

## TECH SPACE

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**Presentation Title: SceneCraft: Designing AI-Generated Narrative Games for Middle & High School Classrooms**

Ready to transform your curriculum into an immersive, AI-powered story? In this interactive workshop, educators will explore SceneCraft — a tool that simplifies narrative game creation. You will design an engaging, standards-aligned scene and watch it come to life instantly. We will guide you in shaping learner context, subject matter and story goals. Ideal for teachers, coaches, or anyone interested in game-based learning. Bring your device and creativity!

**Presentation Target:**

Middle School

**Presenter(s):**

1. Jacyln Stevens, Senior Research Scholar, The Friday Institute for Educational Innovation