



AI, Ethics and Technology
TENTATIVE 2026 SCHEDULE*

*please note, this may be subject to change

Sunday June 21

2:30-4pm Check-in at dorms

4pm Welcome! Intro to the Program

5:30pm Dinner

6:30-10pm Evening activities

Monday June 22

8am Breakfast

9a-12p **Session 1: What is AI and why does it matter?**
What is artificial intelligence? How long has it been around? What are its benefits and risks today? These are some of the questions this introductory session led by Prof. Hildebrand will cover. Get ready to explore how AI is impacting the way we communicate, learn, create, and build relationships.

12:15pm Lunch

1:15-4:15pm **Session 2: Animatronic eyes with face tracking**
Using microcontrollers and 3D printed parts, we will build robotic eyes that can blink and move to track your face. We will discuss the AI algorithms used for face tracking and the ethical issues surrounding face tracking technology. With Prof. Hilton

5:30pm Dinner

6:30-10pm Evening activities

Tuesday June 23

8am Breakfast

9a-12p **Session 3: VR & 'Robots, drones, and us'**
How do camera drones change the way we see and experience the world? What happens when robots are designed to interact with us socially? Can we form real connections with machines? Join Prof. Hildebrand for an engaging exploration of drone technology and social robotics. Also, learn about and experience virtual reality headsets with Prof. Muetzel

12:15pm Lunch

1:15-4:15pm **Session 4: Marketing in the Age of AI**
From personalized recommendations and chatbots to trend prediction and content creation, you'll learn how companies use AI tools to analyze customer data, develop products, create ads, and deliver messages to the right audience at the right time. Through interactive activities and real-world examples, you'll discover how marketing, creativity, psychology, and technology come together—and how AI is opening up exciting new career paths. With Prof. Khare

5:30pm Dinner

6:30-10pm Evening activities

Wednesday June 24

8am Breakfast

9a-12p **Session 5: Press Start! AI Prompting as game design**
Use AI to help you design a video game--the world, the maps, the adventure, the players. Together we will understand the differences in AIs, learn how to prompt them for optimal output, and then we will begin stage one of game design. With Prof. Ramsey-Tobienne

12:15p Lunch

1:15-4:15pm **Session 6: Partner game design with coaches**

5:30pm Dinner

6:30-10pm Evening activities

Thursday June 25

8am Breakfast

8:45a Board bus transport

9:30am-1:30pm **Session 7: Field trip to KnowBe4**
Cybersecurity firm (Clearwater, FL), lunch provided

2:15-4pm **Session 8: Guest speakers**

5:30pm Dinner

6:30-10pm Evening activities

Friday June 26

8am Breakfast

9-11am **Session 9: Share your game designs and feedback**

12:15p Lunch and Closing Ceremony

2pm Check-out