

Training in Dungeon

OVERVIEW

Training in Dungeon is a constrained learning environment designed to isolate the moment before action begins. Most educational tools evaluate what learners produce. This project focuses on what happens before execution starts.

Learners must write a complete set of instructions before anything moves. Once execution begins, the system follows those instructions exactly as written. It does not infer intent, offer corrections, or intervene mid-run. When an outcome does not match the goal, the discrepancy is attributable to the plan itself—not timing, interface complexity, or hidden rules.

DESIGN PROBLEM

Many learners develop the habit of acting before fully specifying intent, anticipating consequences, or defining success. Modern tools frequently compensate for those gaps through hints, previews, adaptive support, and corrective feedback. While valuable, those supports can also obscure weaknesses in planning. Training in Dungeon removes them.

Across its scenarios, the environment repeatedly exposes the same planning failures: unclear intent, imprecise instructions, insufficient anticipation of obstacles, shallow revision after failure, and weak evaluation of outcomes relative to the original goal. These patterns appear in programming, writing, engineering, and AI-assisted work—yet they are rarely isolated and examined directly.

DESIGN DECISIONS

No hints or previews	Require anticipation before action
No mid-run correction	Separate planning from execution
Literal execution	Make assumptions visible
Fixed grid and limited commands	Keep attention on judgment, not interface complexity

DESIGN DECISION

Failure is treated as information rather than as a penalty. The environment does not attempt to rescue the learner. It reveals the consequences of the plan that was written. The goal is not difficulty. The goal is visibility.

REFLECTION

What began as a classroom experiment became an exercise in instructional design. The challenge was not teaching movement through a dungeon. The challenge was creating an environment where planning could be observed, examined, and revised with as little interference as possible. In a field increasingly focused on what systems can generate, Training in Dungeon investigates the planning and judgment habits those systems quietly depend on.