WORKSHOP 5
**NAVIGATING AND NEGOTIATING THE ETHICAL TERRAIN OF AI**
Facilitator:
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**Outline**:
Last year at ICICTE we learned, among other things, not to be afraid of AI, to recognize its attributes and work with it. This year the array of offered sessions on the topic testify to the extent to which AI is increasingly dominating many venues. One crucial matter with which the field of education is confronted is, as the title of this workshop implies, the ethical terrain. Note, that a whole session is devoted to "fake news."

The purpose of this workshop is to provide a forum to consider some key questions, concerns, and challenges as well as some concrete examples of how various sectors of education are addressing this issue. After laying a groundwork, an open forum approach will provide an environment for participants to suggest additional questions for further pursuit and to contribute examples of ways in which they or their institutions are addressing ethical challenges. The issues are far deeper than the question of AI detectors.

A concluding highlight of the workshop will be an experiential session in which participants will have the opportunity to "play" a unique board game designed for higher education and led by its creator(s) and developer(s).

Participants will also be provided a list of resources for continuing inquiry.

**Topical Areas & Objectives (not behavioral, per forum approach):**
- What is the meaning of the terms "complex ethical terrain," "navigate," and "negotiate"?
- What are some key areas of concern and challenges (starter list provided by presenter(s), augmented by participants?
- What is currently being done to address challenges (examples welcome from all)?
- Highlight on experiential Board Game session.

**Method**:
- Brief lecturette as a foundation
- Small group work (contingent on # of participants)
- Forum approach (i.e., a place, meeting, or medium where ideas and views on a particular issue can be exchanged)