What's next?

Documents

Memories

Answers
Puzzle 1: Training
Puzzle 2: Alan
Puzzle 3: Learning
Puzzle 4: Odds
Puzzle 5: Steven
Finale: Tales

Designed by: RANSACK

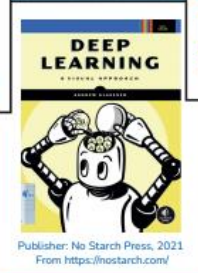## Continue your exploration of AI and machine learning with our curated resources!

Check out our learning packages to access bite-sized content on all things digital.

Visit **go.gov.sg/experienceit-resources**

GO.gov.sg

THE TRUTH ABOUT AI AND THE FUTURE OF HUMANITY
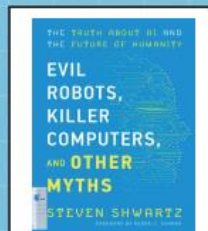
EVIL ROBOTS, KILLER COMPUTERS, AND OTHER MYTHS
STEVEN SHWARTZ
Publisher: Fast Company Press, 2021
From https://fastcompanypress.com/

DEEP LEARNING
A VISUAL APPROACH
ANDREW GLASSNER
Publisher: No Starch Press, 2021
From https://nostarch.com/
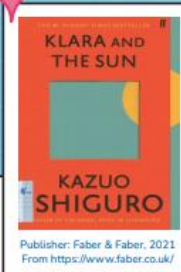
KLARA AND THE SUN
KAZUO SHIGURO
Publisher: Faber & Faber, 2021
From https://www.faber.co.uk/

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FUTURE OF WORK

MY DIGITAL LIFE

Learn ◻ Tinker ◻ Create!
MakeIT
At Libraries
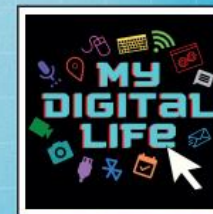
The Mystery Machine

??
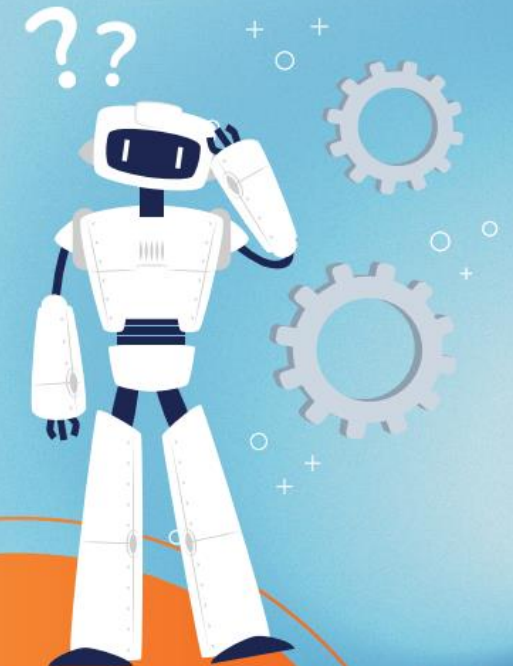
Unlock the key to *The Mystery Machine* at ExperienceIT on Level 4 of Punggol Regional Library!

Let's Go!

Brought to you by: National Library Board Singapore

Prologue

Your eyes start to open,
taking in the people around you.
Exploding with glee,
they exclaim,
"We've made a breakthrough!"

"The Mystery Machine!"
you hear them proclaim
but you seemed to have lost
the memory of your name.

To regain what was missing,
learn from everyone.
Try to figure out your name,
your journey has just begun!

Let's start!

HOW TO PLAY

01 Locate ExperienceIT at Level 4.

02 Visit each exhibit to solve the corresponding puzzles and reveal a keyword.

03 Combine the first letter of each keyword in the sequence of puzzles to spell out a password.

04 Key in this password at the end of the URL below to complete the game:
https://go.gov.sg/ _ _ _ _ _

If you need more help, you can find the answers at the bottom left of the back cover

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Puzzle 2: Read To Me

Machine learning is used to develop tools that empower people, such as offering them an enhanced reading experience.

Step 1
Solve the puzzle by filling in the boxes below.

S	T	Q	H	M	F
U	V	S	J	O	H

Step 2
Fill in the answer from Step 1 into the blank in Step 3.

Step 3
The keyword is the **first name** of the man who created the _____ test.

(Hint: Find his first name on the information panel)

Puzzle 4: Race Against the Machine

Human involvement is crucial in realising the **true potential** of technology.

Select the numbers belonging to **the year** a supercomputer defeated the world champion to form the keyword.

0 = A	5 = T
1 = O	6 = E
2 = M	7 = S
3 = L	8 = R
4 = P	9 = D

(Hint: Find the year on the information panel)

Puzzle 1: Train Robo!

Reinforcement learning is a training method based on rewarding behaviours.

Identify the pictures of Robo performing the **correct action** below. Then, select the corresponding red letters to obtain the keyword.

ROLL OVER	SPIN	LAY DOWN	UP	HIGH FIVE
TRA	SHA	INI	PI	NG

(Hint: Refer to the cards at this station)

Puzzle 3: Hit or Miss

For machine learning, the quality of the output is determined by the quality of the input.

Identify and eliminate the pictures of common traffic obstacles below.

Piece together the letters under the **remaining uncommon obstacles** to form the keyword.

TRA	RN	OL
LEA	TR	ING
CO	ATI	ON

Puzzle 5: Let's Get Digital!

AI and machine learning have transformed the way we work, live and play.

Step 1
Scan the QR code on the screen leading to the learning package.

Step 2
On the page, locate the recommended books. The keyword is the **name of the author** who wrote about evil robots and killer computers.

(After you have collected all the keywords, refer to step 3 and 4 of the "How To Play" section to complete the game)

LOADING....