As the AI community prepares to celebrate the $2^8$ anniversary of the Dartmouth Summer Research Project on Artificial Intelligence that launched AI as a field, it is an appropriate time to look back over the last 64 years to consider how far we have progressed. This presentation will focus particularly on trends in education, diversity, and inclusion in AI and in computing more generally. The talk will also include recommendations for the field, including an increased emphasis on ethical computing, best practices for inclusive classroom and work environments, and how to be an effective ally for underrepresented groups.
(20 min) Teaching Constraint Programming Using Fable-Based Learning via Massive Open Online Courses: An Experience Report
Mavis Chan, Cecilia Chun, Holly Fung, Jimmy Lee, Peter Stuckey

11:30 - 12:30: AI for Education Track
Chair: Nate Derbinsky

- (20 min) Geospatial Clustering for Balanced and Proximal Schools
  Subhodip Biswas, Fanglan Chen, Andreea Sistrunk, Sathappan Muthiah, Zhiqian Chen, Nathan Self, Chang-Tien Lu, Naren Ramakrishnan

- (20 min) Multiple Data Augmentation Strategies for Improving Performance on Automatic Short Answer Scoring
  Jiaqi Lun, Jia Zhu, Yong Tang, Min Yang

- (20 min) Using AI techniques in a Serious Game for Socio-moral Reasoning Development
  Ange Adrienne Nyamen Tato, Roger Nkambou, Aude Dufresne

12:30 - 2:00: Lunch Break

2:00 - 3:00: Main Track
Chair: Lisa Torrey

- (20 min) An Experimental Ethics Approach to Robot Ethics Education
  Tom Williams, Qin Zhu, Daniel Grollman

- (20 min) Making High-Performance Robots Safe and Easy to Use for an Introduction to Computing
  Joseph Spitzer, Joydeep Biswas, Arjun Guha

- (20 min) Teaching Game AI as an Undergraduate Course in Computational Media
  Adam M. Smith, Daniel Shapiro

3:00 - 3:30: Model AI Assignments
Chair: Todd Neller

- (15 min) Exploring Unfairness and Bias in Data
  Jonathan Chen, Tom Larsen, Marion Neumann
Computer science is a field of remarkable breadth, with problems in human-computer interaction alone spanning natural language processing, visual, audible, and tangible interfaces, accessible design, social computing, art-making. Machine learning is now being applied in every one of these domains. Bruner claimed that “any subject can be taught effectively in some intellectually honest form to any child at any stage of development.” Computing education must take up this call, including offering developmentally-appropriate machine learning education. I will present a vision for how this could unfold, share progress on my team’s efforts to develop machine learning education for youth, and discuss ongoing challenges.
- (5 min) Using Cloud Tools for Literate Programming to Redesign an AI course for Non-traditional College Students
  
  Maria Hwang, Calvin Williamson

- (5 min) Coding in the Liberal Arts through Natural Language Processing and Machine Learning
  
  Ursula Wolz, Jennifer Wilson

- (5 min) Minecraft as a Platform for Project-Based Learning in AI
  
  Sameer Singh

10:45 - 11:00: Coffee Break

11:00 - 11:40: AI for Education Track
Chair: Nate Derbinsky

  - (20 min) Semi-supervised Learning to Perceive Children’s Affective States in a Tablet Tutor
    
    Mansi Agarwal, Jack Mostow

  - (20 min) AISpace2: An Interactive Visualization Tool for Learning and Teaching Artificial Intelligence
    
    Chenliang Zhou, Dominic Kuang, Jingru Liu, Hanbo Yang, Zijia Zhang, Alan Mackworth, David Poole

11:40 - 12:10: Model AI Assignments
Chair: Todd Neller

  - (15 min) Playing Against Adversary and Stochastic Agents in Connect Four Game
    
    Narges Norouzi, Ryan Hausen

  - (15 min) Graphical Networked Checkers Bots Assignment
    
    Matthew Evett

12:10 - 1:45: Lunch Break

1:45 - 2:25: Main Track
Chair: Lisa Torrey
● (20 min) Zhorai: Designing a Conversational Agent for Children to Explore ML Concepts  
  *Phoebe Lin, Jessica Van Brummelen, Galit Lukin, Randi Williams, Cynthia Braezeal*

● (20 min) Lessons Learned from Teaching Machine Learning and Natural Language Processing to High School Students  
  *Narges Norouzi, Snigdha Chaturvedi, Matthew Rutledge*

2:25 - 3:15: K-12 AI Education in 2020  
Panel: David Touretzky, Christina Gardner-McCune, Cynthia Breazeal, Emily Reid

3:15 - 3:30: Coffee Break

3:30 - 4:00: Model AI Assignments  
Chair: Todd Neller

  ● (15 min) A Project on Multi-Agent Path Finding (MAPF)  
    *Wolfgang Hoenig, Jiaoyang Li, Sven Koenig*

  ● (15 min) PyPlat: A Flexible Platform Game Project  
    *Sejong Yoon*

4:00 - 4:15: Research Challenge Announcement  
Todd Neller

4:15 - 4:45: Community meeting

All attendees are invited to join us for a community meeting at the end of EAAI-20. This will be an opportunity to ask questions and make suggestions for EAAI-21 and beyond. Bring your thoughts and ideas for the future of EAAI!