



ARTIN Future Project

Module 2

Unit 2.2 Worksheet example: Introduction via Haptical and Abstract approach

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MODULE 2 | Unit 2.2 - Hands on Introduction

About Quick, Draw:

“This is a game built with machine learning. You draw, and a neural network tries to guess what you’re drawing. Of course, it doesn’t always work. But the more you play with it, the more it will learn. So far we have trained it on a few hundred concepts, and we hope to add more over time. We made this as an example of how you can use machine learning in fun ways. Watch the video below to learn about how it works.”



Read the text and test the application. Afterwards answer the following questions:

What is the purpose of the programme?

How is the programme used?

What data is used?

What predictions are made?

Who uses or who benefits from such a programme?

Sources:

<https://experiments.withgoogle.com/quick-draw> last access: 01.12.2021