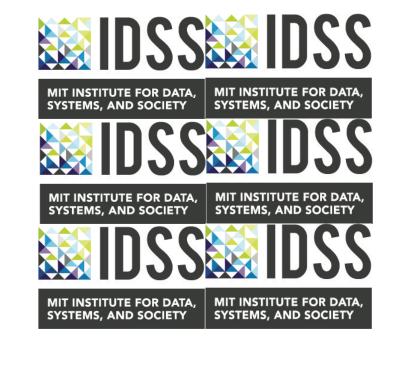
Why Schools and Society Should Make AI Literacy a Top Priority ///

> S. Craig Watkins University of Texas at Austin, MLK Jr. Visiting Professor MIT

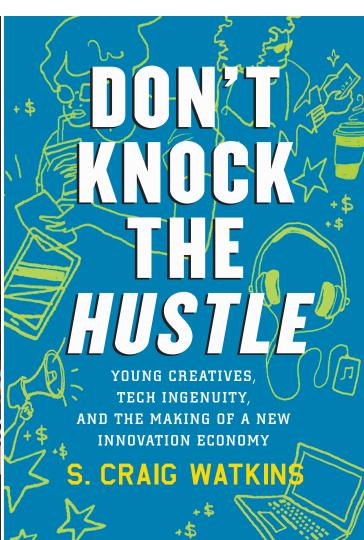




The Digital Edge How Black and Latino Youth Navigate Digital Inequality



S. Craig Watkins Andres Lombana-Bermudez, Alexander Cho, Jacqueline Vickery, Vivian Shaw, and Lauren Weinzimmer



Frank Levy and Richard J. Murnane of Work THE NEW DIVISION **OF LABOR**

How Computers are Creating the Next Job Market

MARTIN FORD RISE OF l ji ROBOTS TECHNOLOGY AND THE THREAT OF A JOBLESS FUTURE

Misinformation Urban Legend Disinfor-mation Rumor Troll Spam



Datafication and Systemic Racism

- Algorithmic Discrimination (Noble 2018)
- Racial bias in online advertisements (Sweeney 2013)
- Predictive Policing (Brayne 2021)
- Criminal Justice System and Big Data (Angwin et al. 2016)
- Race and Facial Recognition(Buolamwini & Gebru 2018)

What we know about children and AI

- Think of AI as trustworthy (Druga et al. 2017)
- Think of AI as creepy (Yip et al. 2019).
- Anthropomorphize AI devices (Druga et al. 2017)
- Home ecology is a significant factor in how these systems are adopted and used (Ito et al. 2012)

AI and Youth of Color

- AI devices are not built with diverse population of users in mind
- Failure to respond adequately to culturally specific inquiries
- Bias data sets can lead to disparate impacts





Hundreds of app developers make mobile apps for children. Some of them sell ads in their apps to make money.

SAMPLE CODE SDK.configureAds{{ id: deviceId, ipAddress: deviceIpAddress, location: userLocation }); Ad-technology companies help put ads into apps. They make packages of code that help app makers run ads.

Children can download these games, which are often free, by clicking a few buttons.

When a child starts using the app, personal data can be sent to adtechnology companies.

Some ad-technology companies don't collect this data, but many do because it helps personalize ads.



Sends personal information







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Sends personal information

Ad-technology Companies



This information can include **IP address**, **location**, **demographic characteristics** and **ID numbers** that let ad companies track people.



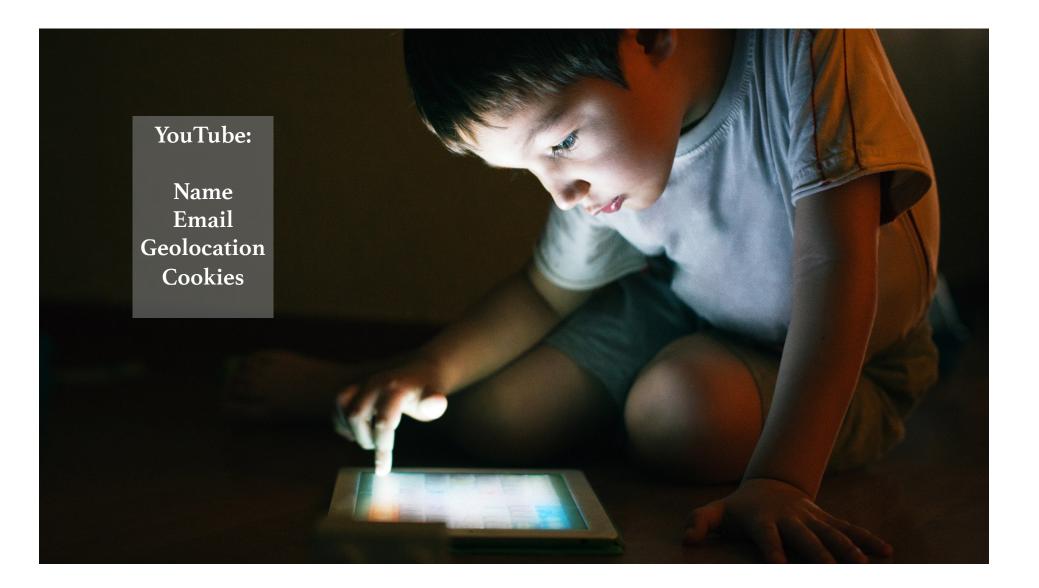
Personal information

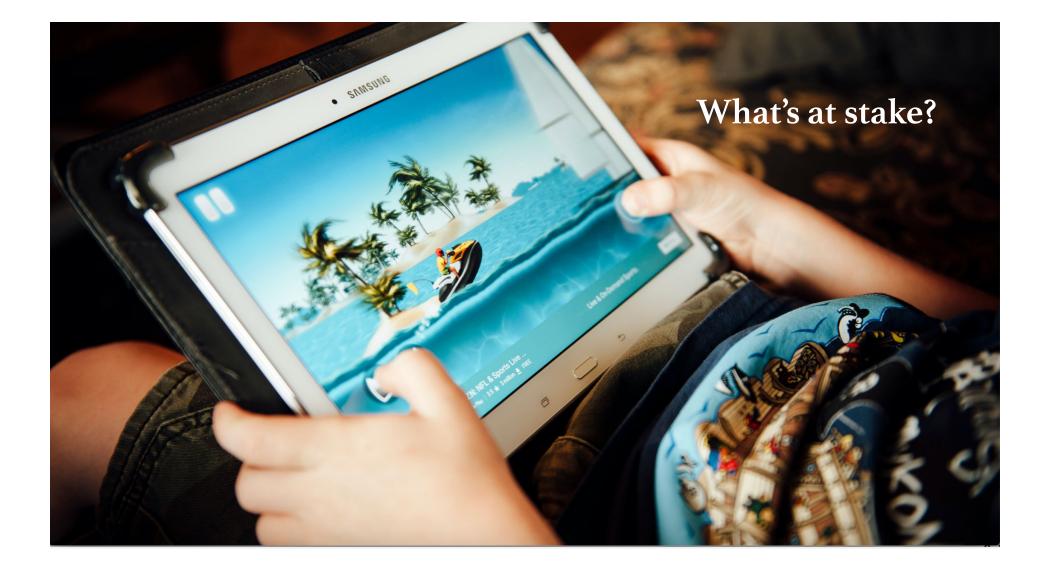
Data is stored on servers of ad-technology companies

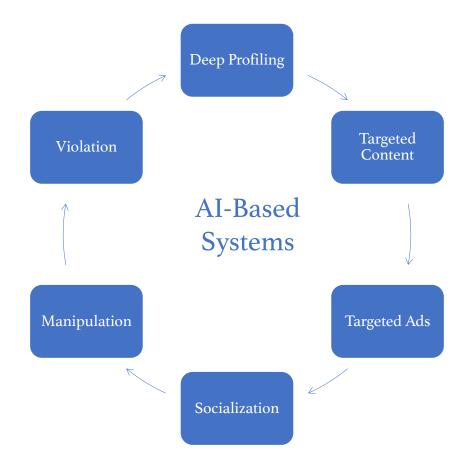


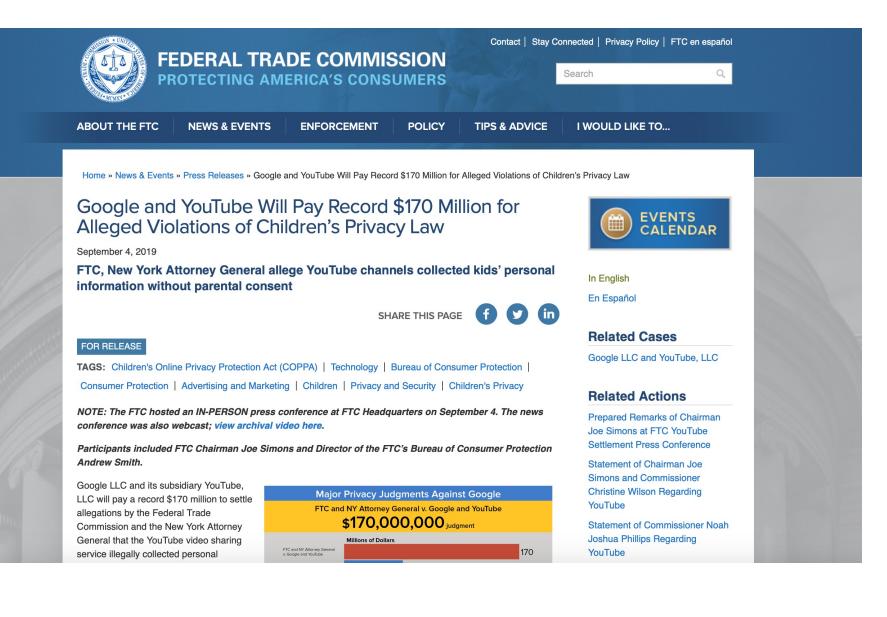
Based on the information that's sent to ad-technology companies about the user, they sell an ad.

In the process, the ad-technology companies use the data to build **user profiles** associated with ID numbers.









Children's use of smart devices begins at especially young ages, rendering them exposed to the influences of artificial intelligence.







AI literacy must begin early and evolve over the course of a young person's life.

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The Digital Edge How Black and Latino Youth Navigate Digital Inequality



S. Craig Watkins Andres Lombana-Bermudez, Alexander Cho, Jacqueline Vickery, Vivian Shaw, and Lauren Weinzimmer Technology rich, Curriculum poor



Evolution of the Digital Divide



AI Literacy



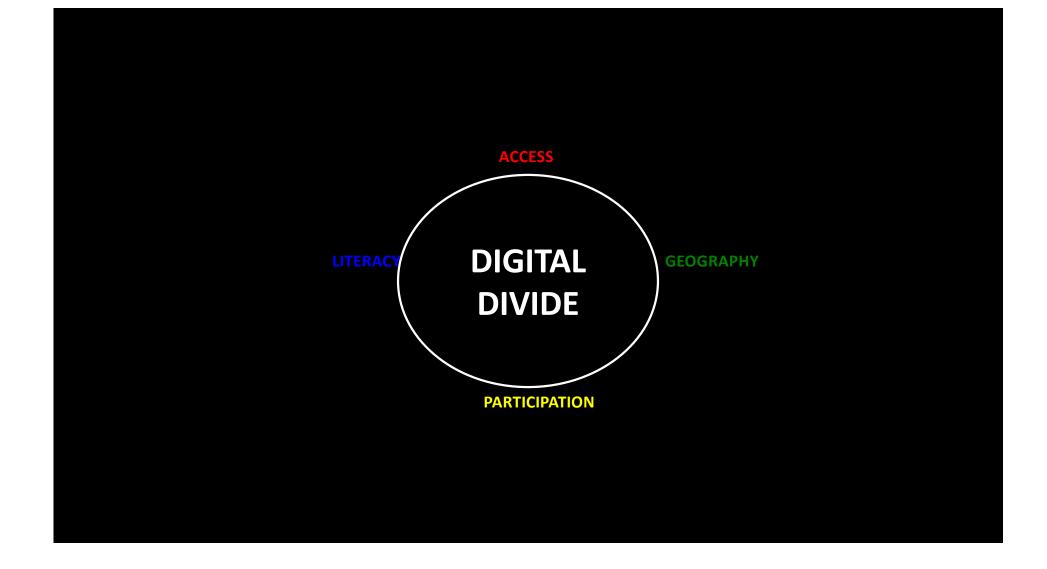


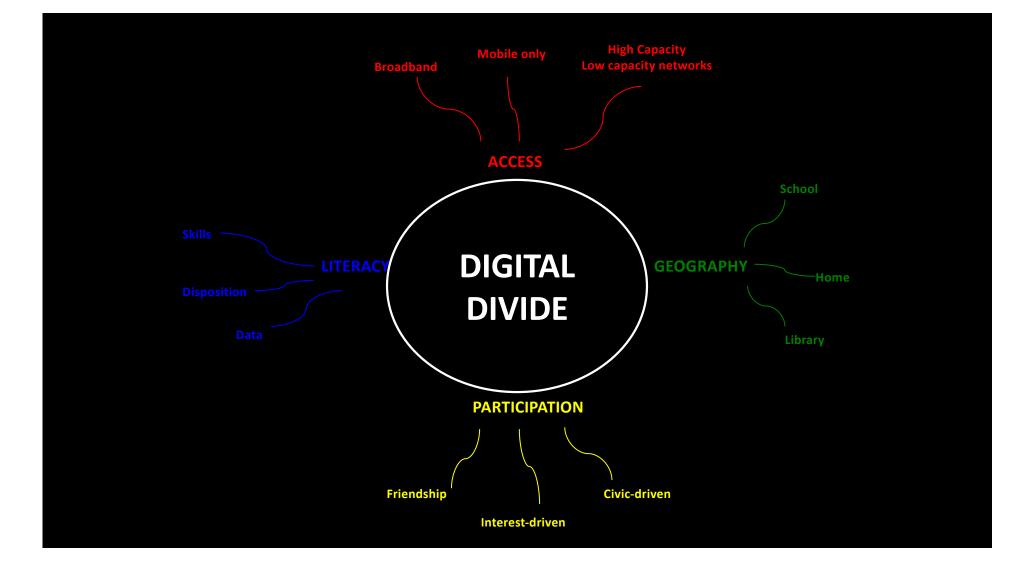
TECHNOLOGY RICH, CURRICULUM POOR

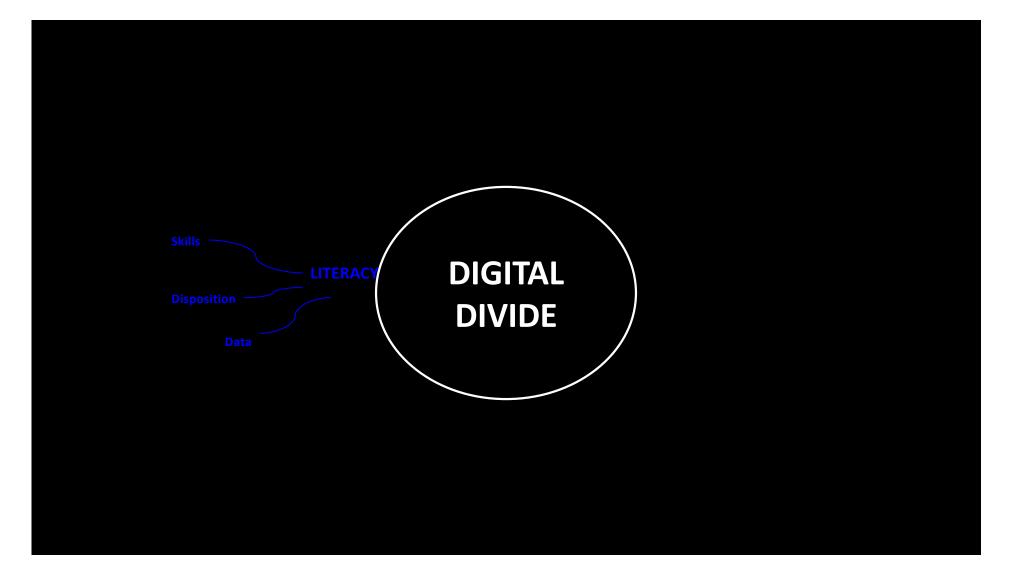
Arms race.

Associate presence of tech as an indicator of 21st century learning.

Is the curriculum preparing students for a world dominated by AI?

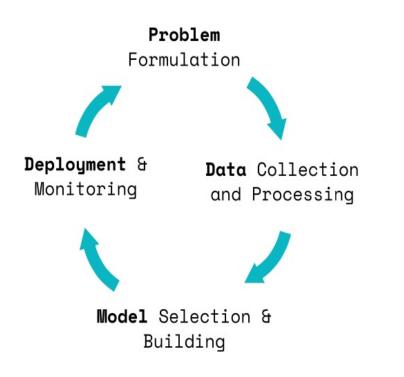






What is AI Literacy...today?

- Technical Literacy
- Critical Literacy
- Behavioral Literacy



TECHNICAL LITERACY

How are AI systems built?

How do they function?

NATIONAL #ARTS

Q _____

Home / Impact / Media Arts / Tech as Art: Commissioned Essays from Arts Practitioners

"A Call-to-Action in STEAM Education"

By S. Craig Watkins

The report produced by the National Endowment for the Arts, Tech as Art: Supporting Artists Who Use Technology as a Creative Medium, is a timely, albeit unlikely, intervention into the debate about the future of STEM (science, technology, engineering, and math) learning in the U.S. Among its many recommendations, I was especially struck by this one:

Educators and policymakers can support integration of the arts with STEM through educational initiatives inclusive of creative coding and other arts-based learning to bridge digital divides, promote digital literacy, and build essential 21st-century skilleets.

This recommendation is, in earnest, a call-to-action

CRITICAL LITERACY

What are AI systems designed to do?

What are the social, ethical, and equity issues?

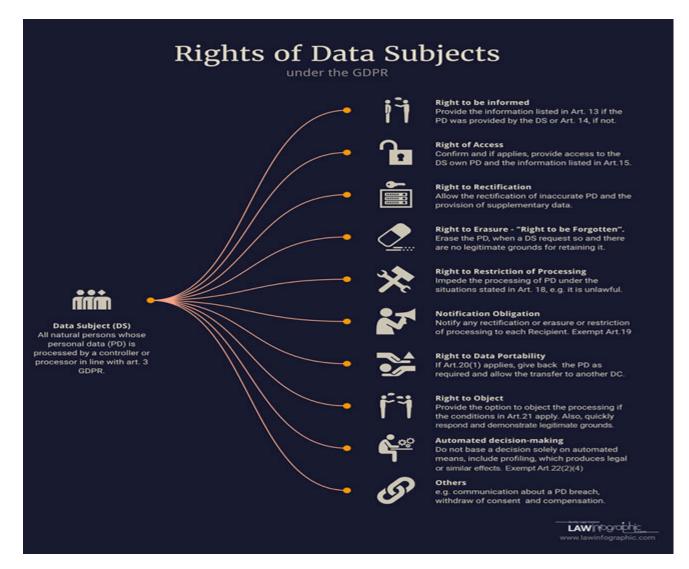
Diverse expertise.



BEHAVIORAL LITERACY

How do AI systems shape human behavior?

Human agency and digital wellness.



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