



DS323: AI in Design (AIID)

Autumn 2023

Week 06 Lecture 10

AI Meets Design I

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Lecture + Workshop Outline

- Wk01Lecture01: AI in Design (AIID)
- Wk02Lecture03: Intro to Data and ML
- Wk03Lecture05: AIID+Image
- Wk04Lecture07: AIID+Human Body
- Wk05Lecture09: AIID+Text (LLM)

- Wk01Lecture02: Course Introduction
- Wk02Lecture04: AIID+Sound
- Wk03Lecture06: Artificial Neural Network
- Wk04Lecture08: AIID+Modeling
- Wk05Workshop01: Practice: Case Review

Completed

AI in Design
(Lectures Mainly)

- Wk06Lecture10: AIM+Design I
- Wk07Lecture11: AIM+Design II
- Wk08Workshop04: Mid-Term Preparation

- Wk06Workshop02: Practice
- Wk07Workshop03: Practice
- Wk08Workshop05: Mid-Term Presentation

AI Product Ideation
(AI Meets Design)

- Wk09Lecture12: Tech Demo with Ali 1
- Wk10Lecture13: Tech Demo with Ali 2
- Wk11Lecture14: Tech Demo with Ali 3
- Wk12Lecture15: Tech Demo with Ali 4

- Wk09Workshop06: Practice
- Wk10Workshop07: Practice
- Wk11Workshop08: Practice
- Wk12Workshop09: Practice

Prototyping
with AI Platform
(Aliyun PAI)

- Wk13Workshop10: Practice
- Wk14Workshop12: Practice
- Wk15Workshop14: Final Review
- Wk16Lecture16: Course Review

- Wk13Workshop11: Practice
- Wk14Workshop13: Practice
- Wk15Workshop15: Final Review
- Wk16Workshop16: Course Review

Final Project
and Presentation

Practice Formulating Design Problems with AI

*Introduce the toolkit, Review the methods, and
Practice building human-centered AI
applications using the toolkit*





Today's Agenda

Welcome

Welcome to the AI meets Design toolkit: a set of tools to help design with and for machine intelligence. It is an invitation to designers and innovators everywhere to get involved by leveraging the opportunities and navigating the challenges of AI to create human-centered applications and meaningful user experiences.

What does this toolkit do?

This toolkit aims to build a bridge between the disciplines of design and the disciplines of machine learning. It will help you to:

-  spot opportunities to leverage AI for user, business, and social value within your context
-  align user needs and guard human values within algorithmic systems
-  adapt and apply the design thinking practice for AI concepts
-  communicate and collaborate with data scientists and ML engineers

Who is it for?

Designers and innovators with a role in shaping digital products and services. Anyone looking to transform this raw material into user, business, and social value. Engineers can also refer to it to promote adoption across disciplines.

Why a toolkit?

Based on interviews with >50 designers from across the world, we learned that while interest in AI is high, its high-tech character and a lack of practical tools keeps adoption low and design innovation limited. Building on the research findings, the goal is of this toolkit is to integrate AI with the design process, highlight its user-centric considerations, and make it accessible to all beyond the engineering field.

Why would I care?






AI is an important and inevitable development of our time. While offering huge potential, its implementation does come with a complex set of challenges. Our future is not determined and we can all play a role in designing AI to help, not harm, humanity at large.

How to use it?

As you see fit, really. It integrates with the steps of the design thinking process. You can go through the process end-to-end to develop new ideas. If you already have AI concepts to develop, or even on the market, you simply take what's useful to you. You can use it by yourself, within your team and across departments, with a client, or get us to facilitate it for you.

What's in this toolkit?

This toolkit contains a set of tools including exercises, worksheets, and card decks to assist designers at the different stages of the design thinking process.

	Introduction	Welcome What's in this toolkit A crash course in AI+ML	
	Ideation	User-centered problem solving Tech-driven opportunity spotting Data-driven opportunity spotting AI prompt card deck for ideation *	Start here if: You want to explore opportunities for AI within your context
	Concept development + idea selection	Impact matrix for idea selection Value proposition design * Assessing feasibility Framing your task Plotting your model *	You have a bunch of ideas and want to select and develop them in more detail
	Prototyping + testing	User research & feedback Prototyping & testing	You have a handful of ideas and want to validate which to move forward with
	Design + implementation	Defining success and failure * Mapping user needs to models Metrics to evaluate by * UX and design challenges of AI * Capturing design tensions * Consequence wheel *	You are ready to start building with your engineers and bring your idea to life

A crash course in AI + ML

A one-pager to get you up to speed on some core concepts including the difference between AI and ML, and the various types of machine learning.

artificial intelligence (AI)

= the science of getting machines to learn, think, act, and perform tasks in ways traditionally attributed to human intelligence

narrow AI
= equals or exceeds human intelligence or efficiency at a very specific thing

general AI
= match human intelligence across domains + tasks

super AI
= exceeding human intelligence

not here (yet)

types of AI

machine learning (ML)

= the ability for machines to learn and infer from large sets of examples and experience instead of explicitly programming the rules

deep learning
= artificial neural networks inspired by the human brain capable of learning from data that is unstructured

types of ML

reinforcement learning
= collect data on the go and learn from trial and error to achieve an objective (below left)

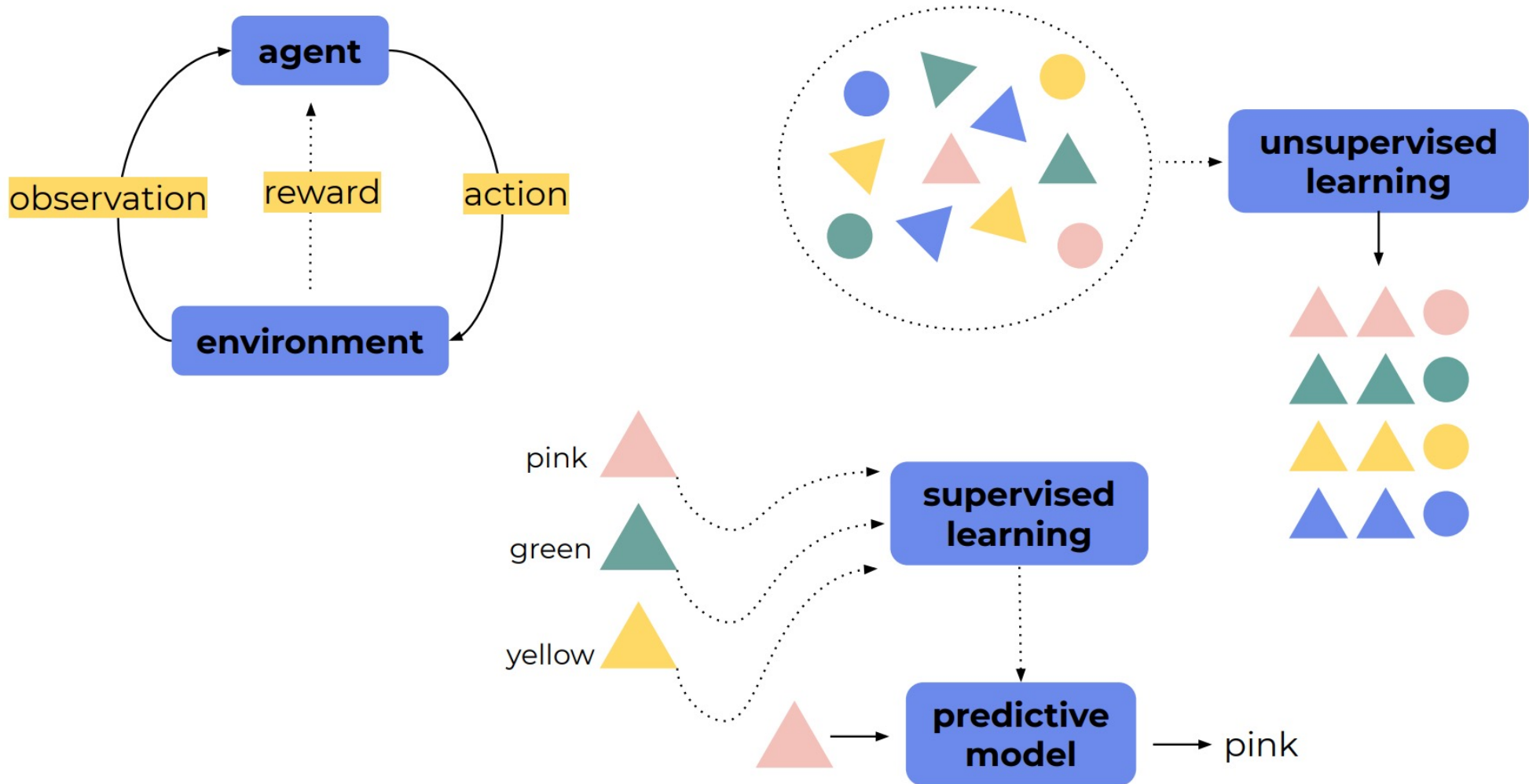
supervised
= examples and data are labelled (below bottom)

unsupervised
= find patterns in large, non-labelled data sets (below right)

types of learning

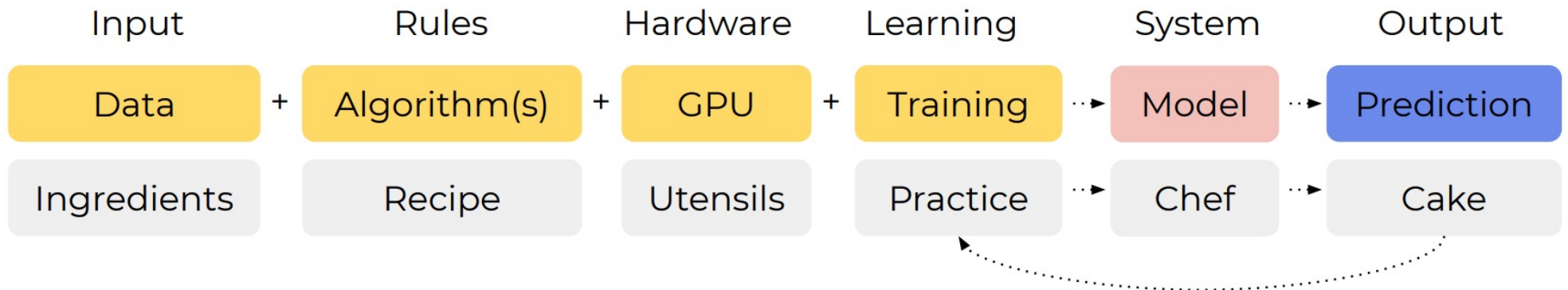
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The ML process

To get acquainted with terms and understand how a model arrives at a prediction, it can be helpful to draw an analogy with a process we're familiar with: baking a cake.



Data is the raw material you feed to the algorithm as input to produce a ML model.

An algorithm is a set of rules or step-by-step instructions to solve a problem.

The model requires GPU, and sometimes other resources, to run on.

Training process taking time and tweaking to learn, create and improve its model.

A model is a mathematical representation based on the algorithm(s) and data that is able to predict or produce an output and continues to learn over time.

Disclaimer: Please note this is a highly simplified representation of the real process which is a lot more complex and consists of plenty subtasks.

Common ML tasks

- **Regression** predicts numerical values for a future instance. Used for example to estimate future housing or stock prices.
- **Clustering** seeks out (hidden) patterns in data and groups instances accordingly. Used for example to segment customers or reviews.
- **Classification** predicts to which category an individual instance belongs (in discrete values). Used for example to filter out SPAM emails or diagnose illness.

Dimension reduction helps narrow down relevant data points from big data sets. Used for feature selection and extraction.

Testing and matching compares different data sets to each other.

Association rules discovers interesting relations between variables in large data sets.

Multivariate querying aims to query and find similar instances.

Density estimation finds the likelihood and frequency of instances.

GANs generate increasingly realistic multimedia material.

Ideation

You want to explore the potential of AI but are not sure how to get started. You wonder how you might leverage it to solve problems, uncover opportunities, and create value for your users, community, and organization.

What can AI actually do? Which of its capabilities are relevant to my context? How do I spot these opportunities?

In this chapter you will find:

User-centered problem solving

to explore how AI could help solve user needs in a unique way

Tech-driven opportunity spotting

to spot opportunities for AI capabilities to create value

Data-driven opportunity spotting

to understand how to leverage private and public data

AI prompt card deck for ideation *

to prompt creative idea generation based on AI capabilities

Activity: User-centered problem solving

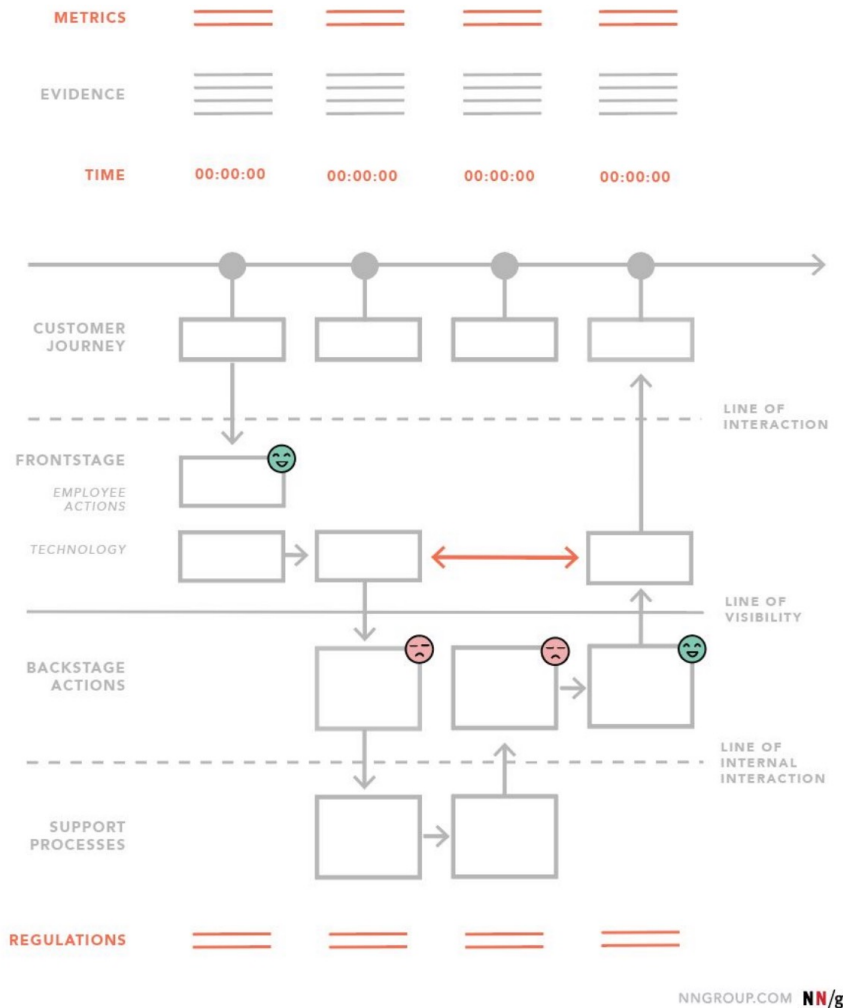


Image by Norman Nielsen Group

Before we move into more tech-driven approaches and spotting (latent) opportunities, we first align on user personas, needs, and context. In this step, we do the groundwork for everything else and state obvious and less-obvious user problems to solve.

1

Start with exploring, defining and framing user needs as usual. Enrich insights and (in)validate assumptions through qualitative user research and, where available, quantitative data.

For a refresher, check out IDEO's HMW, d.school's POV, or IBM's Hills on how to formulate a helpful challenge statement.

IDEO's HMW:

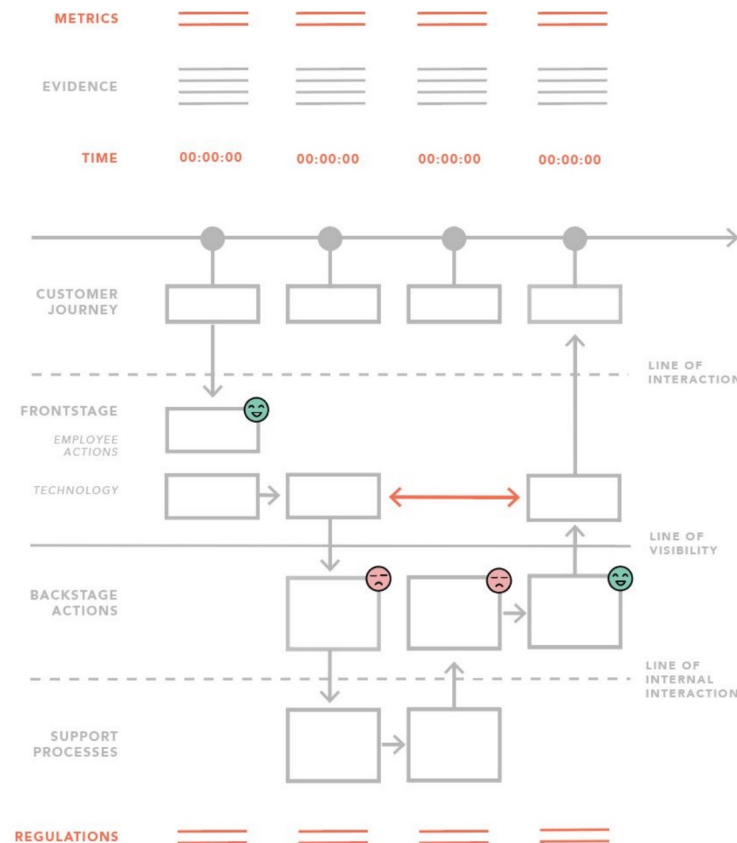
How might we

d.school's POV:

[user] needs a way to [verb] because [insight]

IBM's Hills:

[who] [what] [wow]



NNGROUP.COM NN/g

Image by Norman Nielsen Group

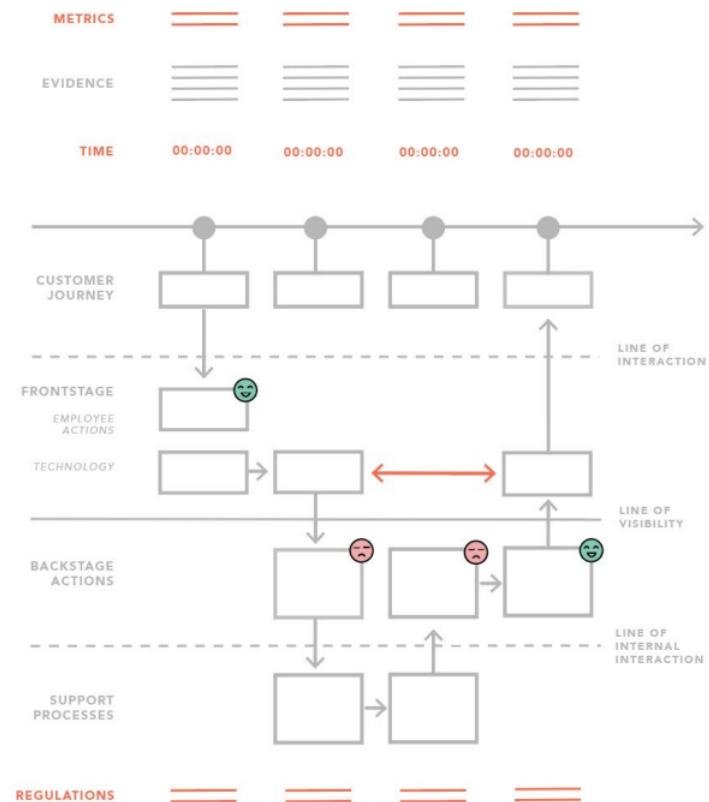
- **2** For each of the needs, challenge statements, and pain points, **ask if and how AI might help solve or fulfill x in a new / unique / better way?**

It could be in the form of a user experience, interaction, channel, process augmentation, or even data insight. It can help to refer back the common ML types described in the intro.

You can think about machine learning as **3 key capabilities:**
 detection
 prediction
 generation

- **3** Map out your existing user journey or service blueprint. AI is particular useful for certain tasks, so look specifically for pain-points in the journey that:

- .. are delayed or sequenced
- .. are repetitive
- .. are labor-intensive
- .. are overwhelming
- .. are emotionally sensitive
- .. are context-dependent
- .. are unintuitive or ill-fit to screens
- .. are generic or impersonal



Activity: **Tech-driven** **opportunity spotting**

Embracing machine learning as a design material, there is value in tech-driven innovation. Not every problem is an AI problem. Not everywhere we can use AI, we should. Understanding the type of problems that make for great machine learning candidates can help us spot new opportunities.

**“AI shines in problems
where the goals are
understood, but the
means aren’t”**

- Yonatan Zunger

“AI shines in problems where the goals are understood, but the means aren’t”

- Yonatan Zunger

Activity: Tech-driven opportunity spotting

1

Capability-inspired

To find problems where AI is uniquely positioned to help, begin to look for parts of your process and interactions where:

People generally agree on what a correct answer or outcome looks like

+

People struggle to agree on how to arrive there, how it's done or how it works



And there is a visible action or consequence as a result



Or: they agree but the task is repetitive or inconvenient for a human to perform



Or: they agree but writing out all the rules or processing all the data is unfeasible

Keep in mind the key capabilities of machine learning (detection, prediction, generation) and its key functions (clustering, regression, classification).

Refer back to the **crash course in AI/ML** in the beginning of this booklet for a refresher.

2

Research-inspired

Most machine learning progress comes from the academic space. Keep an eye out for new capabilities and models, then see if you can think of valuable applications and use cases for them.

Look at paperswithcode.com /sota for **recent research** developments.

3

Industry-inspired

You might've seen an AI feature or API offering somewhere else and see value in adopting a similar solution into your product or service.

For **industry inspiration** on what's already happening, use the AI x Design Prompt Cards attached to this toolkit.

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Activity:

Tech-driven

opportunity spotting

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Activity: Data-driven opportunity spotting

1

Data availability

What data do you have? What data do your direct partners or collaborators own? Which other data sources do you have access to?

If you own data, count yourself lucky. If they are large sets of (semi-)organized data, count yourself in.

Which insights might you be able to draw from this data? Who and how could this help?

If you don't have any data available, let's get creative with your data acquisition.

2

Creative data acquisition

Look for public and relevant data sets in your industry or region. Ask which and how they might help serve your users?

Imagine if you can scrape the data required from the internet, Wiki, news sites, and social media?

Think what data you could collect or label through user interactions? When CAPTCHA asks people to select the images with traffic lights, you are actually labelling objects in their data set of images.

3

Buying data

Although often costly, data is for sale. You can probably buy the data you need either as a product, selling one-off data sets, or as a service, with subscription-based models.

If your data is unlabelled or unstructured, resort to **data preparation** services on Amazon Mechanical Turk.

Places to look for **public data sets**

include:

Kaggle

Socrata OpenData data.gov (US)

UCI Repository

Academic Torrents

If you want to become more **data-driven** as an organization and facilitate a team session around this, check out the free resources from *data.world*.

Like cars run on fuel, machine learning runs on data. Looking at the data that is available to us, and how it might help our users, can help us spot new opportunities.

Tool:

AI prompt card deck for ideation

Attached to this toolkit you'll find a card deck. The card deck includes over 20 what-if statements to help idea generation based on machine learning capabilities that are possible and feasible today.

24 what-if prompt cards are organized into 6 categories - each symbolizing a new area of opportunity for user experiences.

You can use the cards for ideation and brainstorming sessions, as elements for a force fitting exercise, for communication between design and engineering, to learn, to spark critical discussions around technology, and more.

Each card includes:



Tool:

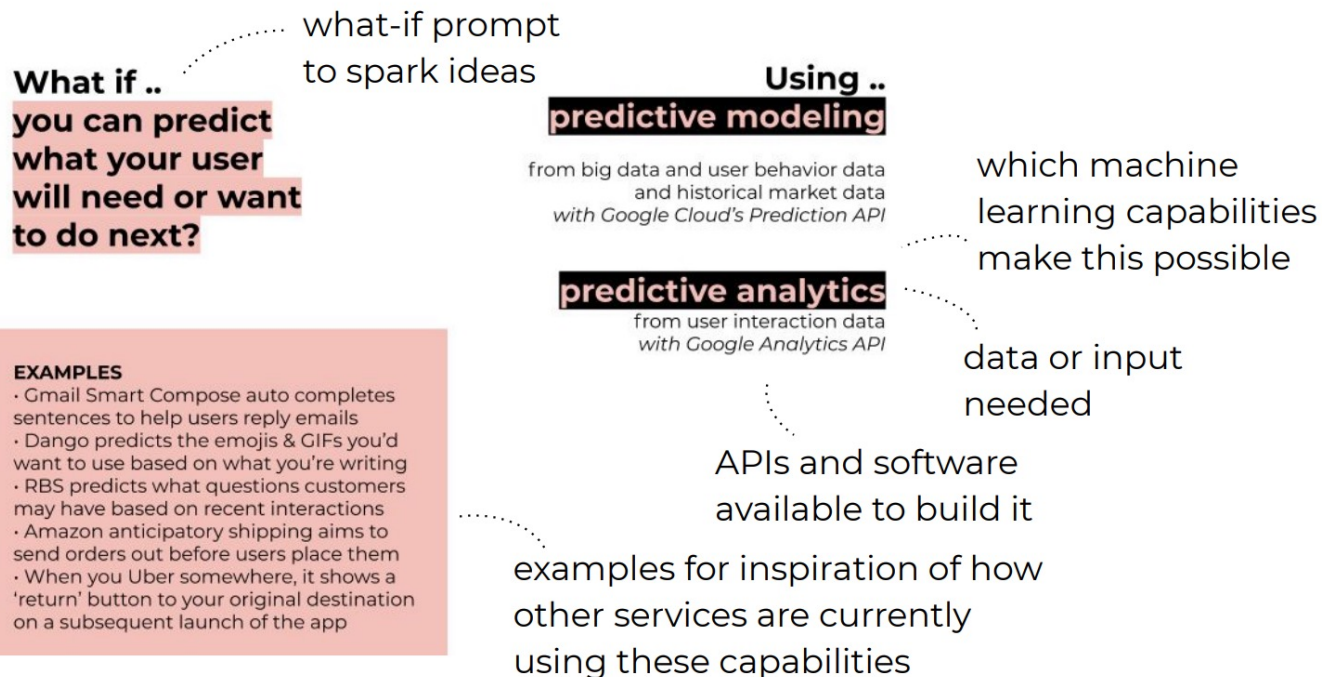
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Each card includes:



Concept development + idea selection

You've generated a bunch of ideas and now you're wondering which to move forward with. You need to roughly assess feasibility, viability, and desirability of your concepts and their AI elements to inform your selection.

How feasible, viable, and desirable are the ideas? How to select which to move forward with? How to develop concepts in more detail?

In this chapter you will find:

Impact matrix for idea selection

to map ideas according to desirability and feasibility

Value proposition design *

to better understand what value you're offering your user

Assessing feasibility

to roughly assess feasibility of your AI ideas without expert knowledge

Framing your task + Plotting your model *

to begin thinking about your task in a computational way

Activity:

Impact matrix for idea selection

1

Plot your generated ideas on an impact matrix. The x-axis represents the estimated user value (based on desirability + responsibility), the y-axis the ML investment required (based on feasibility + viability). Use sticky notes so you can shift them as you learn.

2

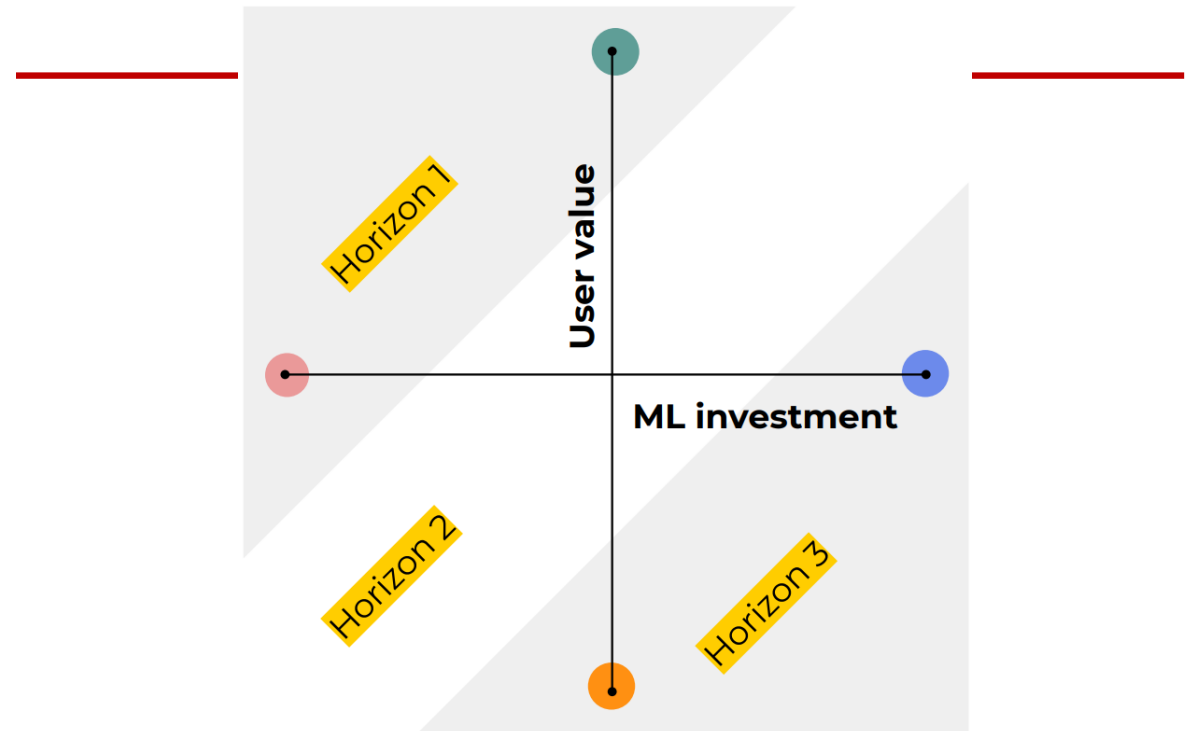
The following tools and questions will help you assess desirability, responsibility, feasibility, and viability to fill out the matrix:

3

Horizon 1
= high value
+ low effort
Yas! Get to work
on these ideas

Horizon 2
= medium / unknown value
+ medium / unknown effort
Google away and talk to your
team to evaluate in more detail

Horizon 3
= low value
+ high effort
It's not even
worth it



Desirability

Use the assessing desirability worksheet, value proposition design, and user testing practices attached to this toolkit to help determine user value.

Responsibility

Consider unintended consequences, edge cases, misuse. What ethical concerns arise at first glance?

Feasibility

Use the assessing feasibility flowchart attached to this toolkit to help determine feasibility.

Viability

Is data available? Which building blocks are available? Is it a custom or out-of-the-box model? What is the time-to-model? How does it return value on investment?

1

Draft your value proposition statement with the madlib on the right and iterate it as you learn more about your user and solution.

Data - Which input will you use to inform the model?

AI capability - What are you looking to do to turn data input into a valuable output?

Persona - Who is your user?

Job to be done - What user need does it solve or fulfill?

Gain - What does your user gain in using this solution compared to what they're currently doing?

Value - Why is this important to the user or humanity at large?

_____ [concept name]

using _____ [data]

to _____ [AI capability]

we can help _____ [persona]

with a better way to _____ [job to be done]

with/without _____ [gain/pain]

because/so that _____ [value]

2

Now go out and (in)validate your value proposition with user research.

In the next chapter you'll find best practices and things to consider for feedback, prototyping, and testing AI concepts with users.

3

Iterate and refine the statement, or even pivot or discard your idea, based on your learnings.

To ensure you're designing for human values and well-being, use the [Design for Happiness Deck](#) from the Delft Institute of Positive Design.

Worksheet:

Value proposition design for assessing desirability

Before we continue, it's time to check in with our users and cross-check if we're solving a real need, if we're solving it in a unique and helpful way.

Worksheet:

Value proposition statement

using [concept name]

to [data]

we can help [AI capability]

with a better way to [user persona]

with/without [job to be done]

because/so that [gain/pain]

..... [value]

Draft your value proposition statement with the madlib on the right and iterate it as you learn more about your user and solution.

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Readings on LLM design

- [Interactive Design by Integrating a Large Pre-Trained Language Model and Building Information Modeling](#)
- ChatGPT for good? [On opportunities and challenges of large language models for education](#)
- [The Programmer's Assistant: Conversational Interaction with a Large Language Model for Software Development](#)
- TidyBot: [Personalized Robot Assistance with Large Language Models](#)
- Designerly Understanding: [Information Needs for Model Transparency to Support Design Ideation for AI-Powered User Experience](#)



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Day 02

AI Meets Design I

Thank you~

Wan Fang

Southern University of Science and Technology