



Lecture 9.

AgentBank-CS222

CS 222: AI Agents and Simulations

Stanford University

Joon Sung Park

Announcements

- **Assignment 1 is due tonight!**
- **Assignment 2 will be released today**

Final project

- **Reminder: Teams of 3-4.**
- **Quickly... is anyone still looking for team members?**

Last time...

- **Models of individuals**
- **We came together to brainstorm interview/survey questions that might best describe an individual**

Today

- **Based on our session last Wednesday, we created an interview script and the CS222 Survey!**
- **Find a partner to interview following the interview script!**

Instruction and deliverables

- https://joonspk-research.github.io/cs222-fall24/agent_bank222_inclass.html

The image shows a top-down view of a simulated environment, likely a campus or park. It features several interconnected buildings with various rooms, including offices, classrooms, a library, and a dining area. Each room contains furniture like desks, chairs, and bookshelves. Numerous small, stylized human figures (agents) are scattered throughout the environment, each with a speech bubble containing a two-letter code (e.g., LW, RP, AC, AB, IR, GR, CG, FL, HJ, WS, JL, KM, AS, YY, JM, TT, CO, TM, ML, EL). The environment is surrounded by green grass, trees, and a central dirt path. The overall style is a colorful, pixelated aesthetic.

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