

MEET ANGELA IGNATIUS



TEACHERS GUIDE

No one noticed her at first

She walked onto campus the way fog slips through the morning – quiet, unannounced, but suddenly everywhere.

Meet Angela Ignatius is a choose-your-own-adventure about students negotiating if and how AI belongs in their university lives. Across four chapters and four academic spaces – course assignments, readings, group work, and thesis research – teams debate options, choose A/B paths, and consider consequences. Play ends with a Friendship Agreement with AI that makes students' norms explicit and actionable.

Learning Objectives

- Create a safe and open space for students and teachers to discuss AI use.
- Identify concrete, domain-specific uses and limitations of AI in higher education.
- Practice perspective-taking and engage in respectful disagreement.
- Weigh key trade-offs (e.g., efficiency, integrity, equity, and learning).
- Critically examine a range of common concerns about AI use before forming a position.
- Develop and agree on a shared AI policy.

Players

Teams of 2–4 (ideal: 4). Teams role-play one “student” composed of four personalities: Reflector, Ethicist, Strategist, AI Enthusiast (deal 1 per player).

The Reflector

Motto: “Let’s think about what this means for our learning.”

- Asks: What skills are we building or losing here?
- Encourages others to pause and consider long-term effects.
- Challenges impulsive or overly convenient decisions.

The Ethicist

Motto: “Just because we can doesn’t mean we should.”

- Asks: Is this fair? Is it responsible?
- Looks for ethical boundaries and societal consequences.
- Cautions the group against normalizing unethical shortcuts.

The Strategist

Motto: “Let’s think about outcomes.”

- Asks: Will this decision help us succeed?
- Weighs risks vs. rewards pragmatically.
- Focuses on academic results, productivity, and efficiency.

The AI Enthusiast

Motto: “AI is a tool—let’s use it well!”

- Asks: How can AI help us grow?
- Highlights benefits and smart uses of AI tools.
- Pushes the group to innovate but stay mindful.

Time

Can be played in a single class session (60–90 min)

- Setup & briefing: 10 min
- 10–12 min each chapter (read → discuss → decide → record)
- Debrief + start Friendship Agreement: 15–20 min
- Homework/extension: finish or individualize Friendship Agreement.

Components

- Book 1: Meet Angela Ignatius
- Personality Cards (Reflector, Ethicist, Strategist, AI Enthusiast)
- Friendship Agreement

Set-Up

1. Form teams of 2–4; seat so all can see/hear. Seat groups far apart so that they can read out loud.
2. Deal personalities (1 per player). If <4 players, some take two roles. If >4 they can play themselves or all roles.
3. Give each team the Book. Hand out the Agreement template only later (when they are at the end).
4. Assign a reading order (who reads Ch.1, 2, 3, and 4).
5. Explain decision point (team chooses A or B by vote, consensus, or some other form of decision making.).
6. Set ground rules (listen first, cite reasons, stay in character, keep time).

Step-by-Step (Run of Play)

Chapter 1 (Assignments): The Reader reads the scene and the A/B decision aloud. Reading aloud is essential in this game. It helps participants get into character. Team members discuss the options, arguing from their assigned perspectives. Decide on A or B, then rotate the Reader.

Chapter 2 (Readings): Repeat the cycle: read → discuss → decide → rotate.

Chapter 3 (Group Work): Repeat the cycle.

Chapter 4 (Thesis Research): Repeat the cycle.

Quick Team Reflection: Break out of character now and reflect on the game. How did you experience the game? What patterns do you notice in your choices? Any regrets?

Friendship Agreement with AI (team or individual): Begin by reading and discussing the “Did you consider...” prompts. Then discuss and complete the three questions:

1. How will I use Angela?
2. What will I not use Angela for?
3. How will I disclose my use of Angela?

Class Debrief (optional prompts)

1. What did you decide for your Friendship Agreement?
2. Which issues or concerns about AI stood out most to you?
3. What do you still need to learn to form a healthy relationship with AI?

Designer Notes

Angela Ignatius is deliberately designed with friction points that may feel uncomfortable or even problematic. These design choices are not incidental; they are intended to provoke critical reflection and discussion during gameplay and in the class debrief.

- **The Inescapability of AI:** Players are never given the option to fully exclude Angela. Regardless of their choices, she remains present. This reflects the increasing pervasiveness of AI systems in everyday life, where opting out is often difficult, partial, or invisible.
- **The Personification of AI:** Angela is explicitly personified. While this may raise concerns, it mirrors a growing socio-technical reality in which users anthropomorphize and form relationships with AI systems. The game creates space to interrogate the implications of this dynamic.
- **Gendering Technology:** Angela is gendered as female. This choice responds to the historically masculine framing of technology, expertise, and innovation. By feminizing Angela, the design invites reflection on how gendered assumptions shape our understanding of intelligence, authority, and technological power.
- **Embodiment and Algorithmic Bias:** Angela is represented with a thin silhouette. This image was generated by AI based on the opening narrative: “She walked onto campus the way fog slips through the morning—quiet, unannounced, but suddenly everywhere.” The resulting aesthetic reflects underlying biases in generative systems, showing how narrow or idealized body types are reproduced even when the prompt does not specify them.

Attributions

Creative Team

Angela Ignatius was created by Caroline Archambault (www.carolinearchambault.net) with support from Stephanie Daugherty and David Ehrhardt under the Learning Mindset Project.

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AI Acknowledgment

ChatGPT was definitely used in the making of this game—some text creation and the cover image.

You can access all the materials to play this game at:

www.angelaignatius.com



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