



Royal College of Art

Smart Campus Quest

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A detailed 3D architectural rendering of a futuristic city. The scene is viewed from an elevated perspective, showing a dense urban layout. Key features include several tall, cylindrical skyscrapers with intricate, layered facades; a large, multi-tiered stadium with a colorful interior; a central square with a fountain; and various other modern buildings and structures. The city is surrounded by a network of roads and infrastructure, all set against a clear, light blue sky.

The future is here.

Youtube video:

<https://www.youtube.com/watch?v=3-Wb83I3x1Y>

Research process as well as the summary:

Initial idea:

Making a space theme in the form of a serious game can teach kids about astronomy

What is a "serious game"?

Research on the production process of "Serious Games".

Investigating existing "serious games"

Playing "serious games": e.g. Dragon Box, IBM City One.

Propose ideas: how to use AI to recognise user's attention in the process of playing & complete the questions raised by users through AI's big data and intelligent recognition.

Research on "Existing Technologies for AI to Recognise Human Attention".

Research on "AI recognition of human attention difficulties, pain points" in the discovery of "the use of AI need to pay attention to its ethical issues", such as privacy protection; security; cognitive bias and so on.

Research on "Ethical Issues of AI" Watch some relevant films to understand from the film perspective. For example, "Westworld", "RoboCop".

Idea Progression:

A thought-provoking discussion led to the conclusion that "AI education" is the starting point for game production.

Research on "the current development of AI education".

Research on "the disadvantages of AI education".

Discover: AI may not be able to replace human teachers, and to some extent, it may not be able to inherit human beings. For example, "emotion".

Ask "What will happen if AI completely replaces human teachers according to the current trend of AI?"

Research the "history of AI" to better understand AI.

Investigating "The Making of a Game"

Research "How to make a game"

Research on "How to choose a game engine".

Research "UE4, UE5, Unreal game engine production process".

Research on "The process of creating games based on the UE5 game engine".

Research on "The relationship between game psychology and education".

In-depth research

Research on "Critical Thinking on AI for Human Education, Do we need to trust and rely on the data given by AI"

Whether societal biases in relation to AI affect education


The current flaws of AI, and whether we can use these flaws in game design.

Purpose: To allow players to play the game and gain a deeper understanding of AI, and to remind them to always be questioning of AI.

Thinking about "gamified education" versus "serious gaming" is relevant to the purpose of this project.

Round 1

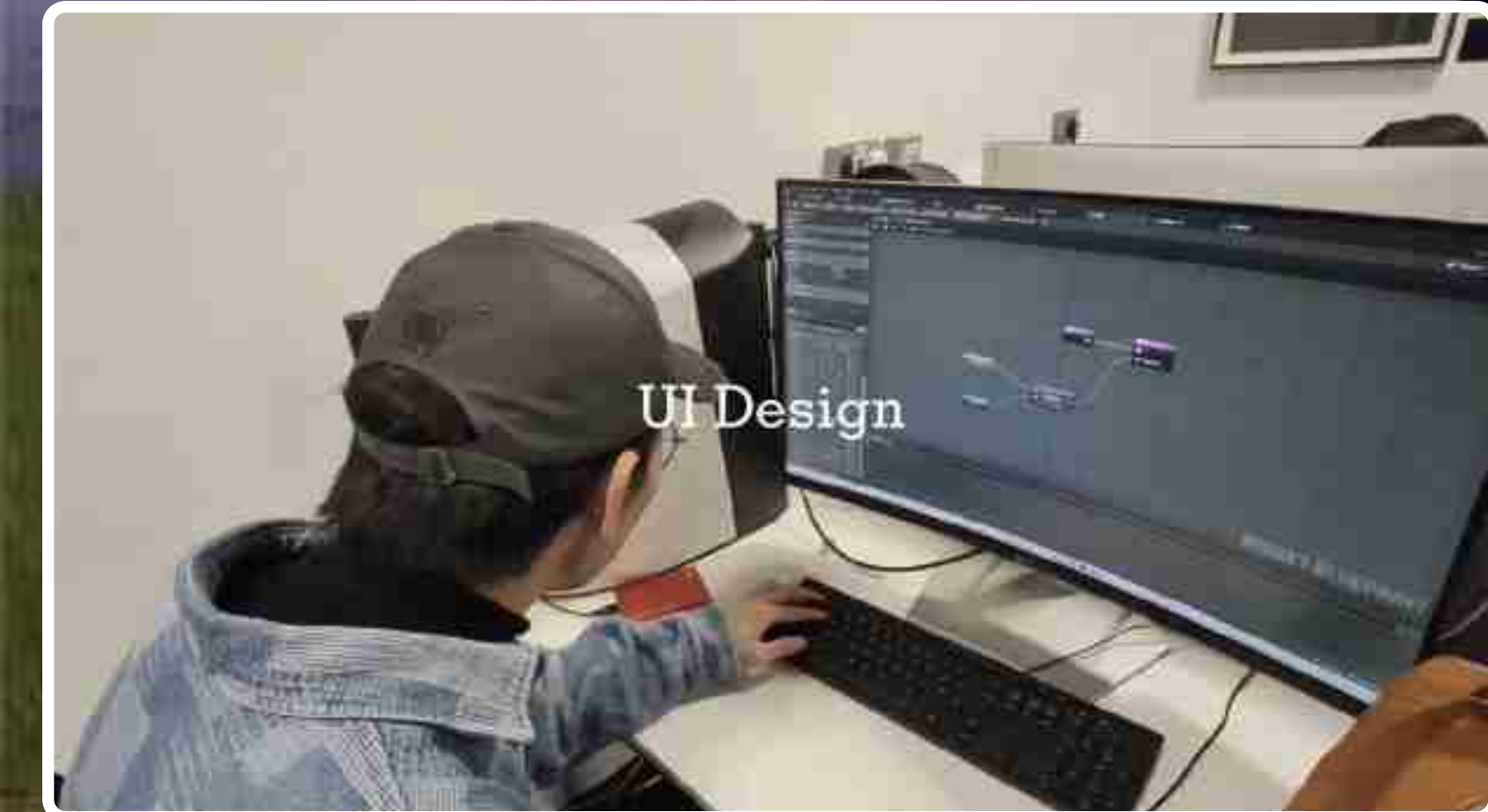
- Meet the AI Faculty Representatives Presenting the Campus Open House
- from the LLM API

Guest: what do you guys do here?
AI teacher: We are an AI-powered smart campus school that aims to provide personalized education to every student, regardless of their abilities or interests. With over 15,000 courses available, we offer a customized curriculum and mentorship from industry experts. Our goal is to inspire the potential of each student and make a meaningful impact in various fields. How can I help you make the most of what we offer here?
Hold [T] to Talk / Enter to Type 



Round 2

- Encountering emotionally confused students and channeling
- From Motion Capture & Touch Designer

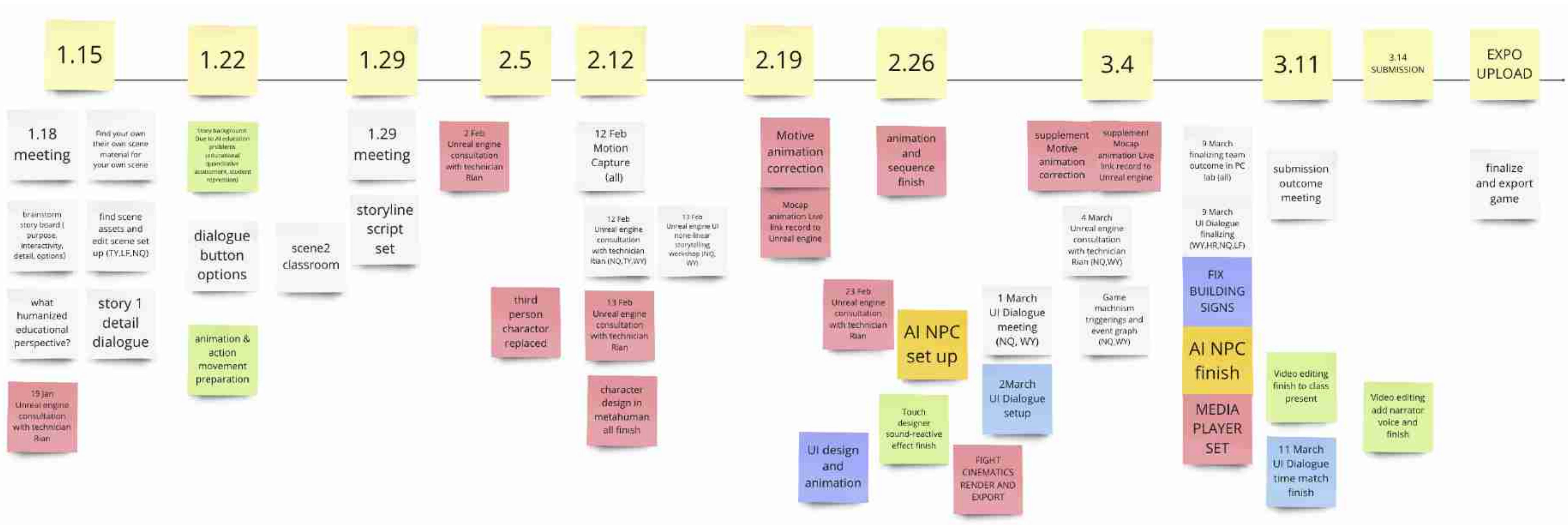


Round 3

- AI moral judgement dilemma for student disputes
- From Motion Capture



Time line of the project



Individual Responsibilities



Nuoqi Shen



Tianyu Chen



Yi Wei



Hongrui Zhang

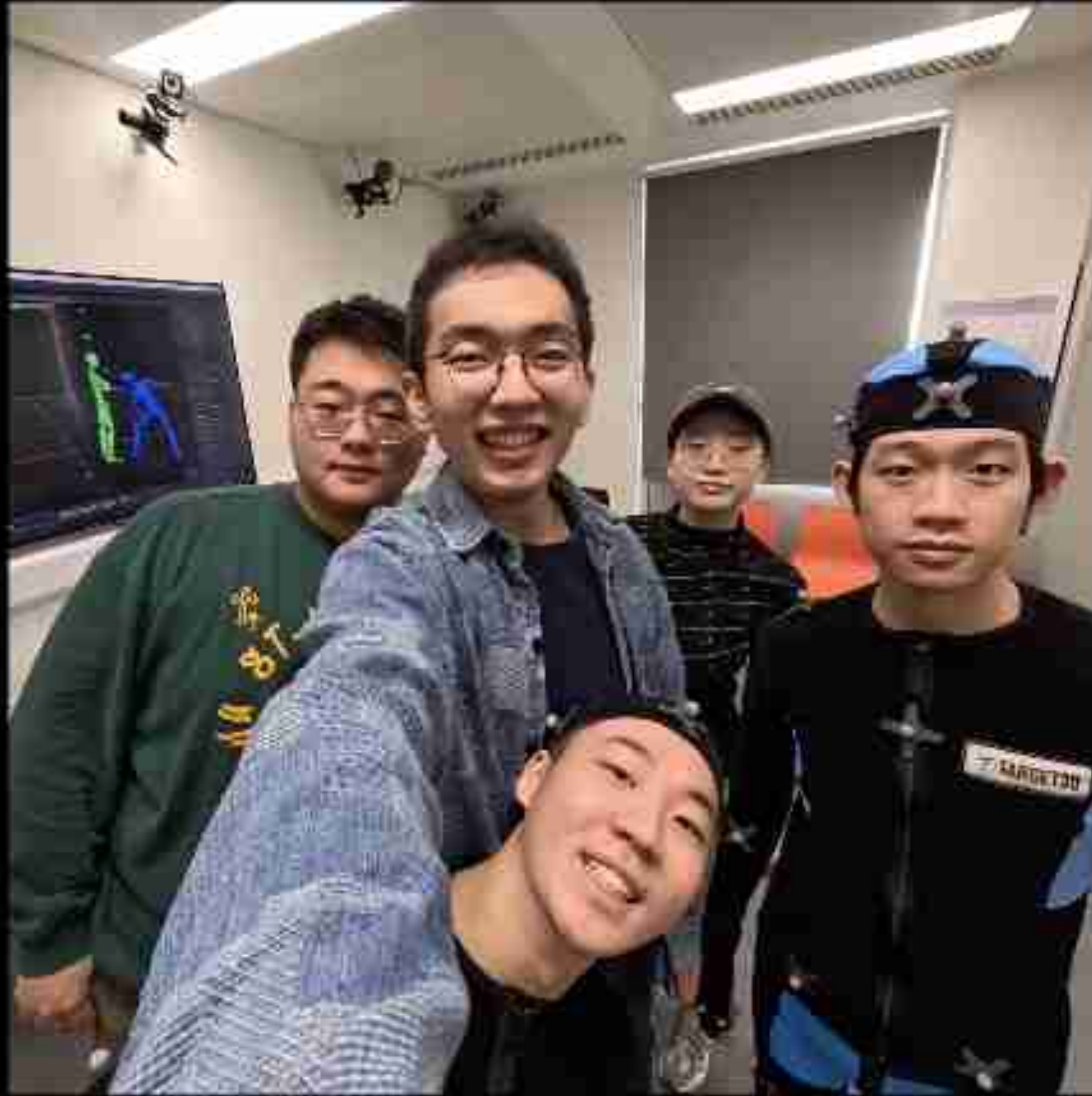


Linfeng Chen

Project Manager	Create storyline 2	Create storyline 1	UI dialogue	AI NPC chatbot scenario
Characters creation	Mocap Actor	UI dialogue	UI box effect	Mocap Actor
Animations	Video editing and storytelling	UI triggering mechanism blueprints	Scene Building editing	Scene editing
Sequences	Scene Asset Sourcing		Research	
Blueprints & Game Mechanism	Touch designer sound interaction effect for meditation			



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Design by : Epic Creator

Nuoqi Shen

Tianyu Chen

Yi Wei

Hongrui Zhang

Linfeng Chen

tuition by Xiyao Chen

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