AI BOSS

THE DAILY AI FLUENCY NEWSPAPER

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LEARNING THROUGH PLAY

Race to AI Fluency

A short game can give people somewhere to practise AI decisions and recover from mistakes. The useful test is what they can explain and do after the game ends.



Race to AI Fluency / AI Boss Ltd
Screenshot of the game; fictional learning scenarios.

Five fictional projects range from gift shopping to professional document review. Each starts with a goal. Players decide what to delegate, how to describe the task, what to check and who remains responsible.

Randomly chosen situations introduce mistakes and AI risks within that project. Answers control passage through obstacles, while first choices determine the score. Wrong answers bring feedback and another attempt. The game is single-player, with untimed decisions and no claim of professional certification.

Play Now: Race to AI Fluency

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AI AND DESIGN

A rainy city built with Claude revealed a jarring camera turn



Rain Route
AI-generated artwork · AI Boss Ltd

Tornike Gomareli’s browser fly-through offers a way to check whether visitors can follow an online guide.

Make sure visitors can follow a route on a phone and still find their way if the 3D view fails.

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Illustrative photo by Jakub Żerdzicki / Unsplash
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AI AT WORK

Give AI one spending limit across all its orders

Put two test orders through at the same time when your team has enough budget left for just one.

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Copper Current
AI-generated artwork · AI Boss Ltd

AI RELEASES

A creator used Gemini 4 Carbon to animate a mountain crossing

Count the time for setup, checking and repairs before deciding whether a new subscription earns its fee.

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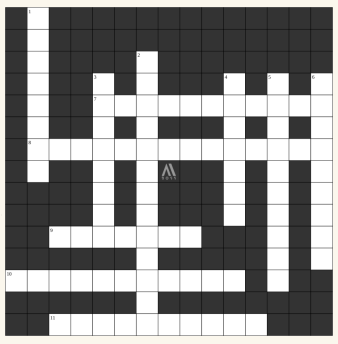
THE CROSSWORD DESK

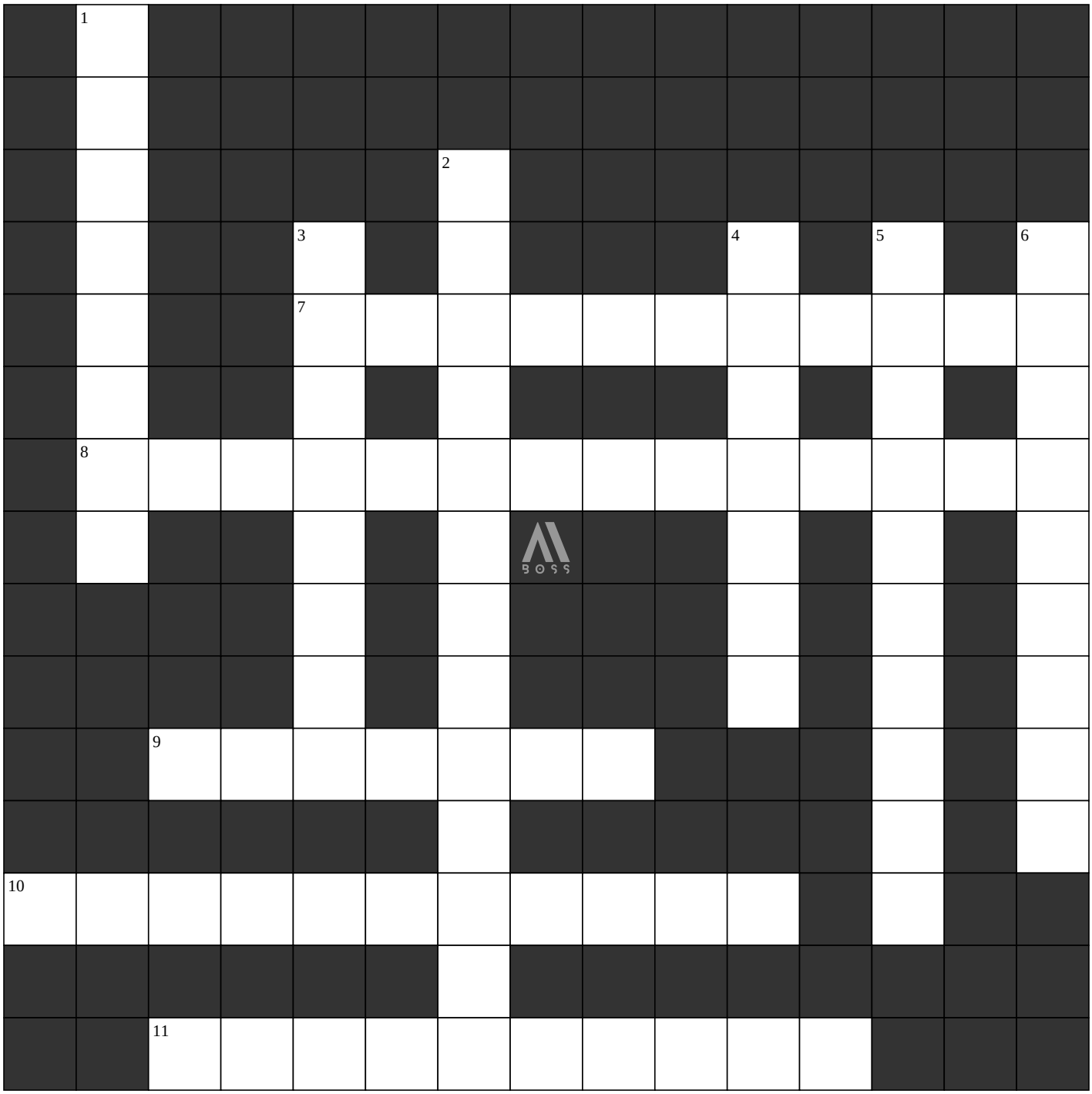
How to test an AI answer

Practise AI vocabulary and judgement through workplace clues. Play the crossword or fill the grid with Quiz Mode at **aibosshq.com/games/daily/2026-11-11/**.

The printable puzzle follows on page 2. Its solution is on page 3.

Article sources and illustration credits appear with the full essays.





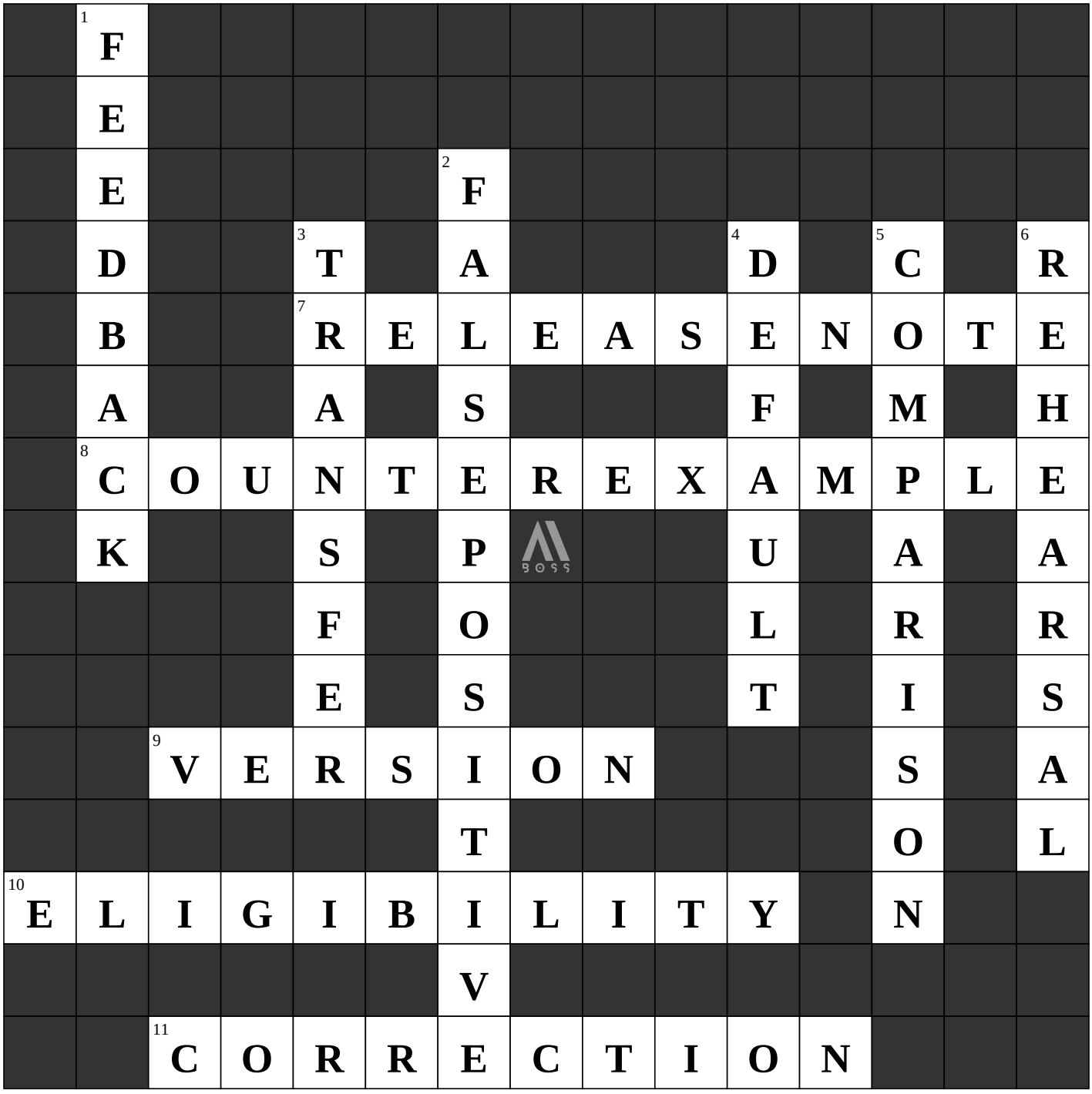
ACROSS

7. Short account of what changed in an update. (11)
8. Instance that disproves a universal claim. (14)
9. A particular revision of a product or file. (7)
10. Meeting the rules for access or participation. (11)
11. Amendment that fixes a factual error. (10)

DOWN

1. Information about how well someone did. (8)
2. Case wrongly flagged as having a condition. (13)
3. Applying what you learned to a new task. (8)
4. Setting applied when you make no choice. (7)
5. Examination of similarities and differences. (10)
6. Practice run before the real event. (9)

Solution


1 F
E
E
2 F
D
3 T
A
4 D
5 C
6 R
B
7 R E L E A S E N O T E
A
A
S
F
M
H
8 C O U N T E R E X A M P L E
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10 E L I G I B I L I T Y
N
V
11 C O R R E C T I O N