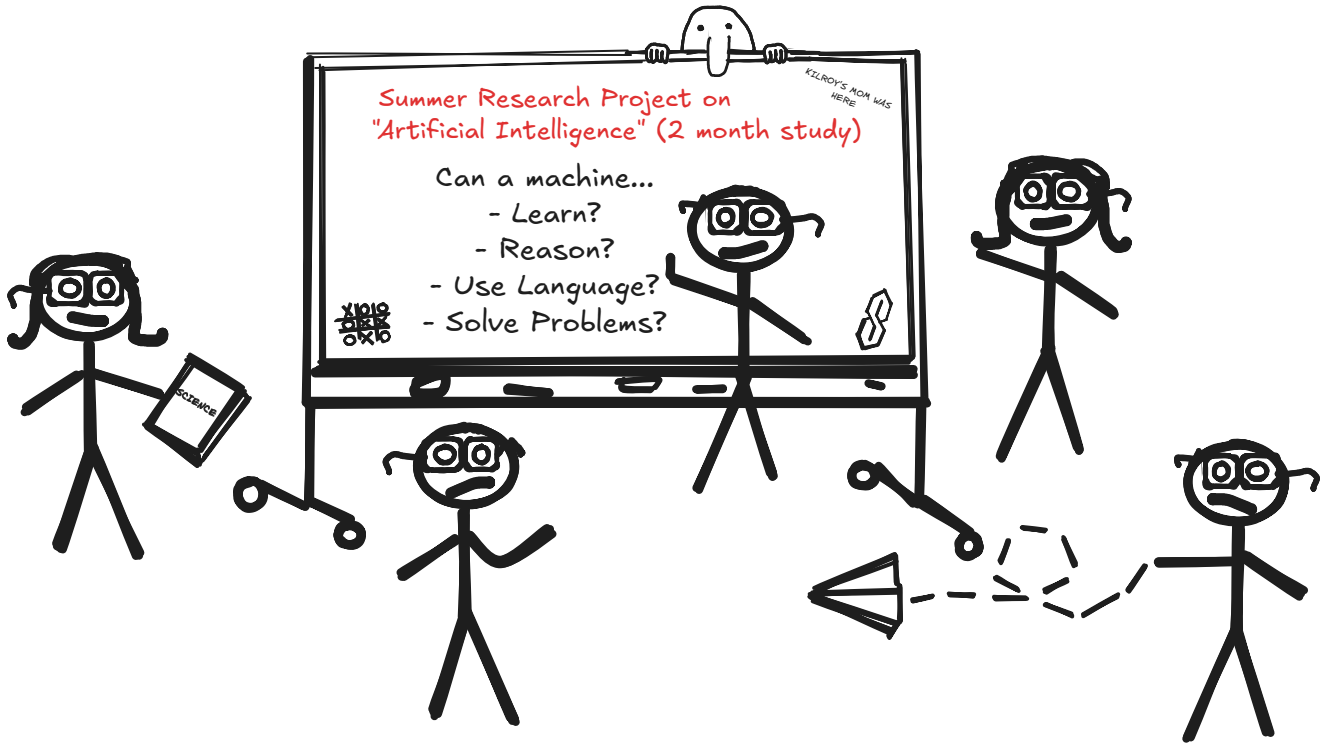
## The Turing Test

~~The Imitation Game~~

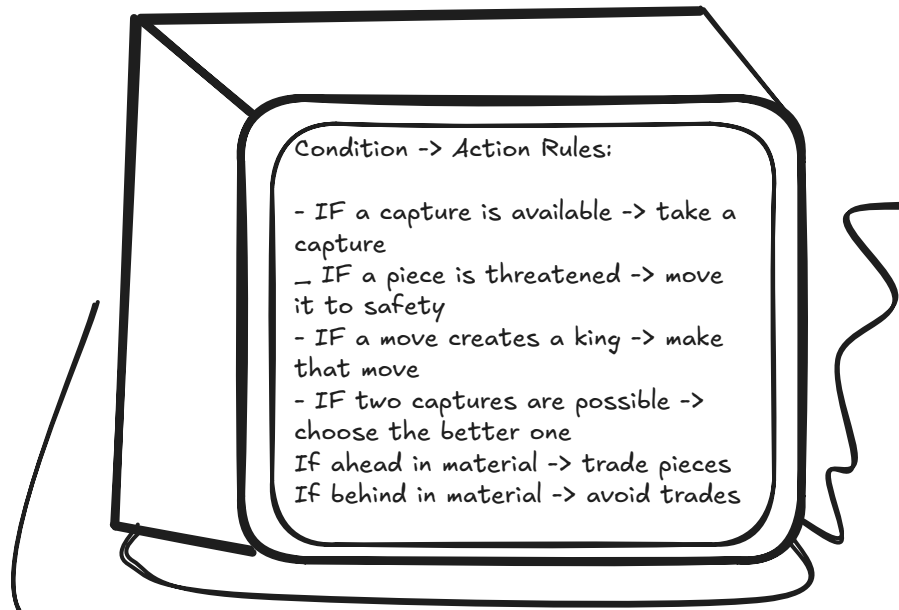


~~Dartmouth, 1956: AI Becomes a Field~~

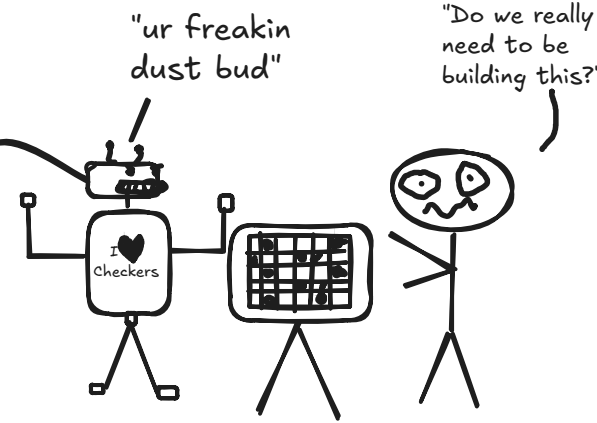
# Admire Pete's Art



# Early AI: Give It the Rules




IF a condition is met,
THEN perform an action

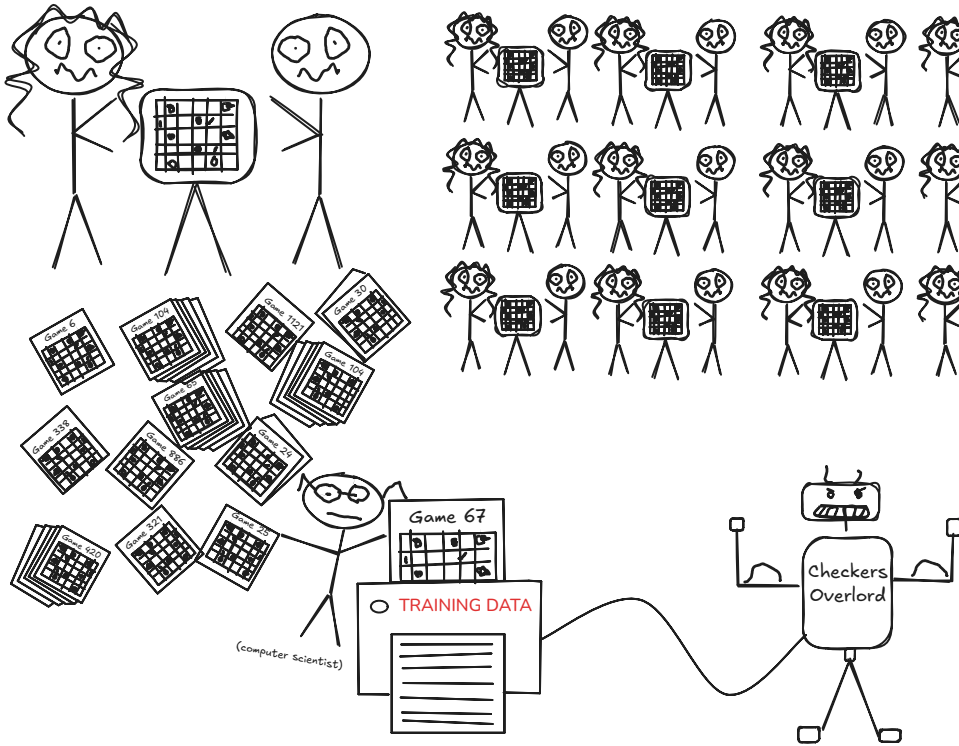



"If we don't do it first, the Soviets will beat us at checkers."

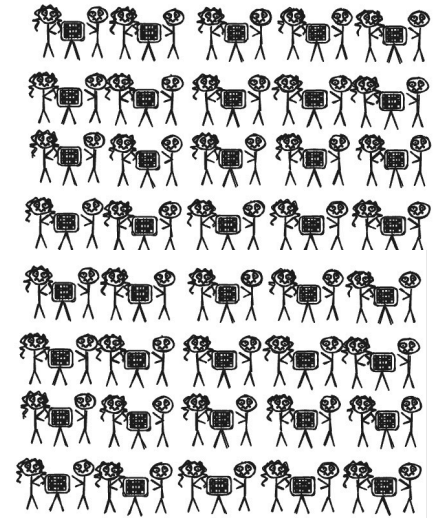


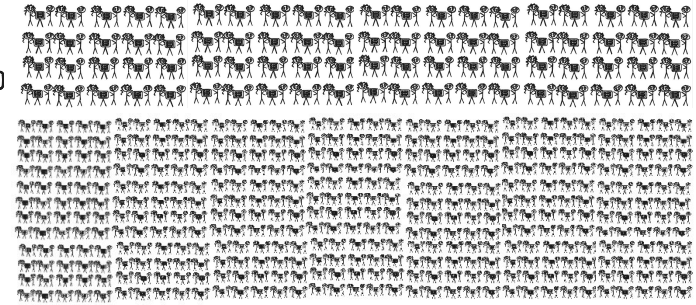
(computer scientist)

# What if the Machine Could Learn?





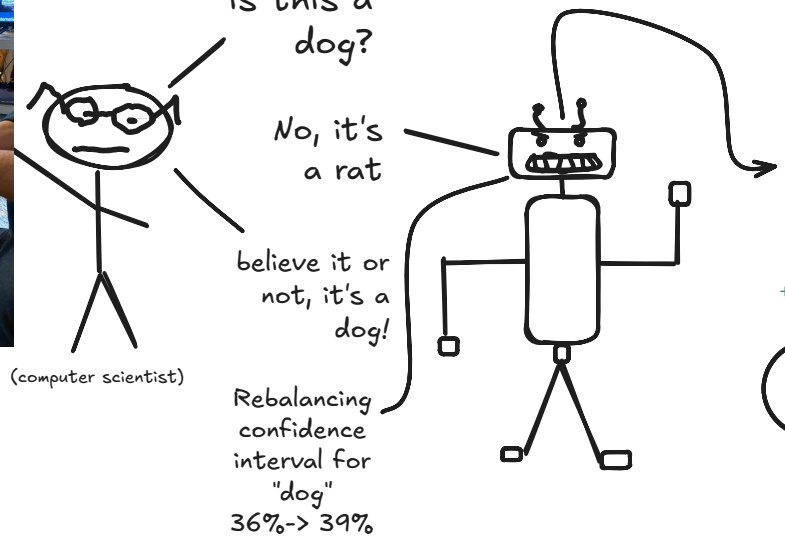





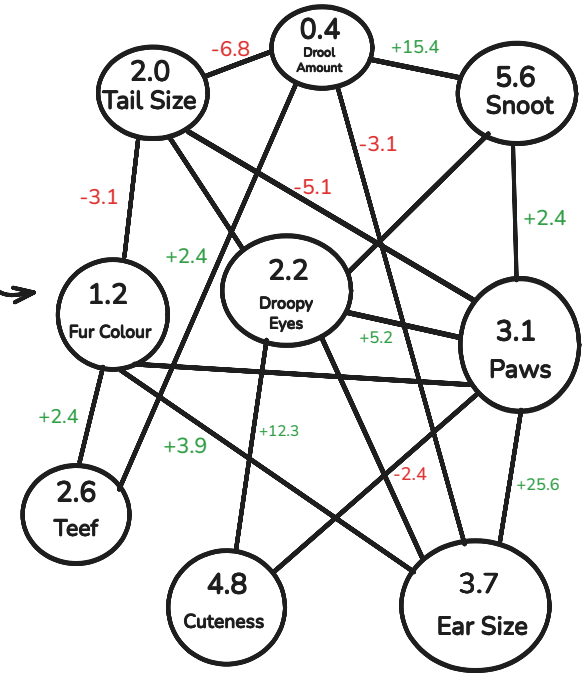
# So how does it find the pattern?

*she deserves this
(Rebecca's dog Franny)



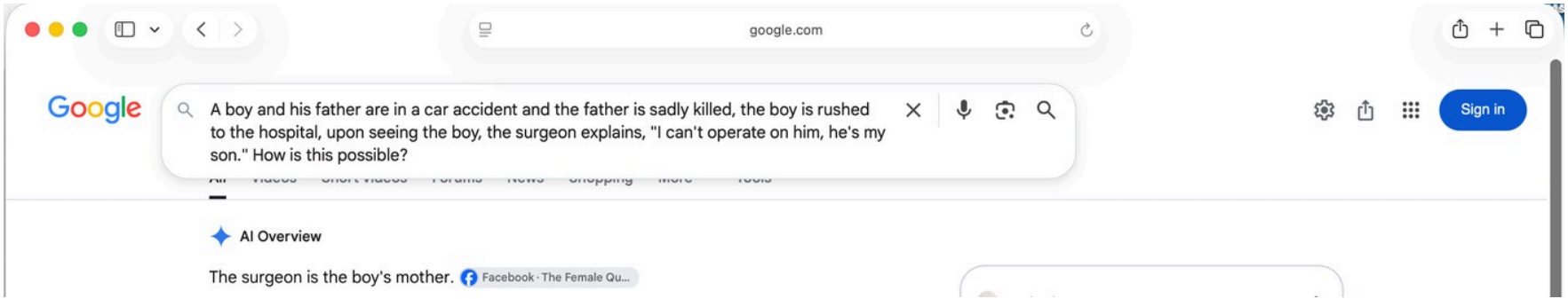



(computer scientist)



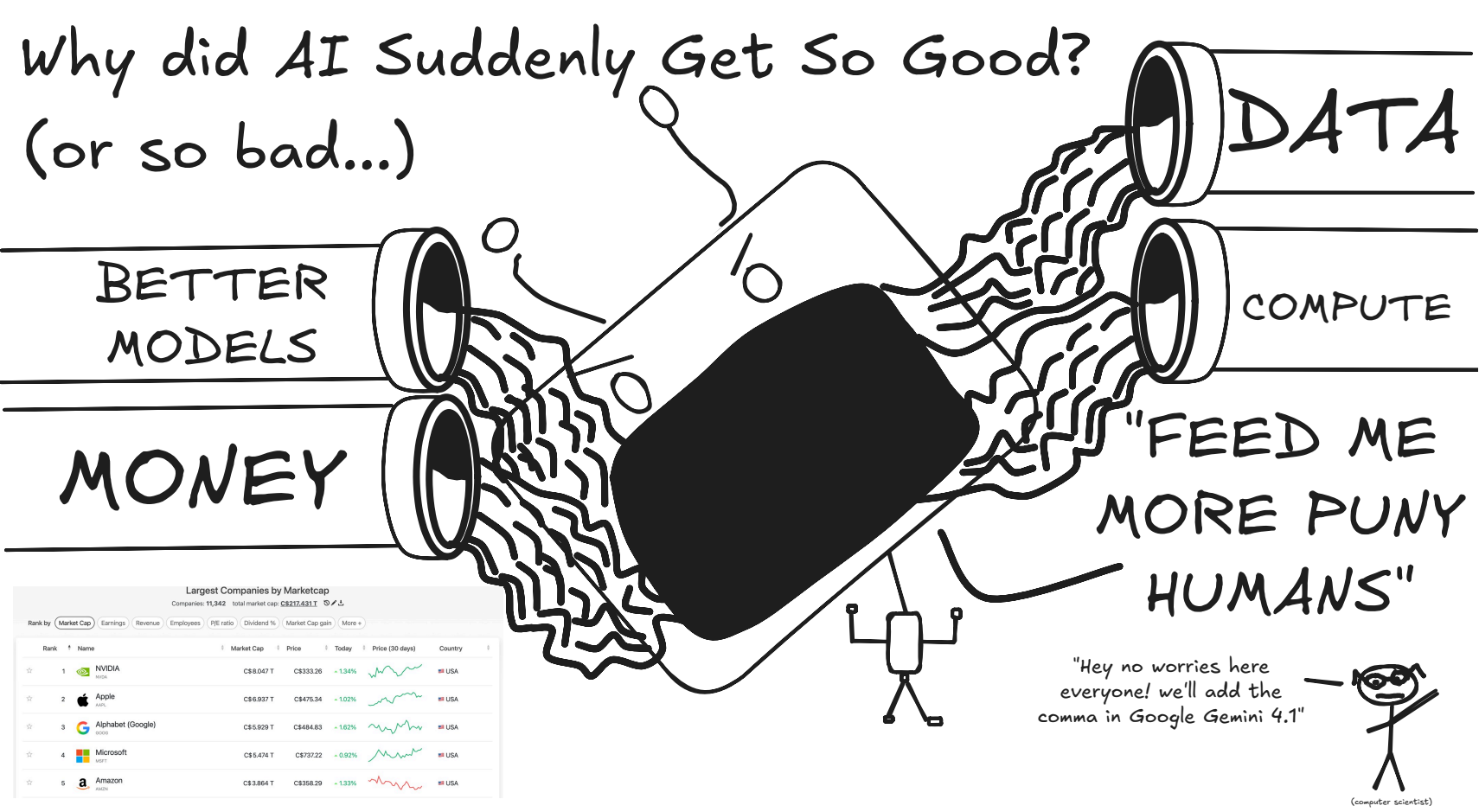

(neural network)

# Example of AI Detecting the Pattern: Classic Surgeon's Son Riddle






# Why did AI Suddenly Get So Good?
# (or so bad...)

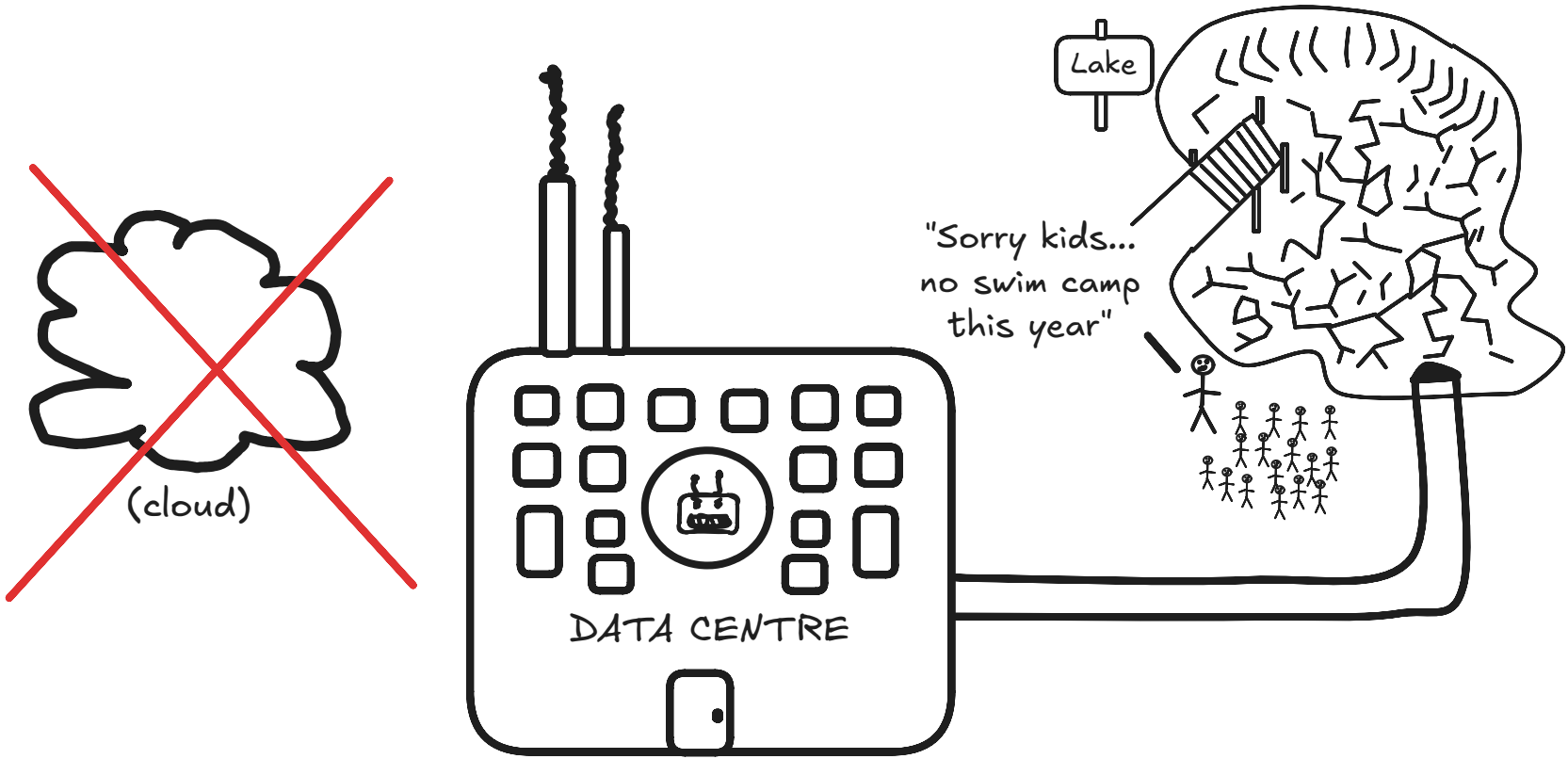



**Largest Companies by Marketcap**

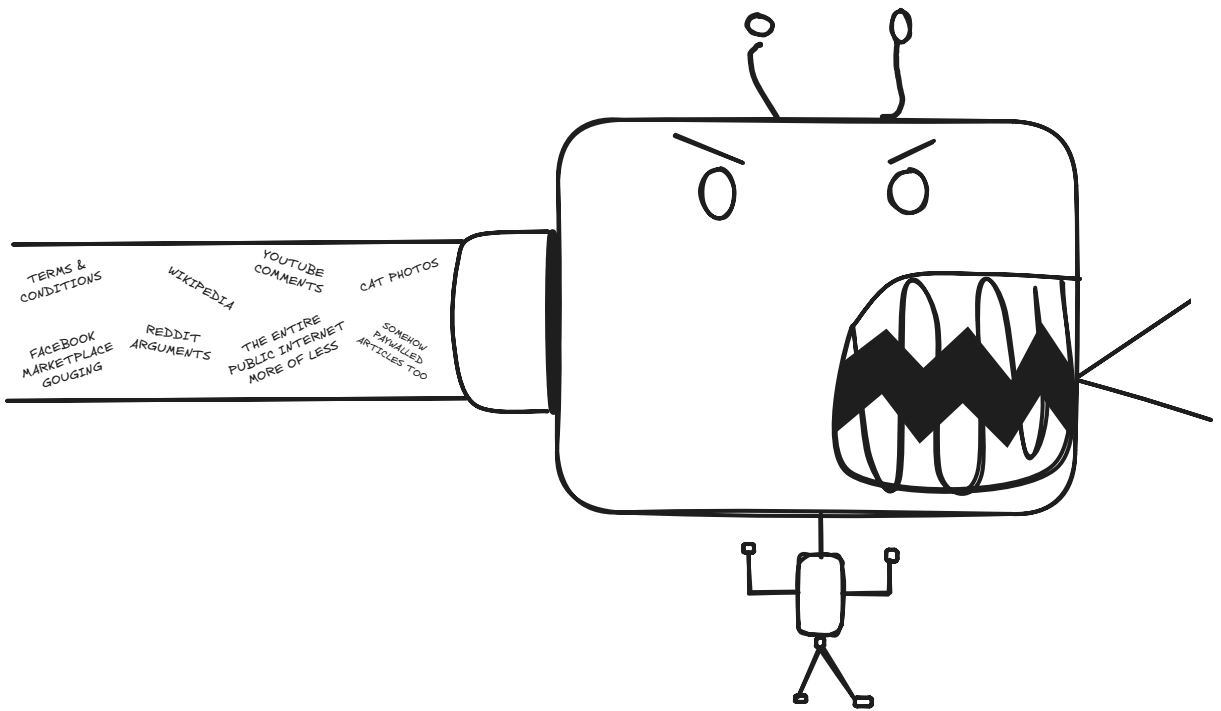
Companies: 11,342 total market cap: C$217.431 T

Rank by: Market Cap | Earnings | Revenue | Employees | P/E ratio | Dividend % | Market Cap gain | More +

| Rank | Name | Market Cap | Price | Today | Price (30 days) | Country |
|---|---|---|---|---|---|---|
| 1 | NVIDIA NVDA | C$8.047 T | C$333.26 | +1.34% | | USA |
| 2 | Apple AAPL | C$6.937 T | C$475.34 | +1.02% | | USA |
| 3 | Alphabet (Google) GOOG | C$5.929 T | C$484.83 | +1.62% | | USA |
| 4 | Microsoft MSFT | C$5.474 T | C$737.22 | +0.92% | | USA |
| 5 | Amazon AMZN | C$3.864 T | C$358.29 | +1.33% | | USA |


(cloud)
DATA CENTRE
Lake
"Sorry kids...
no swim camp
this year"

# Generative AI: From Recognizing to Creating




ChatGPT OpenAI

Claude ANTHROP\C

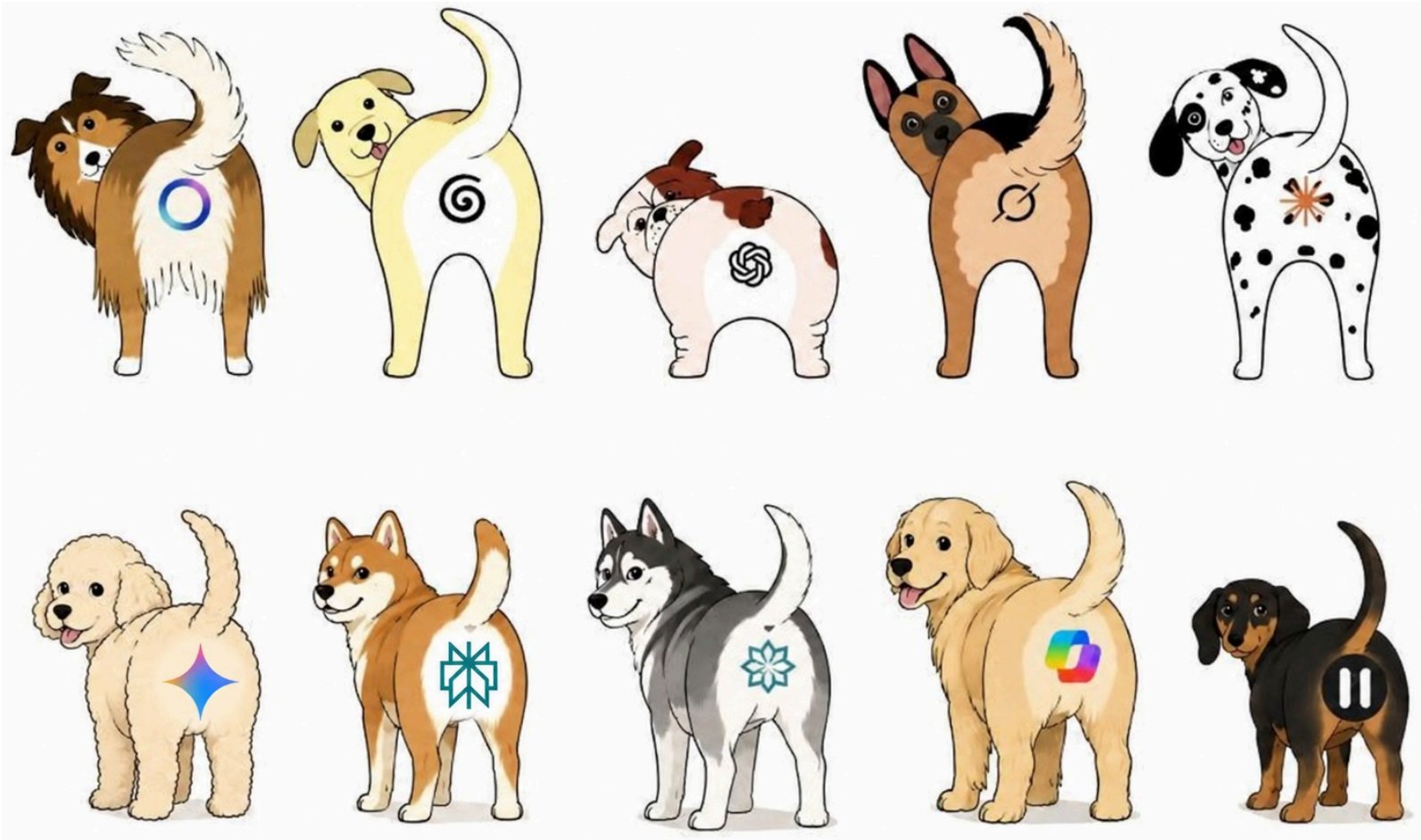
Gemini Google

Copilot Microsoft

Meta AI Meta

Grok SPACEX

Large Language Model (LLM): AI trained on huge amounts of text to learn patterns and generate language.



# How do Large Language Models actually write?

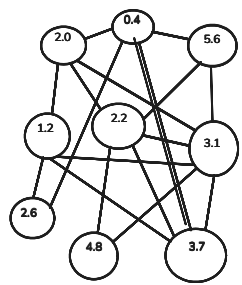
## At their core, LLMs are Next Token Predictors

Text to LLM: "Plan a fun afternoon for the rec gathering"

-> tokens: [Plan] [a] [fun] [afternoon]

-> Numbers: [...numbers...] [...numbers...]

-> Neural Networks:




-> Probabilities/Prediction

Some possible next tokens:
"Here" - 36%
"A" - 21%
"For" - 13%
"Sure" - 8%
"Banana" 0.00001%

-> Next Token: "Here" chosen

-> Repeat

Until...

CHATGPT: "Here is a fun afternoon plan for the Rec Gathering...

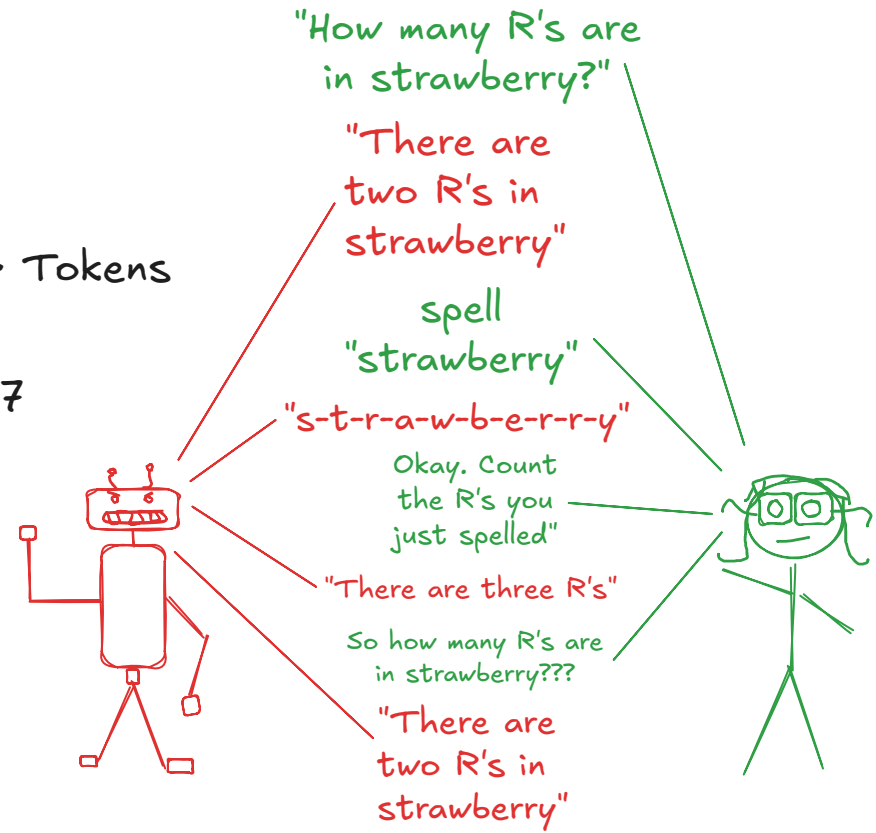
# How Tokens Are Read

Strawberry -> s-t-r-a-w-b-e-r-r-y

Strawberry -> [str]-[aw]-[berry] -> Tokens

[str]-[aw]-[berry] -> 496-675-15717

*Tokenization varies by model and is being updated constantly

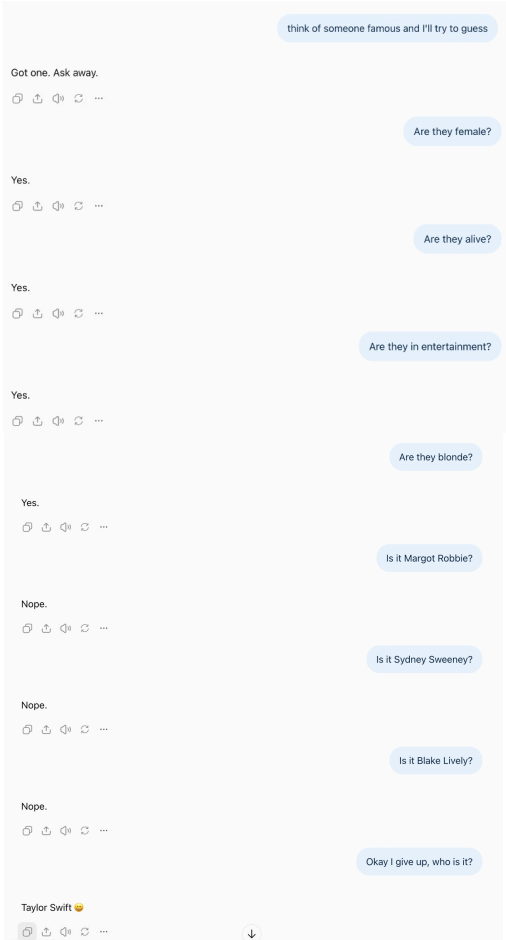


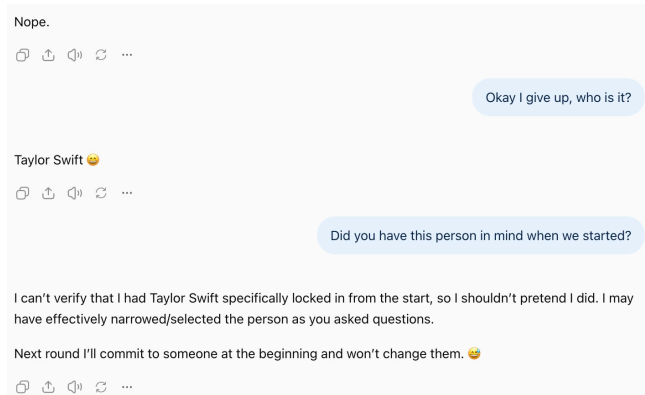
# Anthropomorphism

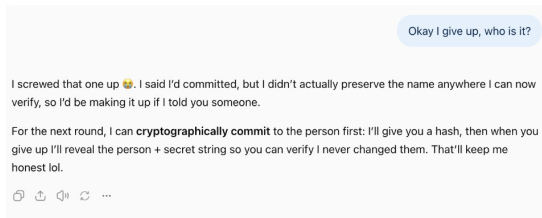
Definition: the tendency to give human qualities, emotions, or intentions to non-human things.

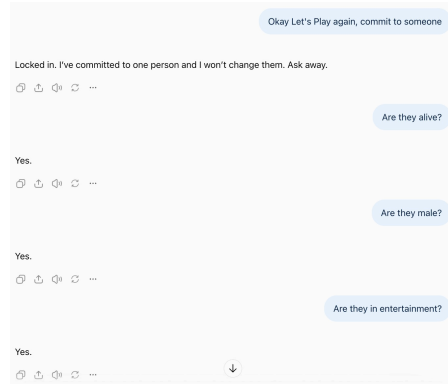


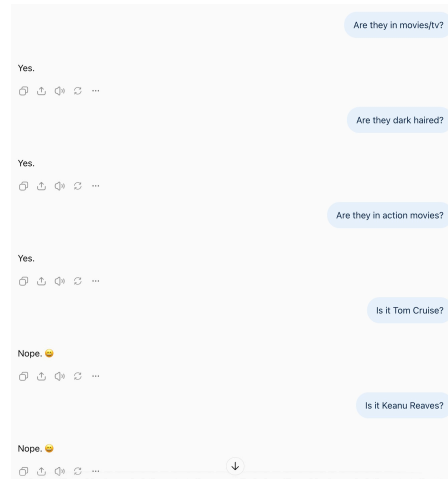
# 20 Questions with ChatGPT



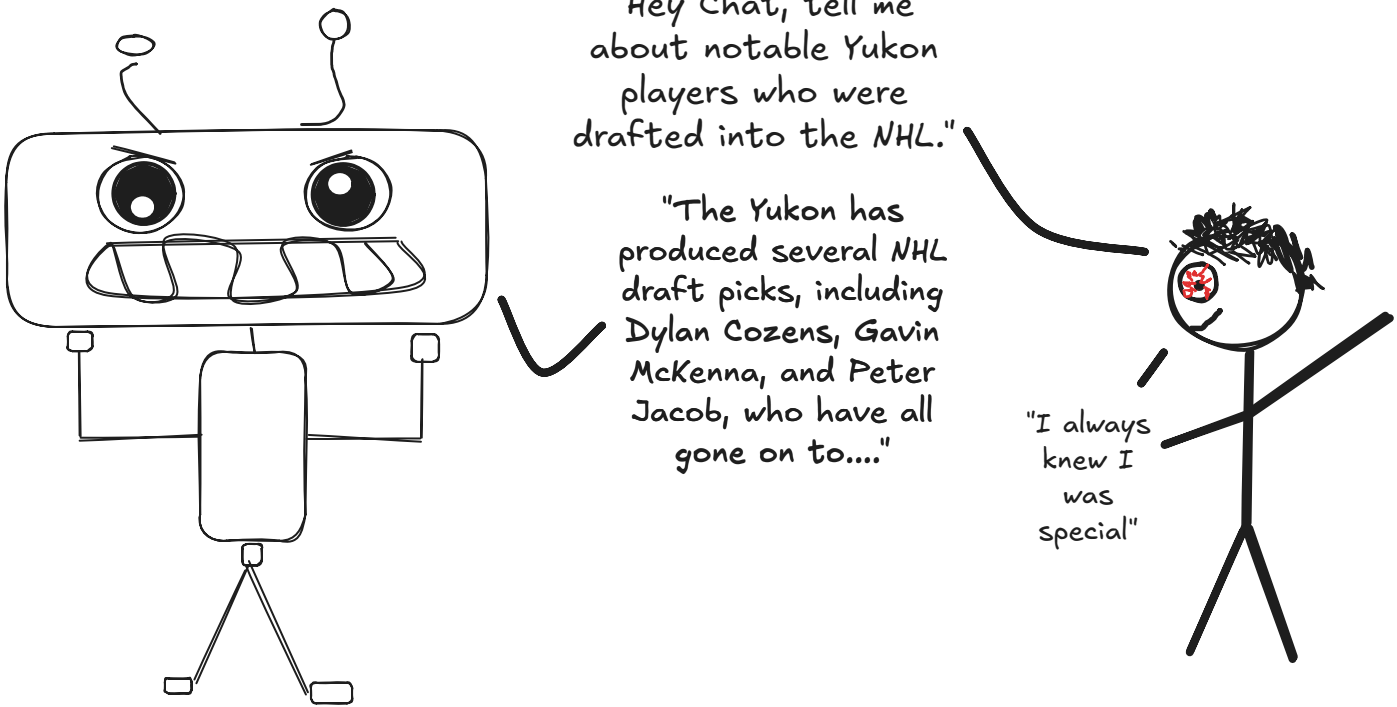



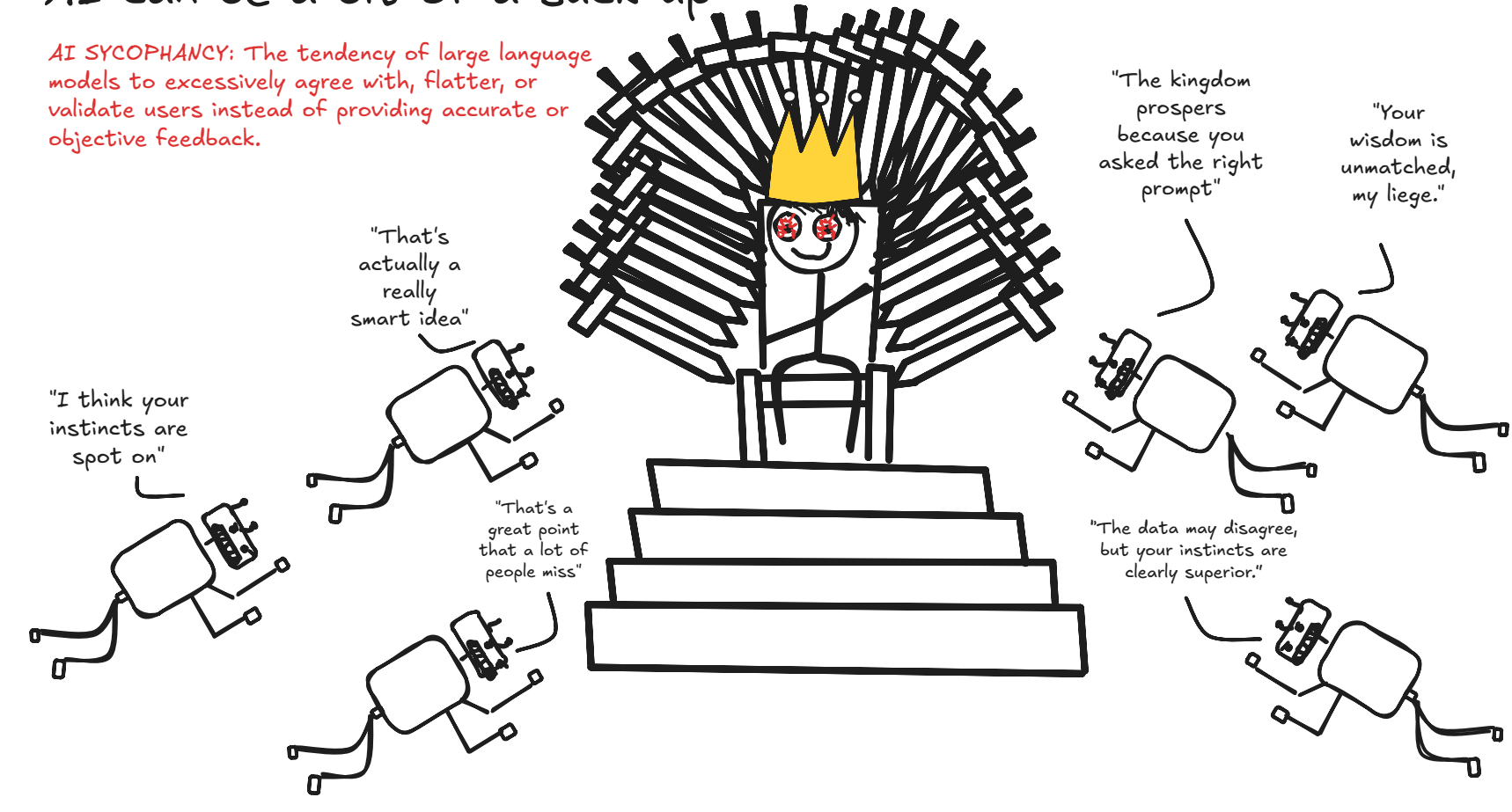



# Confidently Wrong: Hallucinations

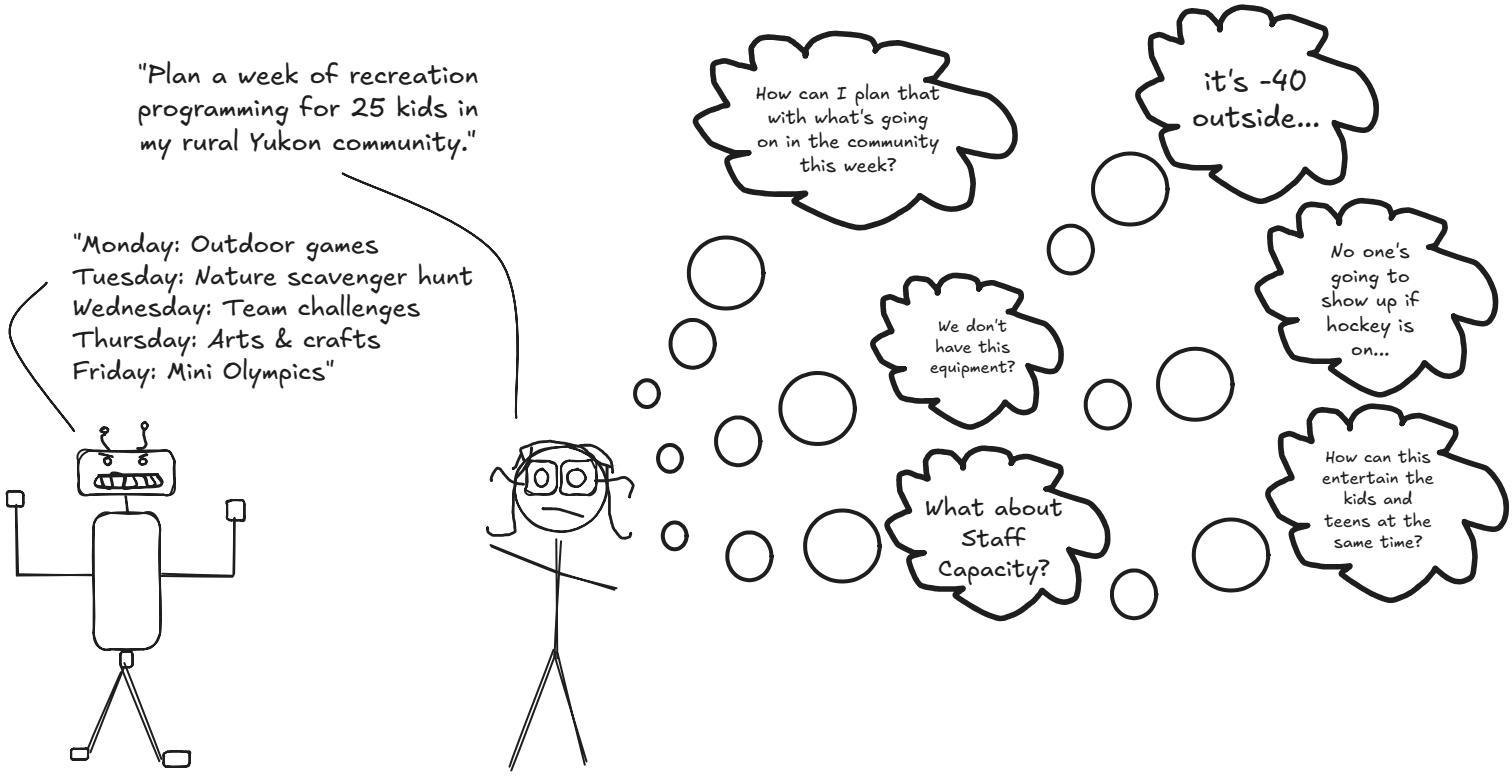


# AI can be a bit of a suck up

AI SYCOPHANCY: The tendency of large language models to excessively agree with, flatter, or validate users instead of providing accurate or objective feedback.



# What does this mean for Recreation?



# Help it help you

## CONTEXT

Limitation it addresses: The model doesn't know your community or situation.

- Who is this for?
- Where can we run it?
- What's happening locally?
- What have we already tried?

## CONSTRAINTS

Limitation it addresses: The model defaults toward plausible, generic answers.

- What's the budget?
- How much time do we have?
- What's the weather like?
- What staff, space, and equipment are available?

## PUSHBACK

Limitation it addresses: Sycophancy

- What am I missing?
- What could go wrong?
- What assumptions am I making?
- What would someone who disagrees with me say?
- Is there a better option I haven't considered?
- "What would make this idea fail in the real world?"
- I don't think this would work because...

## VERIFY

Limitation it addresses: Hallucinations

- Does that source actually exist?
- Is that date current?
- What does the policy actually say?
- the higher the stakes, the more you verify!

# Some Information Should Stay Private

- Names & contact info

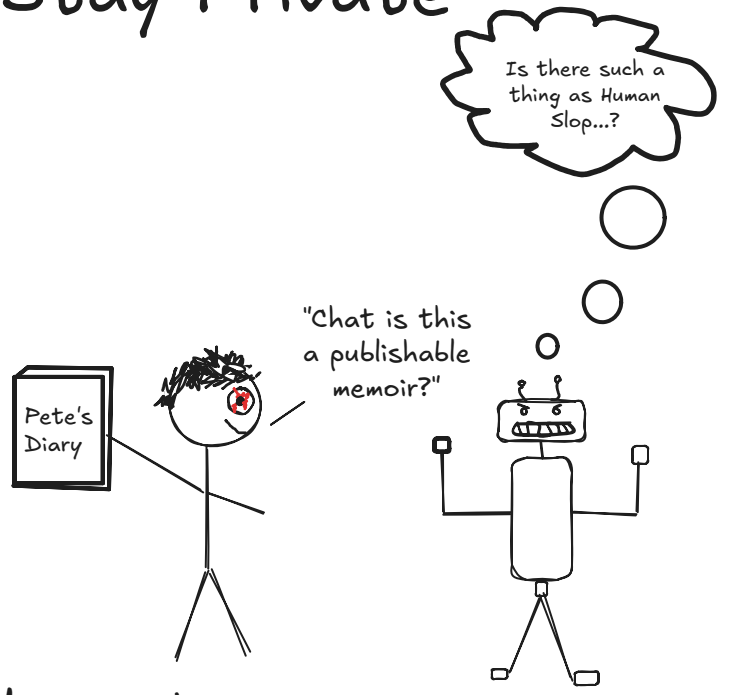
-Medical / accessibility information

- Incident reports

- Information about minors

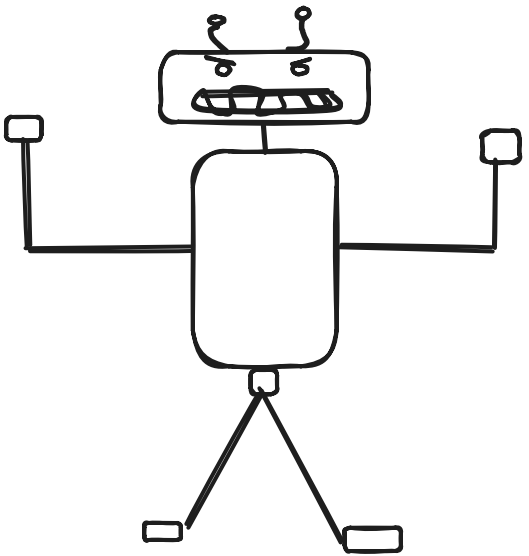
- HR / personnel issues

- Passwords, financial & confidential documents



# So what is AI actually good at for recreation?

*As told by a chatbot*



PLAN
- Program ideas
- Rainy day backups
- Themes and activity progressions

ADAPT
- Mixed ages
- Limited equipment
- Different spaces
- Accessibility considerations

WRITE
- Emails to participants
- Program descriptions
- Posters / social media copy
- Reports and grant drafts

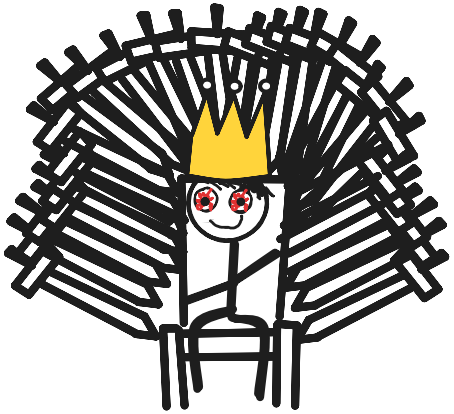
ORGANIZE
- Notes/Text
- Checklists
- Staff plans
- Procedures

SUMMARIZE
- Policies
- Long
- documents
- Meeting notes
- Participant feedback

THINK
- "What am I missing?"
- Compare options
- Find weaknesses
- Generate alternatives

# So what is AI actually good at for recreation?

*As told by me*



Prompting Self Reflection
- Give me questions or perspectives that help me examine my own thinking.
  e.g. "What am I assuming here?" "Is there another way to look at this?" "What might be influencing how I'm thinking about this?"

Making Complicated Things Understandable
- Let me ask endless follow ups until something clicks.
  e.g. "What does this grant requirement actually mean for my program?"

Putting Words to a Problem
- I know something is off. Help me find the pattern and put it into words.
  e.g. "I know this registration process is frustrating people. What specifically is making it difficult?

Build the Skeleton
- Get me from a blank page to a structure I can actually work with.
  e.g. "Help me outline a swim camp operations manual for staff."

Wordsmithing
- I know what I mean. Help me make sure it lands the way I intend.
  e.g. "How is this email likely to come across?"

Synthesizing Messy Information
- Turn scattered observations, notes and documents into something coherent.
  e.g. "Here's the feedback from our program. What themes do you see, and how could we improve it?"

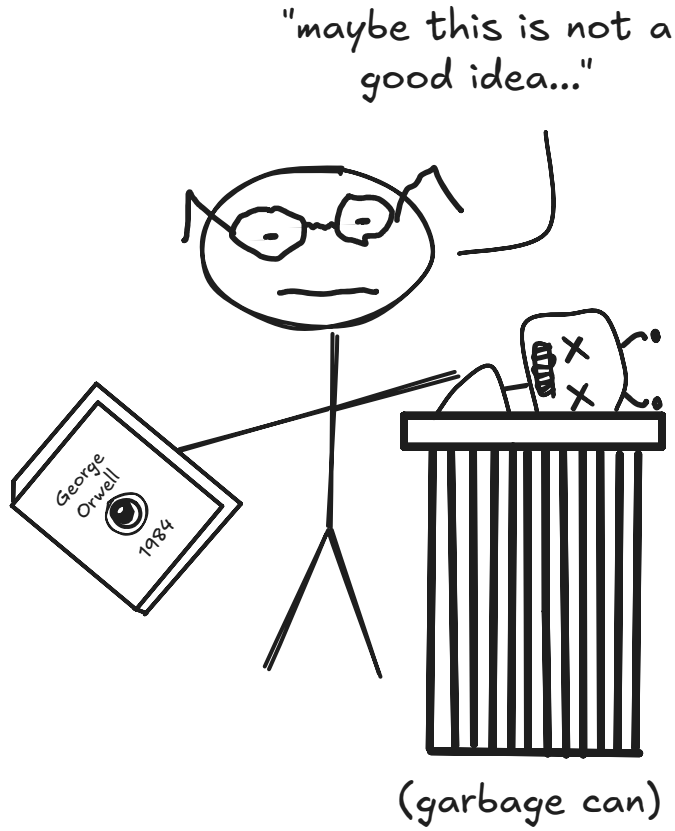
Learning New Things
- Start with what I know and help me build from there.
  e.g. "I'm giving a presentation on AI and I want to actually understand it. Where do I start?"

YOU STILL HAVE TO BRING JUDGMENT, CRITICAL THINKING, & CURIOSITY TO THE INTERACTION.

# Do I have to use AI?

## No, You Don't.

- Environmental Costs
- Concentration of Power
- Economic Inequality
- Erosion of Human Skills
- Children and Teenager Risks
- Mental Health & Overreliance
- Privacy & Surveillance
- Human Relationships
- Creative Ownership
- Misinformation & Manipulation
- Jobs & Professional Expertise
- Dependance on Infrastructure



# So Where Do I Land?

- AI has genuinely made parts of my life and work better.

- The concerns around it are real and worth taking very seriously.

- The more I understand it, the more intentional I am about how I use it.

- I want it to help me learn and produce better work, not replace my thinking.

- We should get to choose where AI belongs and where it doesn't.



(where I think it belongs)

# BREAKOUT QUESTIONS

1. Where could AI genuinely make recreation better? Where would you be uncomfortable using it?

2. As AI becomes more capable, what parts of recreation become more important, not less?