

The Future of Work and Education In the AI Era

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About Me

1998-2005 MSEE, SJTU (上海交大)

2005-2008 Microsoft, Program Manager (微软产品经理)

2008-2021 CooTek, Founder & CEO (纽交所上市触宝创始人)

2018 IPO in NYSE (CTK)

Yunqi Capital, Venture Partner (云启资本 投资合伙人)

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Magic Planet, Co-founder (魔法星球 联合创始人)

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SJTU AI Incubator
Megamind AI Incubator



How does AIGC impact my business?

AIGC in game design

MI 你是一个资深游戏策划，要设计一个战争游戏，给我一个乘法伤害公式。

当然，请注意我是一个AI语言模型，并非真正的游戏策划，但我可以为你提供一个基本的乘法伤害公式的示例，你可以根据自己的游戏需求进行调整。

假设在游戏中，一个角色对另一个角色发起攻击，伤害计算可以考虑多个因素，比如攻击者的攻击力、武器加成、技能加成等，以及防御者的防御力、装备减伤等。这里是一个简化的乘法伤害公式示例：

伤害 = (基础攻击力 + 武器加成 + 技能加成) * (1 + 属性优势) * (1 - 防御减免)

这里解释一下各部分：

1. **基础攻击力**：角色的原始攻击力。
2. **武器加成**：角色装备的武器对攻击力的加成。
3. **技能加成**：角色使用技能时对攻击力的加成。
4. **属性优势**：根据角色的属性（如火、水、风等），有时候攻击可能对某种属性有额外伤害。例如，假设火对风有25%的额外伤害，那么属性优势就是0.25。
5. **防御减免**：防御者的防御和装备可能减少受到的伤害。例如，如果防御减免是20%，那么这个值就是0.20。

In a war game, a **multiplicative damage formula** can be designed to take into account various factors such as base damage, attacker's strength, defender's resistance, critical hits, and environmental factors. Here's a basic framework for a multiplicative damage formula:

Damage Formula:

Damage = Base Damage × Attacker Strength Multiplier × Critical Hit Multiplier × $\frac{1}{\text{Defender Resistance}}$

Components:

1. **Base Damage**: The inherent damage value of the weapon or attack.

$$\text{Base Damage} = \text{Weapon Damage} + \text{Attack Skill Bonus}$$

2. **Attacker Strength Multiplier**: A modifier based on the attacker's strength or power, which scales the damage.

$$\text{Attacker Strength Multiplier} = 1 + \left(\frac{\text{Attacker Strength}}{100} \right)$$

3. **Critical Hit Multiplier**: Multiplies damage if a critical hit occurs. If no critical hit, it defaults to 1.

$$\text{Critical Hit Multiplier} = \text{Critical Chance} \times \text{Critical Damage Bonus} \quad (\text{or } 1 \text{ if no crit})$$

AIGC in UI design



Human cost reduced by 70%
30-40 ppl team, \$3M net profit


AGI will replace most of white-collar jobs
in 5-10 years.

Embodied intelligence (aka robots) will
replace most of blue-collar jobs
in 10-20 years.

50% of jobs in Magnificent 7 will be replaced
in 5 years.

Job replacement will start ...

from high-tech to traditional
from Silicon Valley to the rest of world
from white collar to blue collar
from labor work to creative work



In Industrial era, labor is replaced.
In AI era, intelligence is replaced.

Job replacement is faster than ever.

Industrial era, it takes centuries.

Internet era, it takes decades.


AI era, it takes years.



Future Jobs

Everything – housing, education, food, clothing,
etc. – became half as expensive every two years.

-- *Sam Altman, Moore's Law for Everything*



Business value:
physical value -> emotional value



10% : innovating with AI.
90% : providing emotional value to human

IQ, technical skills, business skills

->

EQ, passion, curiosity, empathy, connection

Future Organizations





Industrial era centralized jobs
AI era will decentralize jobs

A few trends in AI era:

Smaller companies: Midjourney, OpenAI

Decentralized working spaces

More freelancers/slashers

Digital nomads, influencers, coaches, trainers, ...

As a result...

College degrees are being less important.

People are migrating from metropolises to places with beautiful scenes. (Chiang Mai, Dali)

Orange -> Teal Organization

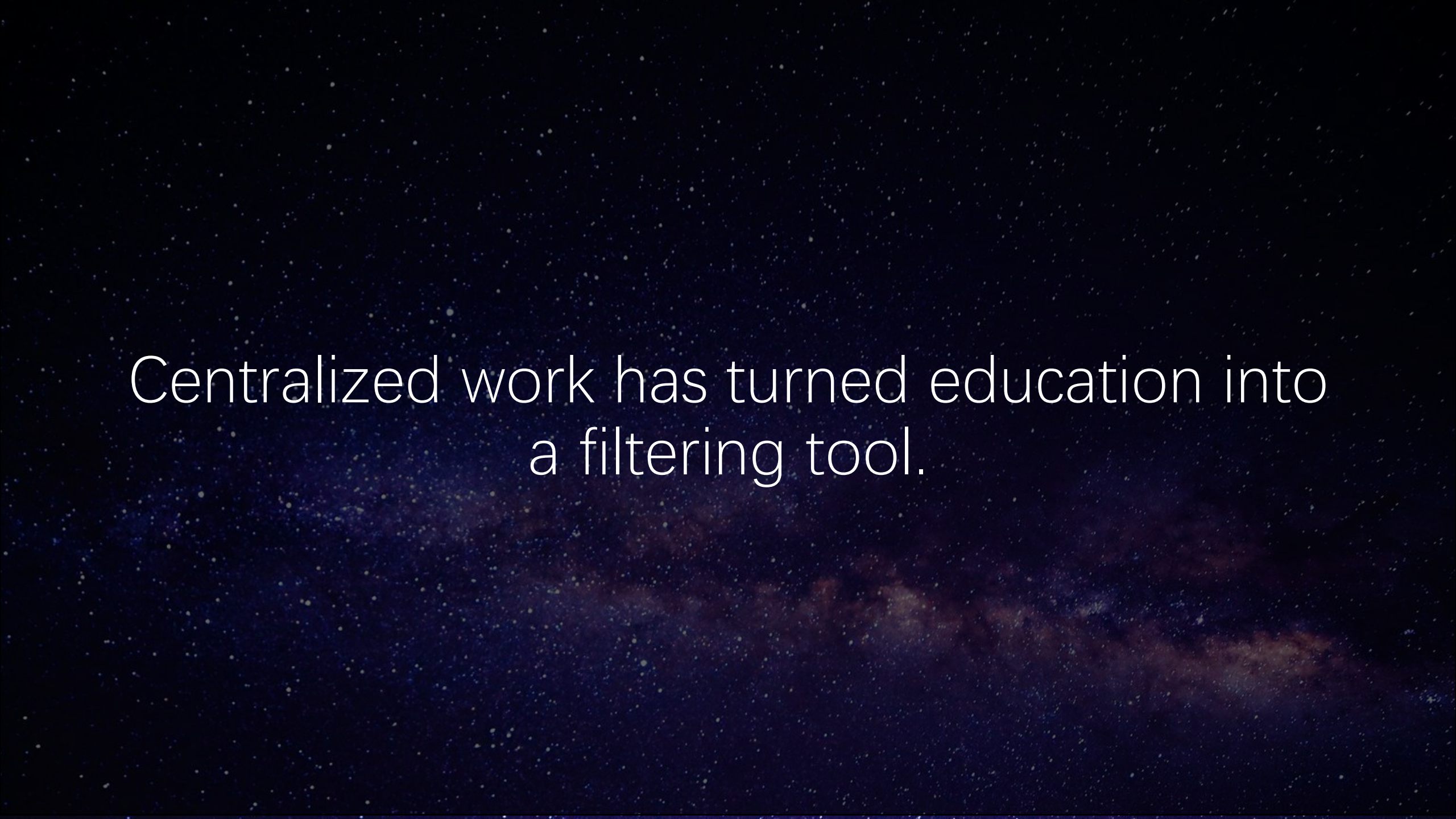


CEO of Buurtzorg

- Focus on people, rather than tasks
- Objective driven, mission driven, passion driven
- Self learning.
- Self management.
- Self motivated.



Future Education



Centralized work has turned education into
a filtering tool.

My kids don't have to go to colleges.

Megamind AI Incubator

A non-for-profit social experiment for
innovative education,
teal organization,
and startup incubation.

Real life. Real world. Real problems.



Leveraging AI



4个完全不会编程的初中生
在AI的指导下写出的
AI NATIVE游戏(DEMO)

10积分以试玩

公众号·南瓜博士

Mentorship from entrepreneurs/experts



Coaching instead of teaching



A teal organization driven by passion.
Call for volunteers:
mentors, coaches, coordinators





Q&A