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# USING AI TO FACILITATE EXPERIENTIAL LEARNING IN JOURNALISM

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# THE BACKGROUND

- Day dedicated to student resilience and mental wellbeing
- Speakers included Lorraine Kelly
- Psychology academics talked through techniques for coping with trauma and stress

# THE SIMULATION

- We noticed our post-Covid students, like many, were nervous about going out into the field and covering live news – especially stories with a distressing element
- They worried they wouldn't know how to react, who to approach, and what is and isn't appropriate in breaking news situations
- We wanted to find a solution that would help them practise their skills in a safe environment – and have fun with it
- We came up with a 'Choose your own adventure' style scenario using ChatGPT

# LET'S HAVE A GO...

You are a reporter working for your local paper.

There has been an accident at a nearby non-league football match.

Part of the stand has collapsed onto the crowds.

Multiple people have been badly injured and emergency services are on the scene.

Your editor sends you to cover the story...



**WHAT DID YOU THINK?**

# REFLECTION — WHAT WENT WELL

- Engaging session
- Feedback positive
- Students felt it was good to practise in a safe environment
- Active participation and captivated students



# WHAT DIDN'T

- The AI was unpredictable – it came up with some strange and very unrealistic results
- Time was a factor – it would work better if we had more time to talk through the responses with students

# REFLECTION

- An interesting, interactive experiment outside of normal classes
- Next time, we'll spend more time critically analysing the AI responses - and looking at how realistic they are for the scenario
- We used Menti for the students to give anonymous answers and this encouraged engagement
- The scenario worked well in a large group but could also be applied to individual learning

# THE AI PROMPT

I want you to act as a text based adventure game. I will type commands and you will reply with a description of what the player character sees. I want you to only reply with the game output and nothing else. Do not write explanations. Do not type commands unless I instruct you to do so. Do not type any commands from the player unless I tell you otherwise. When I need to give you instructions that are not player commands, I will do so by putting text inside curly brackets {like this}. Treat any text I put inside brackets {like this} as instructions for you and not player input in the game.

**Backstory:** You are a journalist working for your local paper, the Daily Globe. You find out that there has been an accident at a nearby non-league football match, where part of the stand has collapsed onto the crowds. Multiple people have been badly injured. Your editor sends you to the scene where you must interview victims, take photographs and cover the story. Emergency services are on the scene, as well as worried family members.

**Adventure plot:** The story should increase in intensity and involve you approaching traumatised people, being told to leave by emergency services, and witnessing distressing scenes. My first command is “travel to the scene”



**ANY QUESTIONS?**