

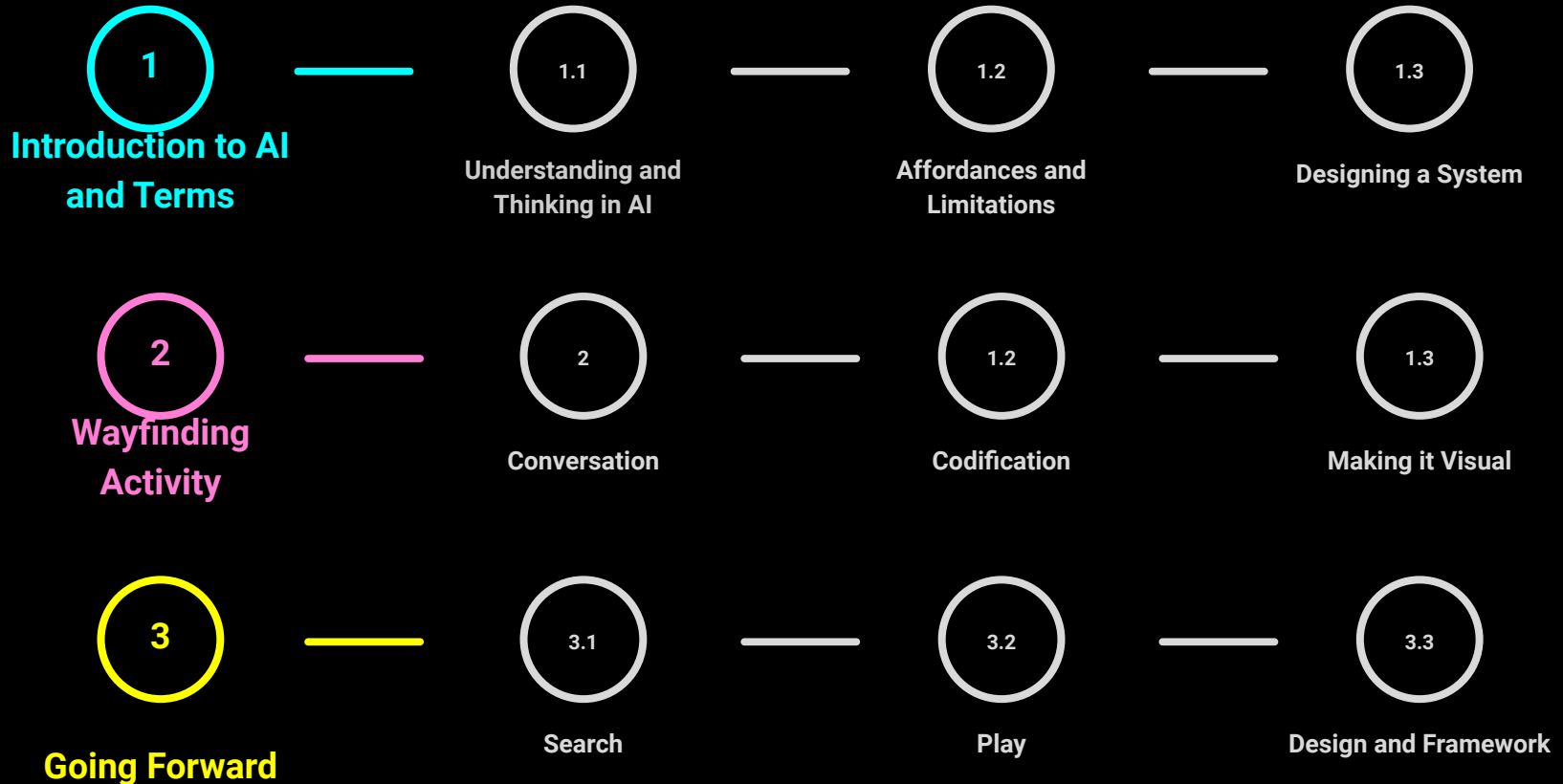


# Design with AI

without using magic

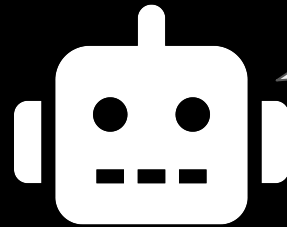
Riley A.W. made for you in 2022

# Objectives



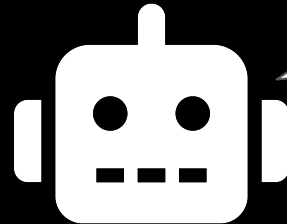
# Understanding and Thinking in AI

1 2 3



Can you see me?

Do I need to?



Are you logged in?

What do you know?

# Affordances and Limitations

1

2

3

**Affordance:** what the AI allows for, how does it enable the user

*Ex1: this AI automatically recommended restaurants for me*

*Ex2: Yelp is logged in through Facebook or Google and can pull preferences automatically*

**Limitation:** what the AI may prevent, or how it hinders or is hindered

*Ex1: the AI had me login, or asked me 5 questions, before recommending the restaurant I didn't know I wanted*

*Ex2: Yelp recommends your preferences only, and doesn't account for those you may be with (unless they are logged in to Yelp and allow GPS tracking while near you)*

# Designing a System



**Chat**

Website chatbot starts with purchased ad data.  
To view your ad data, visit [adssettings.google.com](https://adssettings.google.com)

**Bot**

The conversational tone and subject matter is customized according to assumptions made about us using algorithms combining that data.

More data is gathered and the experience is continuously tailored to our needs.

# Wayfinding Activity



Pair up with someone you haven't worked with before.

I need a volunteer to work with Scott.

Start a conversation with “How do you get to \_\_\_\_\_”.

Think about whether you're walking, biking, taking the bus, etc as follow-up.

Have a 2 - 4 minute conversation.

Record it and transcribe on [otter.ai](https://otter.ai)

# Codification



Open Slack. I will send a Miro link.

Look at your transcript and mark where the decision points are, or where the conversation may have gone differently. Indicate what the alternative is. Begin thinking about what previous knowledge you had that made the conversation go this way. That is AI.

Copy and paste a chunk of transcript with at least two decision points into the miro from slack.

Ex:

Data Input / Transcript	Data Input Type	Affordances	Limitations
1. How do you get to ____?	query	open ended, allows for a decision	open ended, allows for a decision
2. From here? OR			
You get there by going through the exterior door, down all the steps, go straight...			

# 4+ Modes of Conversation - Paul Pangaro

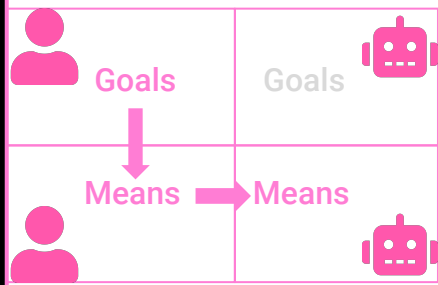
1

2

3

## Controlling

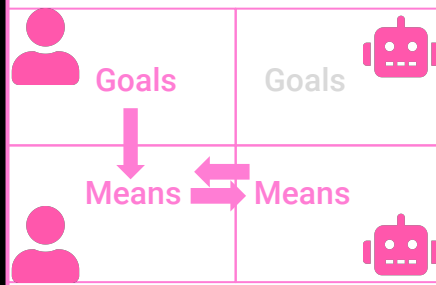
A decides to take the bus to Talley Student Union and B arranges it.



- A sets Goal
- A sets Means
- B executes Means

## Guiding / Managing

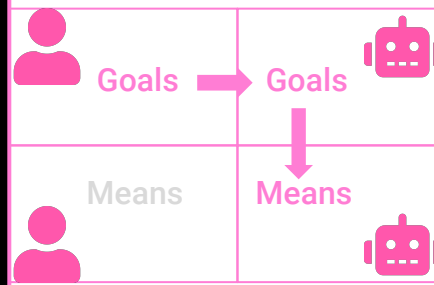
A wants to drive but B wants to walk so they walk to the bus stop.



- A sets Goal
- A Negotiates Means
- A and/or B execute Means

## Delegating

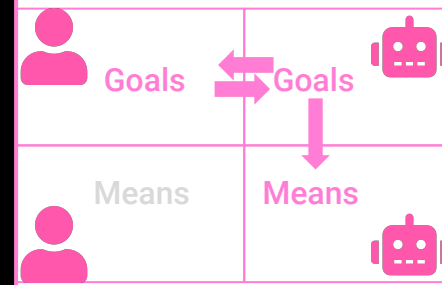
A needs to get to Tally Student Union and B decides to drive them.



- A sets Goal
- B decides means
- B executes means

## Collaborating

A and B decide where to go, B guides them to the bus stop.



- A + B decide Goal
- B decides Means
- B executes means



# Making it Visual (and Auditory) - Dual Coding



Think about the possible visual and audio interactions.

How can they supplement each other? How did body language, eye contact, pauses in speech, etc impact how a phrase was perceived conversationally?

Design a system using the conversation you had, and codification you did, as a basis. This system uses audio and visuals in tandem. Consider it a sketch.

Use the template in Miro or sketch by hand on the provided paper.

Think about how a screen is an extension of the hand and eyes while wayfinding, the haptics of wayfinding with a smart watch, and the memorization needed for wayfinding on the computer for pre-planned journeys.

# Search and Play



Find an AI that performs a similar function to your goal

Use it! Play with it! Note what its strengths and weaknesses are.

Here are some fun toys:

[Artbreeder.com](https://artbreeder.com)

[Wombo.dream](https://wombo.ai)

[Cleverbot.com](https://cleverbot.com)

# Design and Framework

In a scary future, there is a Meta feature, related to death.

## AI Functionality

