

PROMPTwis(c)e

THE CREATIVE & CRITICAL PROMPTING DECK



GAME RULES (FOR PLAYERS)

by Thibault Philippette (ALPHA TEAM)

12 oct. 2025

Goal of the Game

Welcome to **Promptwis(c)e**, the Creative & Critical Prompting Game! This activity is designed to help you explore how AI can support creativity, critical thinking, and teamwork.

Use AI to **create**, **question**, and **transform** ideas — and show that you can think *wiser than your prompts*.

Setup

- 2 to 6 players or teams.
- 4 decks of color-coded cards:
 - **Prompt** (create) ● **Lens** (analyze) ● **Challenge** (transform) ● **Special** (meta)
- Each team needs:
 - an AI tool (ChatGPT, Copilot, Gemini, etc.),
 - one shared digital document or notebook.
- Shuffle all decks and place them face down.
- Each team starts with **1 Special Card**.

Game Round – The C–A–T Loop

(Create → Analyze → Transform)

Each round lasts about **15–20 minutes**.

CREATE (● Prompt)

Draw one Prompt card.

→ Follow the instruction (*Ask AI to...*).

→ Read the AI's answer, then rewrite or adapt it in your own words.

ANALYZE (● Lens)

Draw one Lens card.

→ Discuss your AI's answer: What's missing? What's biased? What's creative?

→ If needed, **reprompt** (prompt twice!) the AI to improve the result.

TRANSFORM (● Challenge)

Draw one Challenge card.

→ Apply the constraint (change time, form, tone, or perspective).

→ You have **5 minutes** to rework your idea.

SHARE & REFLECT

Present your new version (max 2 minutes).

Other players give **1 positive feedback** and **1 constructive critique**.

● SPECIAL CARDS – Meta Power!

Each team can play **1 Special Card per round** at *any time* to change the rules, challenge others, or reflect on the game.

Example	Effect
● <i>The Trickster</i>	Give a Challenge card to another team.
● <i>The Ethicist</i>	Stop an idea that breaks fairness or inclusion.
● <i>The Curator</i>	Choose the “most human” idea of the round (+ 1 point).



Voting & Scoring

At the end of each round, players or teams **vote** for 2 awards:



Most Creative



Most Critical / Ethical

You cannot vote for yourself.

→ Each award gives **1 point**.

→ The game can be played over **3 rounds**.

→ The team with the **most points** wins the title of

💡 **"Promptwi(c)se Mastermind!"**

⚡ Quick & Extended Modes

Mode	Description	Duration
Quick Play	Only use ● Prompts + ● Lenses (create & reprompt).	20 min
Full Game	Use full C-A-T + ● Specials.	45–60 min
Audit Mode (teacher)	Use ● + ● decks to improve existing student AI work.	Variable

✨ After the Game – Classroom Extensions & Reflections

At the end of the activity, the teacher or facilitator leads a **collective debrief** to connect the game experience with learning outcomes. Each group presents its final creation and discusses how AI contributed to or limited their work. The class can then compare versions through a short debate on clarity, creativity, or ethical awareness, using arguments from their prompting and analysis process. Groups may replay a round using a new Lens or Challenge card to test different strategies. A brief reflection concludes the session, helping students identify what made their collaboration effective and how AI can serve as a genuine thinking partner rather than a simple tool.

Open Educational Materials

Ideas and initial materials were developed during an Edukhaton, held in Greece from 2–5 September 2025, as part of the Creative Europe TADAM Project. They are shared as Open Educational Resources (OER) and may be freely reused and adapted for educational purposes.



Created by the ALPHA Team:

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TEACHER / DESIGNER NOTES

(Principles behind the game balance and learning design)

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Pedagogical Purpose

Promptwi(c)se is designed to develop *critical and creative AI literacy* through a playful cycle of interaction and reflection.

It uses the **C-A-T loop** (Create → Analyze → Transform) to train three complementary skill sets:

Phase	Cognitive Focus	Pedagogical Goal
 Create	Formulation & production	Learn how to <i>write prompts</i> and recognize AI output patterns.
 Analyze	Reflection & evaluation	Identify biases, verify information, and <i>reprompt critically</i> .
 Transform	Application & synthesis	Reinvent, remix, and <i>reclaim authorship</i> through creative constraints.
 Special	Meta-reflection & governance	Build awareness of <i>power, ethics, and collaboration</i> in media systems.

Design Principles & Balancing

Dimension	Design Choice	Rationale
Simplicity & Depth	Each card has one clear verb ("Ask", "Rewrite", "Reflect", "Add").	Keeps rules fluid and playable while allowing real reflection.
Transversality	All cards can be combined randomly without semantic conflict.	Ensures open replayability across contexts (journalism, fiction, research...).
Progression	Difficulty increases with each round (from form → ethics → meta).	Mirrors learning stages: <i>expression</i> → <i>critique</i> → <i>transformation</i> .
Constraint Play	Challenge cards act as cognitive "stretch goals."	Makes players reformulate ideas instead of repeating analysis.
Meta Roles	Special cards redistribute agency (The Ethicist, The Trickster...).	Simulates ethical and social negotiation around AI and creativity.
Scoring by Peers	Collective voting replaces teacher evaluation.	Encourages argumentation and dialogue over competition.

Learning Outcomes

After playing, students should be able to:

1. **Write clear and contextual prompts** (precision & creativity).
2. **Evaluate AI outputs critically** (bias, clarity, accuracy, representation).
3. **Reprompt strategically** to improve relevance.
4. **Adapt and remix content** across formats.
5. **Discuss ethical and cultural implications** of AI use.

Underlying Pedagogical Dimensions

Dimension	Description	Example Card
Critical Literacy	Recognizing bias, transparency, and accountability.	Lens: Bias / Challenge: Debug
Creative Literacy	Generating and transforming content with originality.	Prompt: Storytelling / Challenge: Genre Swap
Ethical Literacy	Reflecting on fairness and inclusion in media.	Lens: Fairness / Special: The Ethicist
Collaborative Literacy	Negotiating, remixing, voting, co-creating.	Challenge: Collab / Special: The Curator
AI Literacy	Understanding how AI generates and adapts ideas.	Prompt: Human–AI Collaboration / Lens: Transparency

How Teachers Can Extend the Game

Create new cards:

- *Prompt*: add new genres (e.g., “Podcast script”, “Press release”).
- *Lens*: new themes (e.g., “Empathy”, “Algorithmic transparency”).
- *Challenge*: constraints (e.g., “Add a sound element”).
- *Special*: roles (e.g., “The Moderator”, “The Historian”).

Adapt timing: allow mini-rounds (1 phase only) or full sequences.

Link to curricula: integrate into media literacy, language arts, or philosophy modules.

Assessment option: students submit a reflection sheet with their AI interactions.

Design Ethos

“Promptwi(c)se isn’t a game *about* AI — it’s a game *with* AI, where students learn to stay curious, ethical, and creative.”

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