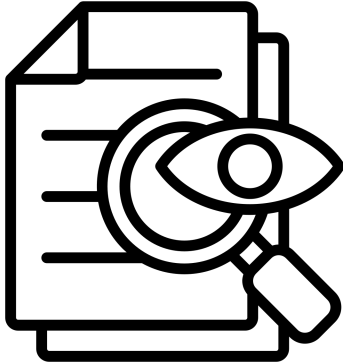# SceneCraft FAQ

General Overview

1. What is SceneCraft, and how does it work?

SceneCraft is an AI-powered storytelling platform developed through the NSF-funded EngageAI Institute. It enables teachers to create interactive, narrative-driven learning experiences by entering a prompt. The system generates story scenes, characters, and dialogue that teachers can fully customize to align with instructional goals.

2. Who is SceneCraft designed for—teachers, students, or both?

SceneCraft is designed primarily for educators to collaborate with AI in authoring interactive, narrative-based learning experiences. Through a structured authoring tool, teachers guide the AI to generate content aligned with their instructional goals, standards, and classroom context. While students engage with the experiences created in SceneCraft, the platform is designed for teacher use, providing them with complete control over content design, customization, and classroom integration.

3. What subjects or grade levels is SceneCraft best suited for?

SceneCraft is designed to support cross-curricular instruction across STEM, humanities, and the arts. It works well for grades 5–12 but can be adapted to suit a range of learning levels, depending on instructional needs.
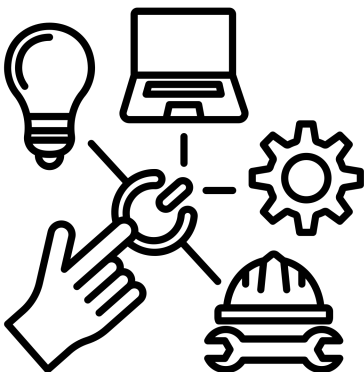
Technology & Integration

4. What are the system requirements for using SceneCraft?

SceneCraft is entirely web-based and optimized for modern browsers, including Chrome, Firefox, Safari, and Edge. No installation or local storage is required.

5. Does SceneCraft integrate with LMS platforms like Google Classroom or Canvas?

SceneCraft works independently and does not require integration with an LMS. Teachers can export a shareable game link and post it anywhere: Google Classroom, Canvas, email, or other communication tools.

6. Is SceneCraft web-based, or does it require installation?

SceneCraft is entirely web-based and accessible via any device with an internet connection.

7. Can SceneCraft be used on Chromebooks, tablets, or mobile devices?

Yes. SceneCraft is optimized for Chromebooks and functions on tablets and mobile devices with web access, although the user experience is best on laptops or desktops.

Data Privacy & Security

8. What student or teacher data does SceneCraft collect?

We collect teachers' Google email addresses to authenticate accounts during the login process. We store all content created by teachers within the SceneCraft platform. While we track the number of times a student plays a game to monitor engagement, we do not collect any personally identifiable information from students.

9. Is SceneCraft COPPA compliant?

Yes. SceneCraft is designed with data privacy in mind and follows COPPA compliance standards.

10. How is data stored and protected? Can districts control access and permissions?

All generated content is securely stored behind a firewall and linked to each user's unique ID. This content remains accessible to the individual user upon login. Administrative privileges are limited to designated institutional administrators; no external parties have administrative access to the data.

11. How does the AI in SceneCraft operate, and what measures are in place to ensure its safety for student use?

Users do not have direct access to the underlying AI engine. All interactions are mediated through the SceneCraft Authoring Tool, which manages input and output securely. User inputs

are internally parsed and incorporated into structured, prompt-based requests sent to large language models. The AI-generated responses are parsed, formatted, and presented to users for review.

At multiple stages of the content creation process, users can view, edit, and modify the generated material to ensure it aligns with their intent and appropriateness standards.
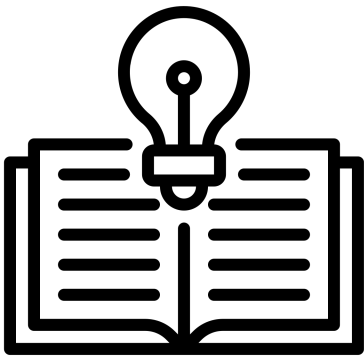
Instructional Alignment & Pedagogy

12. How does SceneCraft align with state standards or district curriculum?

SceneCraft supports instructional goals by drawing from widely available educational standards, including Common Core, NGSS, and CSTA. While the AI can reference many state and district standards found online, it may occasionally generate inaccurate or outdated information. Therefore, educator expertise is essential for aligning with local or state standards. Teachers must tailor prompts and story elements to their instructional scope and sequence.

13. Can SceneCraft be used for project-based, inquiry-based, or cross-curricular instruction?

Absolutely. SceneCraft is a flexible tool that can support project-based, inquiry-based, and cross-curricular instruction, but how it's integrated into these approaches is ultimately up to each teacher. While we don't prescribe a specific method, we're working to build a community where educators can share how they've used SceneCraft to support deeper learning and innovative pedagogy.

14. What professional development or training is available for educators?

We offer live and on-demand professional learning sessions, implementation guides, and a narrative prompt design worksheet to support teachers in designing story-based lessons.
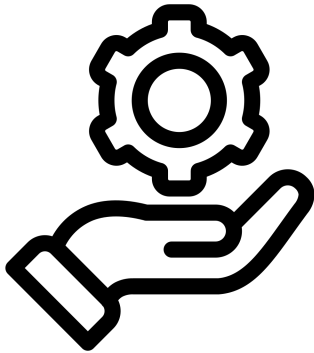
15. Can teachers share or collaborate on stories and scenes across classrooms or schools?

Yes. SceneCraft features will enable educators to share content and collaborate within and across schools.

SceneCraft

Implementation & Support

16. What does onboarding look like for a school or district?

Onboarding with SceneCraft is quick and straightforward. The platform integrates easily with existing classroom technology and requires minimal technical setup. We provide training and support to help educators get started, with access to ready-made resources and optional live sessions tailored to your goals.

### 17. Is technical support available during school hours?

Yes. Our small team offers support via email and chat during standard school hours, and we do our best to respond promptly. While we strive to address issues quickly, immediate responses during the school day are not guaranteed.

18. How long does it take for teachers to learn and use SceneCraft effectively?

Most educators can begin creating scenes in under an hour. With a short training session or through self-guided exploration, teachers typically become confident and proficient with SceneCraft quickly.

19. Can SceneCraft be piloted before full adoption?

Yes. We offer pilot programs for schools and districts interested in evaluating SceneCraft before full implementation. If interested, please contact: scenecraftai@ncsu.edu
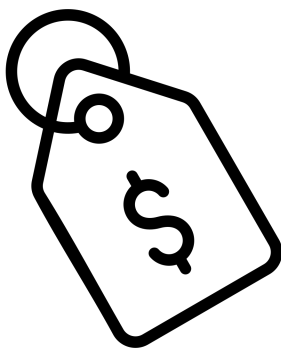
Pricing & Licensing

20. What is the pricing model (per teacher, student, site license, etc.)?

It is free because SceneCraft has been developed through the NSF-funded EngageAI Institute.