

Designing for Machine Learning

Parsons MFADT Spring 2018

We're figuring this out together

Programming 2.0 -> Design 2.0

Artificial General Intelligence

Machines that can think like people

Artificial Narrow Intelligence

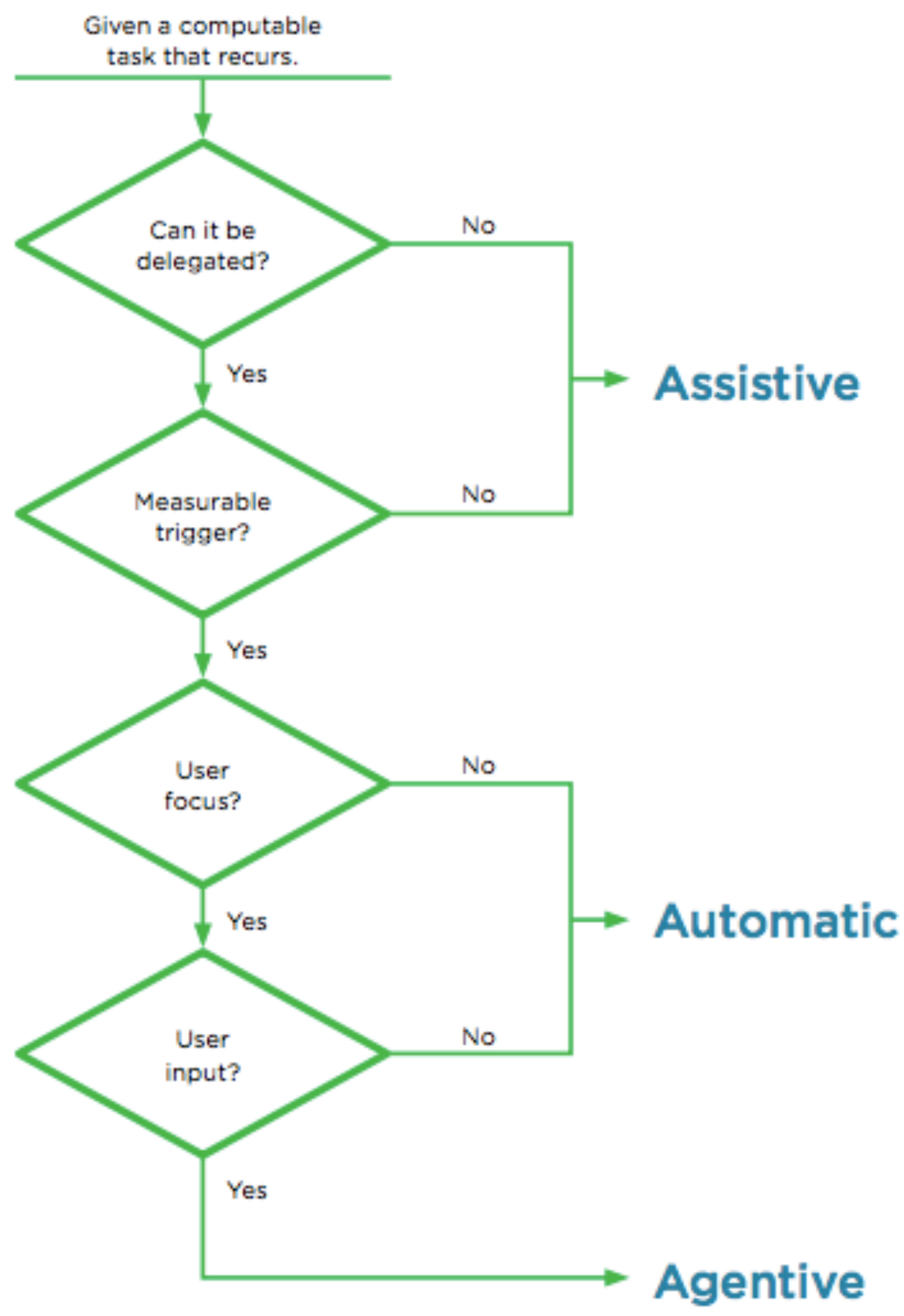
Being really really good at a thing

e.g. playing pinball, or identifying car models

Agentive Technology

Narrow artificial intelligence that acts on behalf of a user

e.g. Nest Thermostat, Spotify Playlists



Touch points

Set up

Smooth sailing

Correcting issues

Handoff

Set up

Abilities and limitations

Learning what the user wants, or think they want now

Smooth sailing

Payload delivery

Play alongside

Notifications

Visualization

Correcting issues

Calling attention to human help needed

Tuning over time

Ending service

Handoff

Practice

During user control

Handing back

Considerations

Sensors

Your phone as primary computing device

Project 3

Phone or tablet app addressing any user need

Should include an interface touchpoint to control an agentive technology

You should plan on prototyping the agentive portion of your project

Let's split into pairs

Sources and Additional Reading

<https://rosenfeldmedia.com/books/designing-agentive-technology/>

<https://machinelearning.apple.com/>

<https://medium.com/google-design/human-centered-machine-learning-a770d10562cd>

<https://www.youtube.com/watch?v=KF9ZqnEiSzU>

<https://www.youtube.com/watch?v=21EiKfQYZXc>

<http://www.oreilly.com/design/free/files/machine-learning-for-designers.pdf>