Application Intelligence

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Introduction

Greetings, <APPLICANT NAME>. Welcome to your new job… or maybe not. This is a LARP about interviewing with an artificially "intelligent" hiring manager that updates its neural network as it interviews applicants.

Each applicant is applying for a different job but assumes other applicants are applying for the same job initially. In the end, only one applicant will be hired.

With each interview, the A.I. gathers more information about each job the applicants are interviewing for. However, the bot jumbles this info, getting confused about what the job actually is. In the end, only one applicant will be hired, but who knows what the job will have morphed into by then?

Safety

Please discuss topics players would like to avoid beforehand, they do not need to provide a reason why. Before starting, discuss ways to adjust conversation during play in case anyone feels uncomfortable at any time. Prioritize players over finishing the game.

Players and Materials
- 4-7 players
- Paper
- Writing Utensil
- Something to keep time
- X cards for every player
- Two rooms,
    - One acts as a waiting room, the other acts as the interview room
    - Use medium/larger rooms if possible, although small rooms can be comical

Roles
- Artificial Interviewer
    - The role of the A.I. is to ask "typical" interview questions and to gather information about the applicants' professions.
    - In typical A.I. fashion, this player should take everything they hear as literally as possible.
        - For example, saying "this field" could mean "field of work," but the A.I. might interpret it as "field of grass."
    - During each interview, the A.I. registers a few keywords/phrases the applicant used often. They save this information to ask "follow-up questions" in future interviews.
- Secretary (only if 5 or more players/optional, facilitator)
    - Helps send applicants in/out of the interview room.
    - Listens to the interviews and helps the A.I. determine keywords/questions and helps determine the winner.
- Applicants (all other players)
    - Their goal is to get hired by the A.I., but the difficulty is not knowing what the final job will be.
    - Aim to sabotage or assist other players in figuring out what keywords might be important. Play to lift.

<u>Before Play</u>
1) A.I. decides on two fields of jobs (example: medical + animal-related). There are sample topics as examples at the bottom.
2) Applicants make a list of as many jobs as there are applicant players based on the announced fields, with half the list as each field. Be specific (for example, for five applicants, a list made by one player could be: heart surgeon, optometrist, dentist, zookeeper, and dog walker. Another player may list out: veterinarian, pediatrician, zookeeper, dog walker, and Kentucky Derby racer).
3) A.I. selects one job from each list with half the selected jobs from each field. Using the above example, the A.I. may select "dentist" from the first player's list, and "zookeeper" from the second player's list. Overlap is okay when players make their lists.
4) A.I. distributes jobs randomly back to applicants and gives them two minutes to write three keywords on their paper (example: teeth, toothpaste, cavities).

<u>Sequence of Play</u>
1) First round of interviews:
    a) A.I. interviews applicants one at a time for two minutes each about their job using the applicants' keywords (example: why are teeth important to a dentist). The A.I. will compile 2-4 keywords/phrases different from the applicants' during this that they deem important (example: if the dentist mentions money, the tooth fairy, biting, or children, those could be keywords). It is advised that the A.I. and applicants sit far away from each other during the interviews.

b) Applicants in the waiting room assume they are applying for the same job, but ask each other questions about their jobs to guess each other's roles (example: how many times has a kid bitten you?). Use applicant keywords as a guide.

c) Once all applicants have been interviewed, the A.I. takes three minutes to look over keywords.

2) Second round of interviews:
   a) A.I. interviews applicants in the same order. Two minutes are spent asking questions based on gathered keywords (example: does a zookeeper deal with fairies on a daily basis). The A.I. compiles a list of phrases or answers during this phase. After two minutes, applicants are allowed to tell the A.I. one thing. This is to sabotage other players based on what they've said in the waiting room (example: if a player mentions being rich in the waiting room, an applicant may tell the A.I. "Did you know being wealthy is a sign of a bad work ethic?").

   b) Applicants in the waiting room continue their conversations. They are encouraged to give each other information on what to expect, whether it is true or false.

   c) After the interviews conclude, the A.I. takes 3-4 minutes to select repeated phrases, keywords, and notes to compile a fake job to ask questions about during the next phase (example: Teeth Anti-Capitalist).

3) Group interview:
   a) A.I. gathers all applicants in the interview room.

   b) For two minutes multiplied by the number of applicants, ask applicants questions about the fake job to see if they are a good fit for the job (example: Do you interact with teeth often? How rich are you?)

   c) After the timer goes off, the A.I. steps out of the room for a few minutes and determines which candidate is the best fit.

   d) The A.I. will re-enter the room and congratulate the winner on their new position, announcing the fake job title.

4) Debrief:
   a) Discuss with players how the game went, were there any moments that stuck out positively or negatively?

   b) A.I. can walk applicants through their process/notes if desired.

   c) Applicants can tell the A.I. what happened in the waiting room.

Sample Topics
   1) Medical + Animal-Related
   2) Technology + Public Service
   3) Culinary + Law
   4) Engineering + Entertainment
   5) Business + Arts