

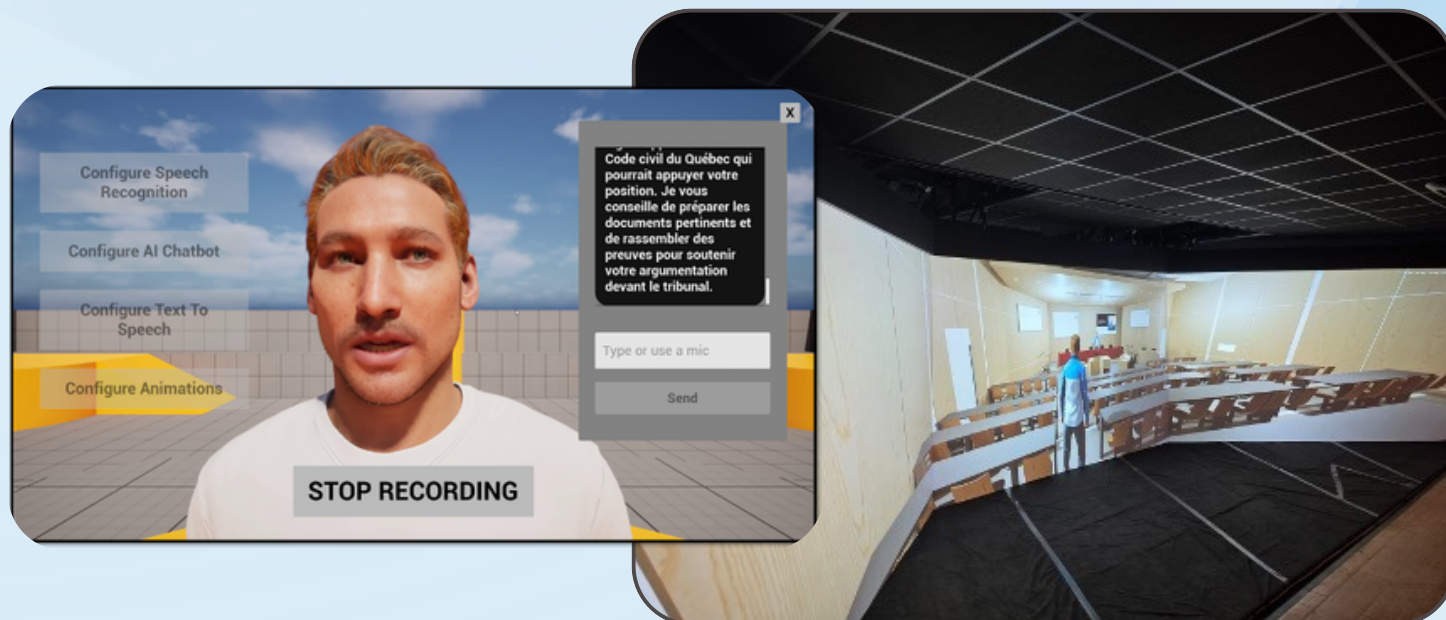
Justice Simulator

DESCRIPTION

Justice Simulator is the **conceptual AI-enabled extension of SCAENA**. Its purpose is to explore how generative AI could eventually support **simulated judicial interaction for legal training** and related research purposes within the courtroom digital twin.

OBJECTIVES

1. **Clarify** the pedagogical goals, architectural options, and legal-technical conditions of an immersive simulator.
2. **Examine** issues of AI sovereignty, including grounding in legal materials and the feasibility of relying on local infrastructure rather than proprietary external models (e.g., OpenAI, ElevenLabs, Google Gemini).
3. **Build** on the Lab's broader work on generative AI for justice, particularly LLMediator, to inform future choices regarding LLM use, orchestration, and grounding



CURRENT PROGRESS

The project remains primarily conceptual, focusing on defining its scope and foundational parameters rather than immediate development.

NEXT STEPS

Short term (Summer 2026)

- Sketch the conceptual model of the simulator, including its goals, architecture, and possible RAG component.
- Review whether similar projects already exist and identify relevant benchmarks.
- Discuss the concept with data scientists and technical partners at FARI and ULB.
- Study the possibility of relying on ULB's supercalculator infrastructure instead of OpenAI-based deployment.
- Draft an internal note on the concept, its technical feasibility, sovereignty implications, and possible next steps.

Long term

- Decide whether Justice Simulator should move from concept exploration to actual development as a module within SCAENA.
 - If feasible, define a first realistic implementation pathway for limited use cases.
- Assess the relevance of future testing with law students and early-career legal professionals.
- Use the conceptual work as the basis for a future paper, poster, or funding application.

