



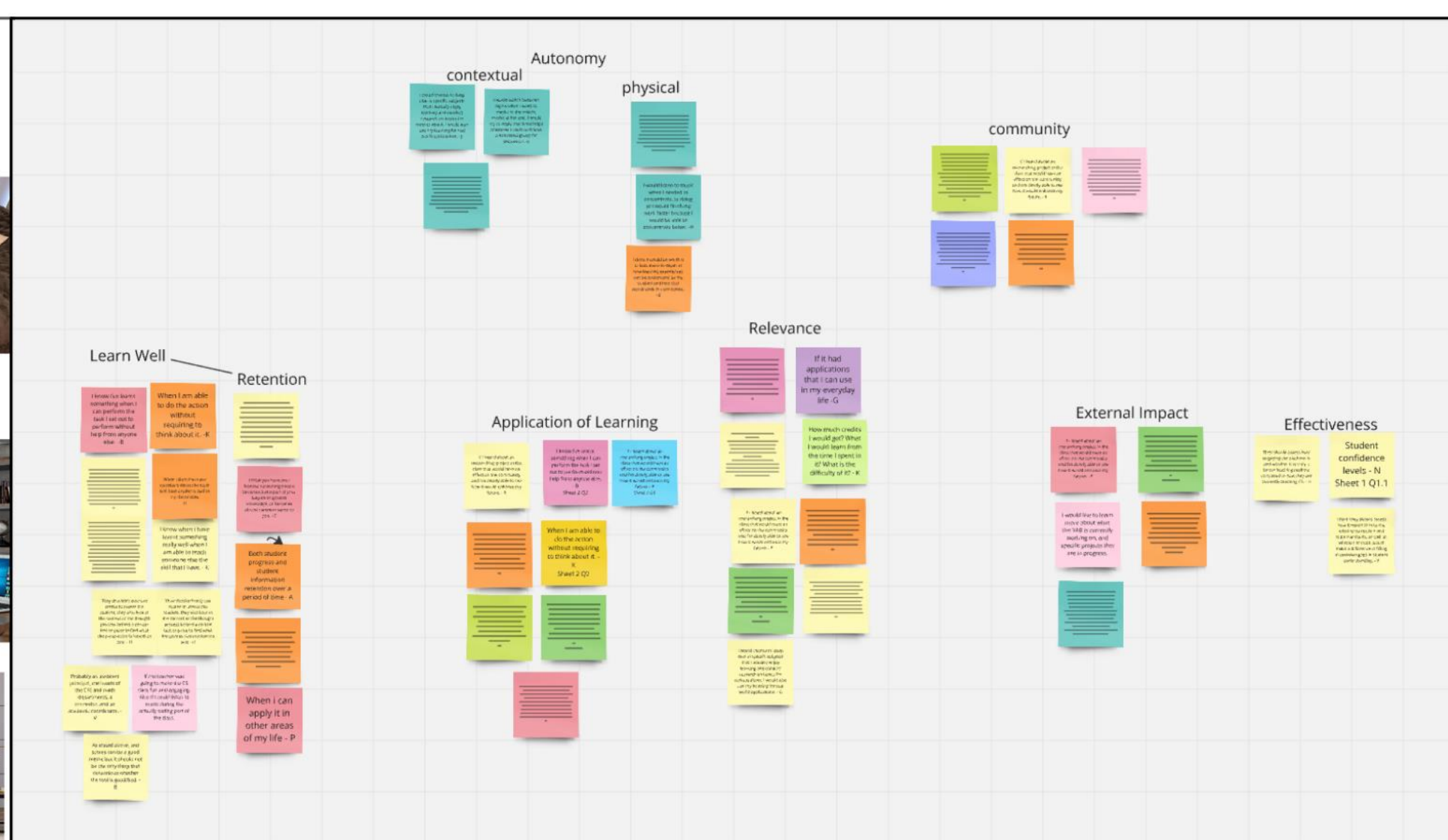
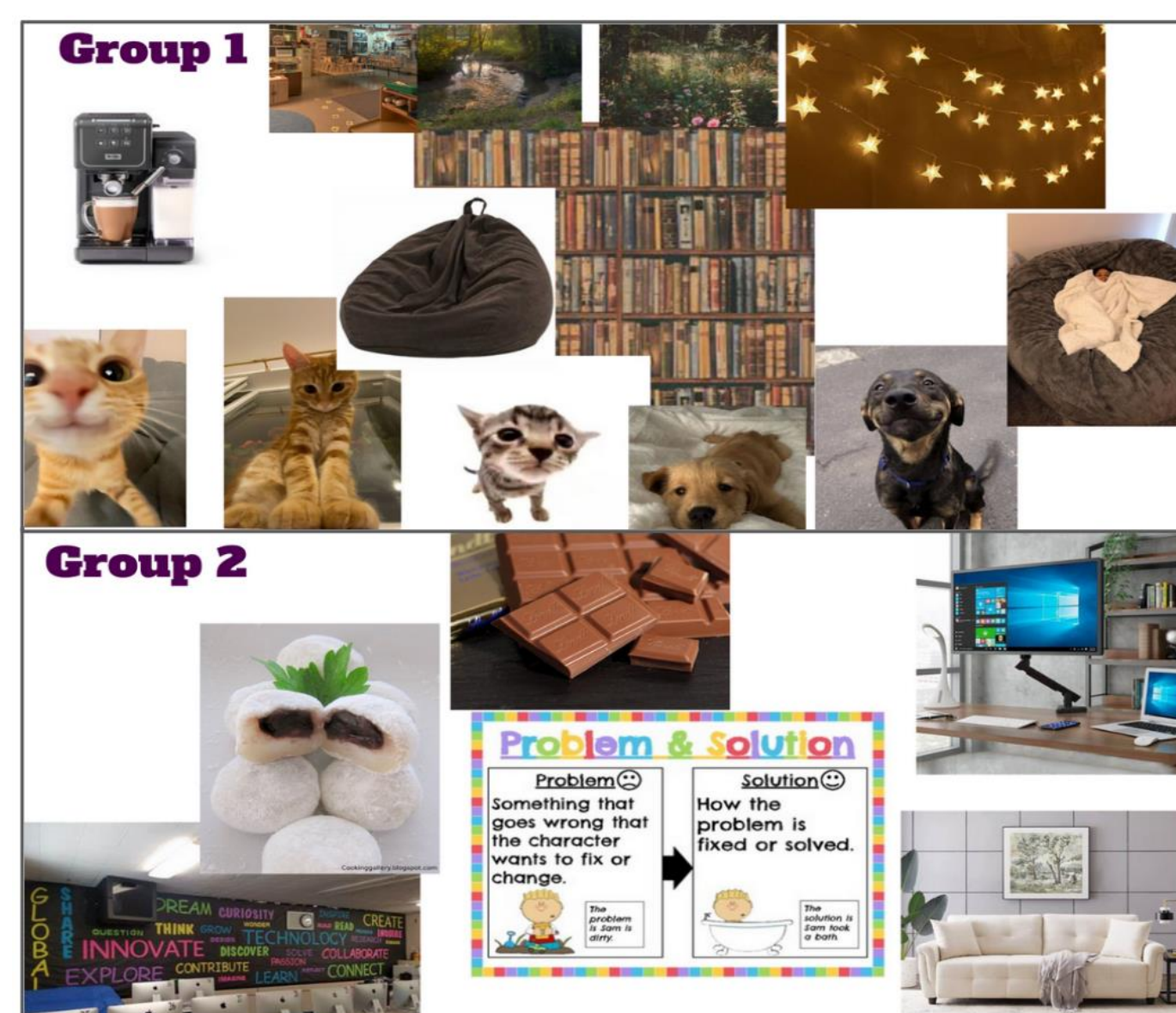
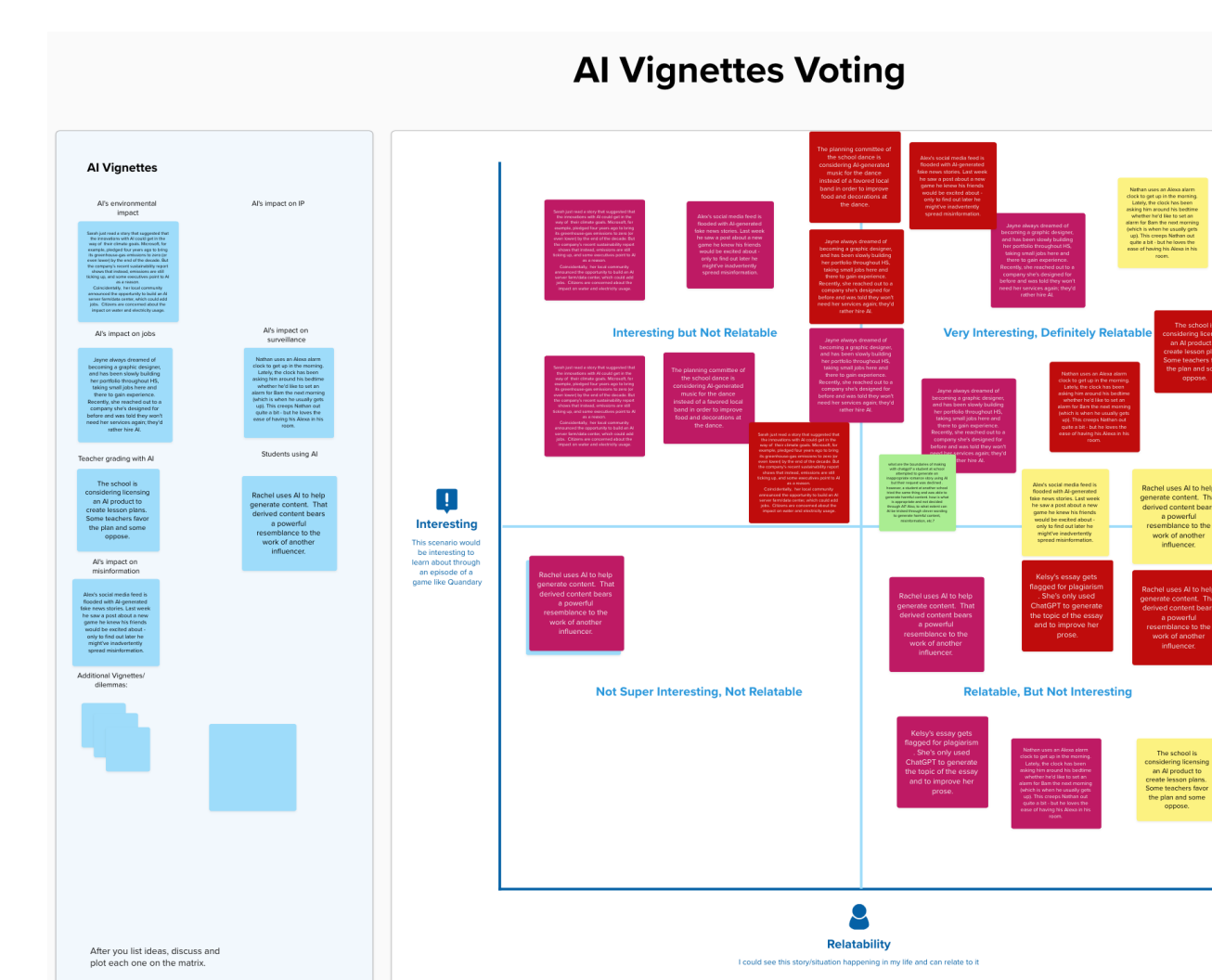
UW-YAB is a group of high school students and UW researchers exploring the opportunities and complexities technologies (like social media, AI tools, etc.) bring into our lives.

This experience grants teens an opportunity to gain experience in social research, network with researchers and like-minded peers, learn about different research career paths, and a way to contribute teens' voices in a meaningful way to projects that impact policy and technology design.

2024/2025 Projects

Expanding the Quandary Game

Quandary is an online game designed to engage students and aid in developing critical thinking and empathy skills. We worked with the Quandary team on: **(1) co-designing and thinking through the integration of an AI chatbot, and (2) creating a new AI ethics game episode by sharing and designing around our own experience of using AI tools.**



Rethinking CS Education

We explored our visions of what Computer Science (CS) education could look like in high school classrooms by **(1) examining our own experiences and assumptions of CS education and analyzing our reflections, and (2) collaboratively designing ideal learning environments.** Our research helped researchers understand teens like us think about CS in the classroom, which directly impacts our efforts to improve future CS education efforts.

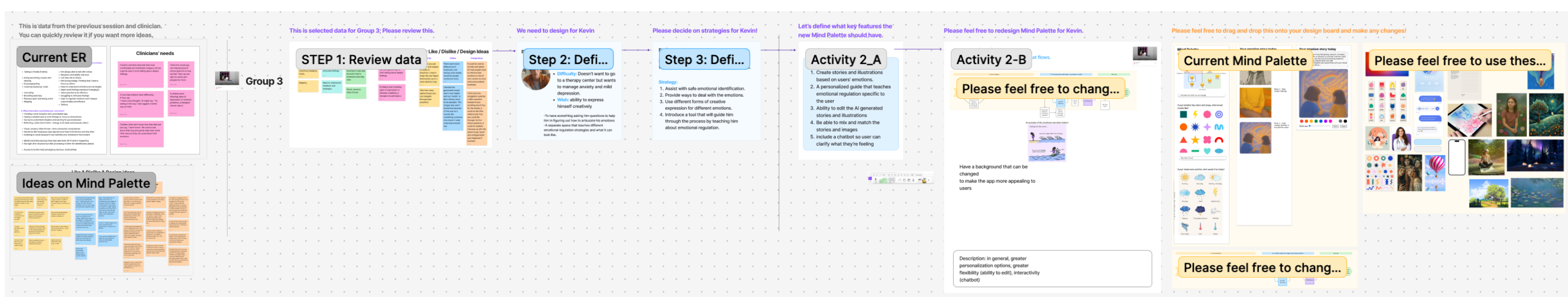
Thinking through Cell Phone Use Policy

We conducted **thematic analysis to analyze parent, student, and teacher opinions on phone policies in schools across Washington state.** We then wrote blog posts to reflect on the results of our analysis and later learned about and simulated focus groups as participants expressing our own diverse experience dealing with phone policies.



YAB_teacher_subset2

- We think that the key themes make sense because it is straightforward rather than vague, and it represents things that we commonly see in school.
- We think the cons aren't as strong as the pros; however, the one about not needing to contact others seems to not make much sense.
- The main idea is about how phones can be a distraction but also a meaningful aid in school.
- The data is telling a story that the pros and cons are very dependent on what is going on, and a lot of issues that make the cons are environmental factors, such as a computer not working.
- The main takeaway is that phones can have a negative impact on the school, but if used properly, they can have a meaningful impact on the school community.



Weighing in on Mind Palette

We advised the developer of Mind Palette, an AI-based app using art therapy inspired methods to support teens' emotional regulation. **We explored how to best account for different coping styles, learned about UX design, and brainstormed improvements and new features to incorporate into the app.**

Curious to learn more?

Get to Know Us



Join UW-YAB Summer Cohort



Work with Us

Interested in partnering with the UW-YAB? Email Rotem Landesman at roteml@uw.edu