

Design Workshop

Human-AI Interaction

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Introducing the RUN app...

- RUN is a (fictional) mobile app for helping people in their running activities
 - AI included!
 - screenshots from <https://pair.withgoogle.com>



RUN

4.5 ★★★★★ (1,348,231)

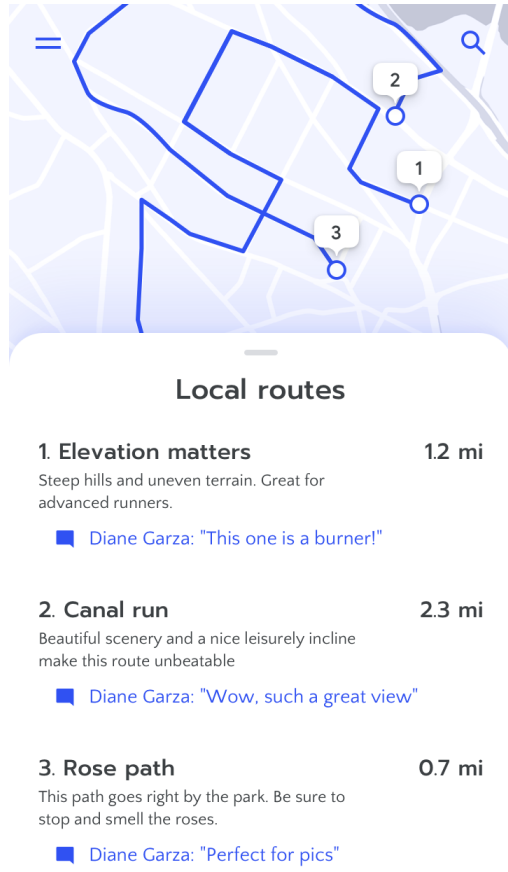
RUN is a running app that adapts to your fitness levels and designs personalized workouts to help you improve your running.



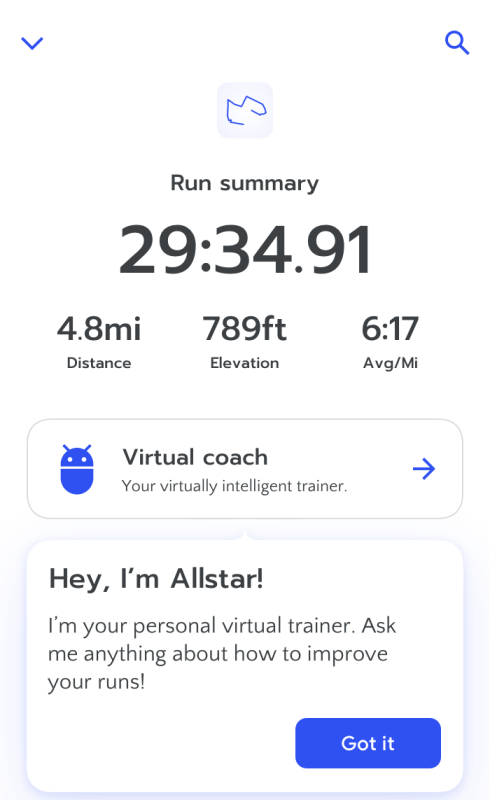
RUN

Download

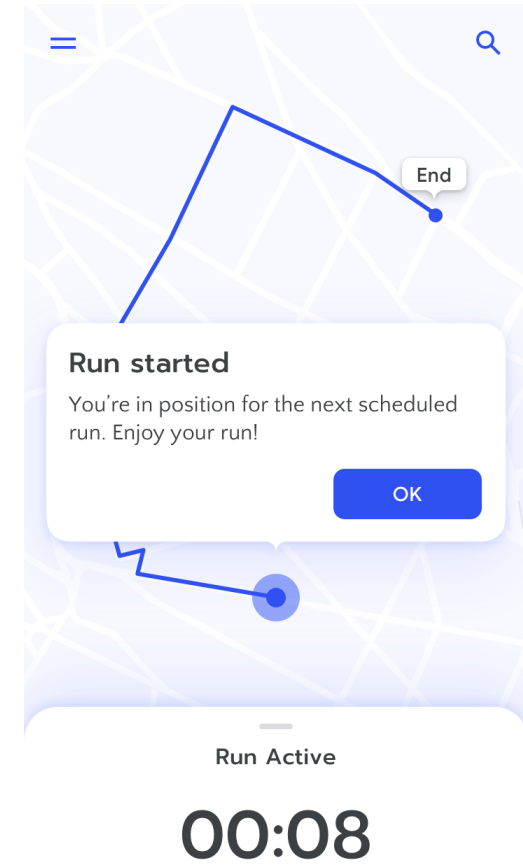
Three Main Features



Suggesting Routes

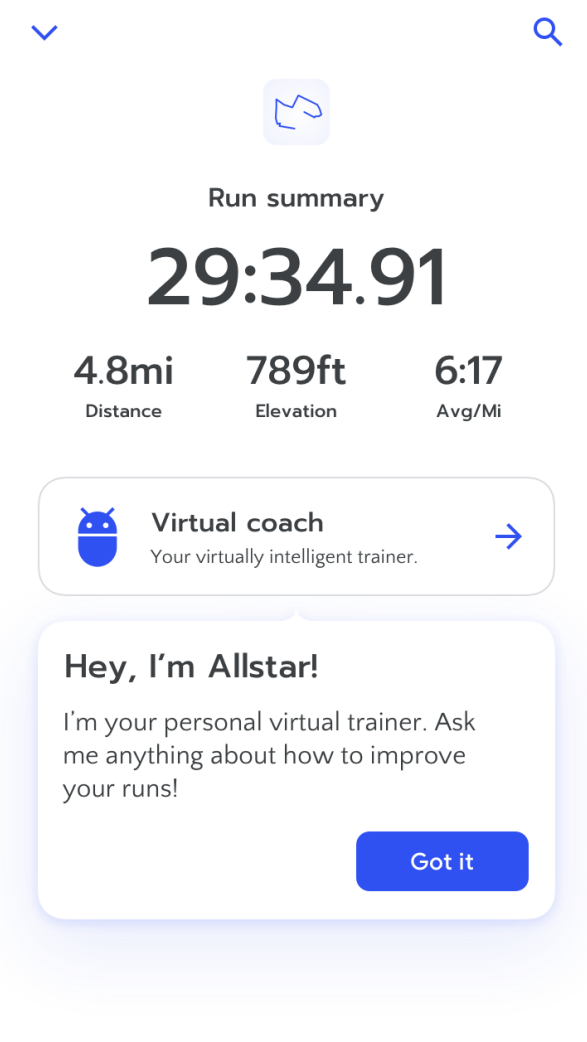


AI Coach (vocal, too)



Tracking Runs

Activity 1: Mental Models

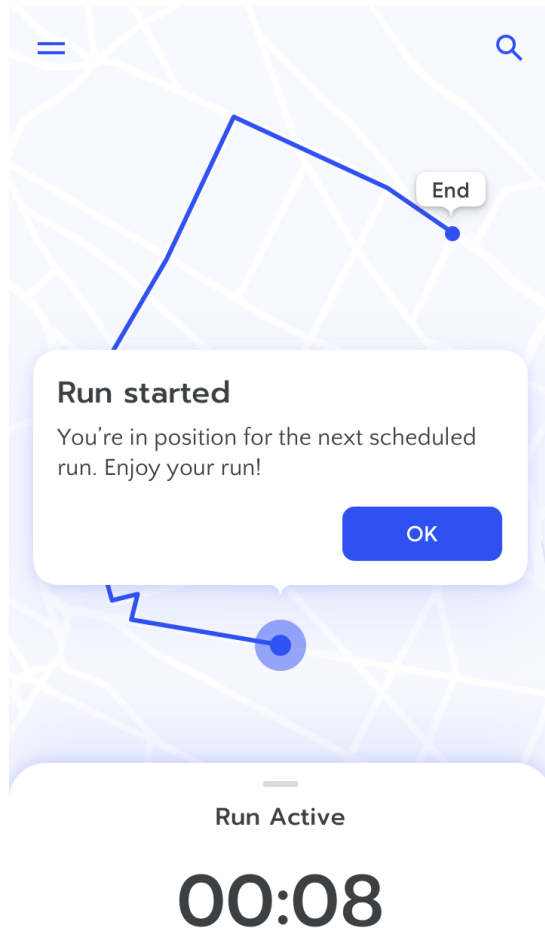


The "Virtual coach" is there to help, to improve people's runs.

- How might users think this works?
- When might it work better?
- When might it work more poorly?

Use the "Exercise 2" worksheet to answer, in group

Activity 2: Errors and Failures

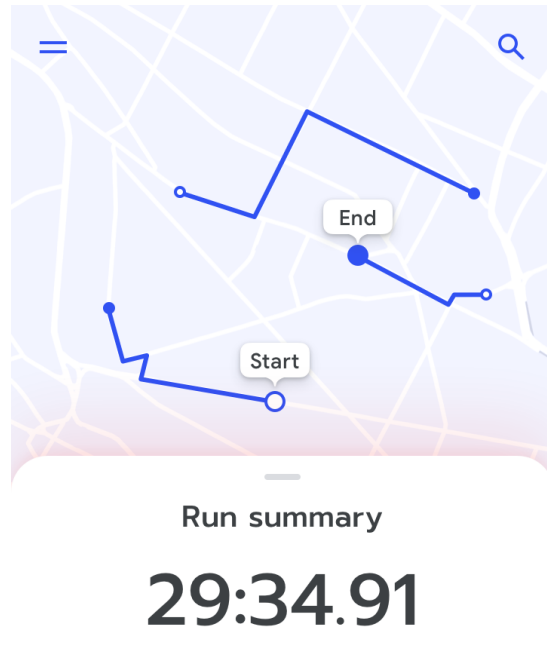


The "Run" app automatically start tracking a run once it detects contextual information.

- What happens when the prediction is wrong?
- How can the app recover from this?

Use the "Exercise 2" worksheet to answer, in group

Activity 3: Errors and Failures



After a run, it may happen that the app is not able to track the entire path...

- How can we change the app design to handle this case?

Use the "Exercise 2" worksheet to answer, in group

Activity 4: Guidelines

- Use the Guidelines for Human-AI Interaction on the previous four screenshots
 - <https://aidemos.microsoft.com/guidelines-for-human-ai-interaction/demo>
- How many "issues" are you able to identify?
- How many guidelines is the app respecting?
- Do you spot any other problems?
 - suggestion: the phone owner is not called Diane Garza

Use the "Exercise 2" worksheet to answer, in group

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