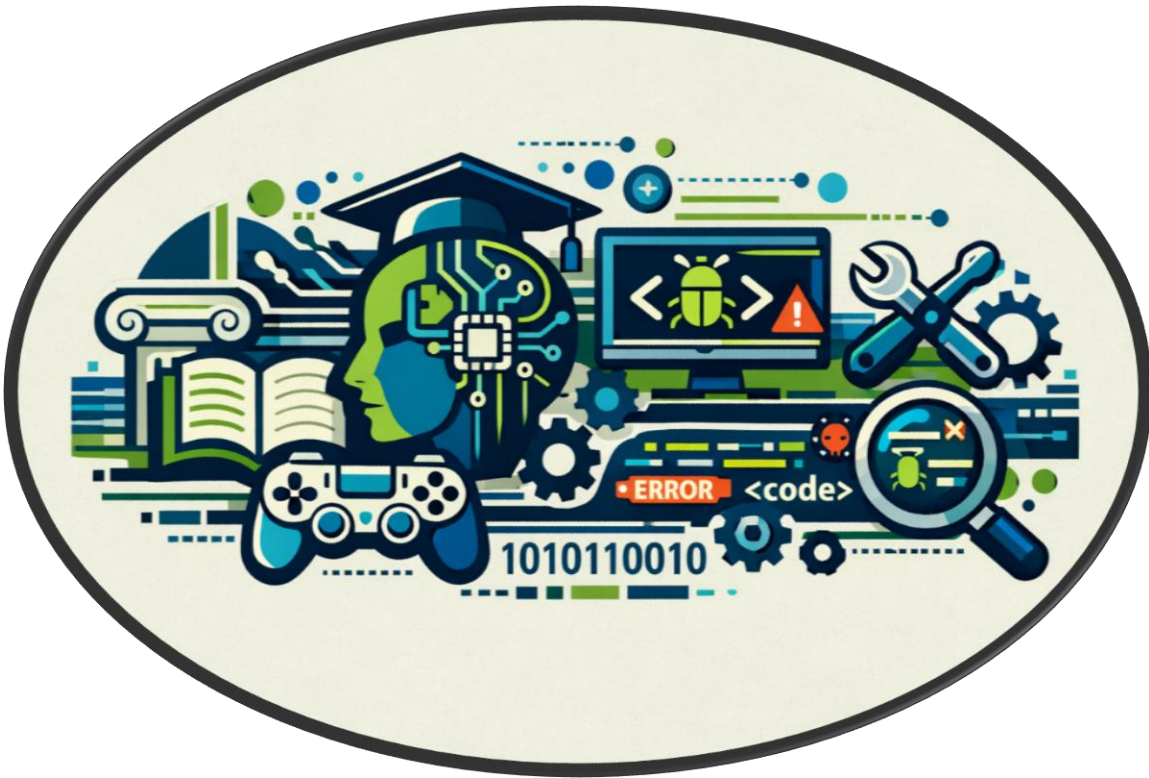


Assignment Series #1

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Discussion Prompt

We will have a discussion in which you will experiment with AI tools that make core CS ideas more playful and visual.

Step 1. Select 2 tools from the list below to use in your submission:

- [Debug Quest](#) – helps you role-play through debugging and problem-solving scenarios.
- [Introduction to Computer Science Meme](#) – helps you turn CS concepts into simple, sharable memes.
- [Computer Science Video Game Creator](#) – helps you design a concept for a simple game based on CS ideas.

Assignment Series #1



Step 2. Create with your tools

Using your chosen **two** tools:

1. **Tell each tool what CS concept you want to focus on**
(for example: algorithms, variables, loops, conditionals, data structures, debugging, AI, etc.).
2. With [Debug Quest](#) or [Video Game Creator](#), have the tool help you design either:
 - a short debugging scenario **or**
 - a simple game idea that teaches your chosen concept.
3. With the [Introduction to Computer Science Meme](#) tool (or the other tool you chose), create **one meme or one short description** that explains the same concept in a funny or visual way.

You don't have to share images here—just describe the meme or game clearly enough that a classmate could picture it.

Step 3. Discussion Post (200–250 words)

In your post:

1. **Name the 2 tools you used** and the **CS concept** you focused on.
2. **Describe what you created** (debug scenario, game idea, meme, etc.).
3. Explain **how using AI changed your understanding** of that CS concept. Did it give you a new example, analogy, or way to explain it?
4. Ask the GPTs for references and include a list of citations.
5. Briefly reflect on why playful approaches (games, memes, interactive stories) might help people feel less intimidated by computer science.
6. Respond to other students as per the requirements.

*As always, if you find the GPT using Wikipedia, please remind it that the GPT instructions say no Wikipedia.