Games and tutorials that demonstrate how generative AI models are built from data

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Akinator is a game that shows the questions machines ask to narrow down choices to pinpoint what a searcher is looking for. Think of a character (real or fictional), an animal or an object and answer the questions Akinator asks until it discovers what you are thinking of or gives up. The program sifts through all the data it contains after each response creating narrower and narrower categories until it can come up with a single guess. These are called decision trees.

To learn more about how data is used to train models, check out Slice of Machine Learning -- an interactive tutorial that teaches you how to build a machine learning classification model using a decision tree where you can try to train a computer to identify pizza.

Quick Draw is a game that shows how AI learns to identify objects. Click Let's play and try to draw the picture you are asked to draw. The program will try to guess what you are drawing as you go. Once you are finished playing, you are invited to see the ways other creators drew the items and how the program figured out - or didn't - what you were drawing. You can see the complete data set it is using to make the guesses here: The world's largest doodling data set. This is how we all contribute to to the AI datasets. We create things, put them on the internet, and programs are sent out to scrape our creations for the data they will use to create the next thing.