Toolsheet AI Reflection Matrix

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When to use it / Targeted skills:

Use after any AI-based activity, such as chat, image generation, or video production, especially in the context of video game design. Helps learners build ethical awareness, detect bias in characters or stories, and practice digital responsibility in game development.

What You'll do:

You'll reflect on how an AI tool performed and how responsibly it functioned. You'll score and comment on 4 key areas: usefulness, creativity support, fairness, and responsibility.

What You'll Need:

- AI Reflection Matrix (see Annex)
- Notes from your AI-based activity
- Optional: peer-review (classmates or teammates for comparison)

How to use it:

1. After your AI session, fill out the 4 reflection categories:

- Usefulness (Did it help achieve your task?)
- Creativity Support (Did it inspire ideas or solutions?)
- Bias & Fairness (Were any stereotypes or limitations visible?)
- Safety & Responsibility (Was the content safe, accurate, and respectful?)

2. For each axis, rate the AI from 1 to 5 and write short reflections.
3. Optionally, share your results with peers and compare perceptions.

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About this template:

The matrix simplifies ethical AI discussions into manageable parts. It supports journaling, team discussion, and self-awareness over time.

Tips for Reuse / Continuation:

1. Use after every AI session in class or workshops.
2. Track your scores over time to see how your critical judgment evolves.
3. Encourage group conversations about fairness, accuracy, and innovation.

Languages:

Available in English, French, Czech, Latvian and Italian.

Annex: AI Reflection Matrix Template

Rate each impact along the two axes of Responsibility (how significant) and Risk (how likely). Use the questions on the following page or rank 1–5 (low to high).

	1	2	3	4	5
1					
2					
3					
4					
5					

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Annex:

Impact: What is the effect on people or society?

_____

Responsibility: Who is most responsible for handling it if it happens?

_____

Risk: How likely is this to occur? _____

Improvements:

_____

_____

	1	2	3	4	5
1					
2					
3					
4					
5					