

CS-639 — Interaction Design Studio

Proactivity Critique

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Today

- **Pod critique** (25 min) — share and critique within your pod
- **Class debrief** (15 min) — 3–4 pod spokespersons share key insights; class discusses
- **Reminders** (5 min)

The test: are your three designs genuinely different? Is your threshold logic specific enough to implement?

Pod Critique

In your pod, share your designs and ask each other:

- Are the three initiative levels **genuinely different** designs — or the same screen with different confirmation dialogs?
- Is the threshold logic **specific and testable** — or does it just say "when confident"?
- What happens if the system **transitions at the wrong moment** — wrong level, wrong timing?
- Which of the four designer questions was **hardest to satisfy** for the ACT version?

Each member presents (~3 min) then gets feedback (~3 min). Pick a spokesperson for the class debrief.

Class Debrief

3–4 pod spokespersons, then open discussion.

- What was the **most convincing threshold logic** your pod saw? What made it specific?
- Where did **ACT feel wrong** — and what designer question flagged the problem?
- Did anyone design a feature where **WAIT was the right default**? Why?

Others: chime in if your pod found something different or if you disagree.

The best threshold logic is testable — someone could read your spec and know exactly when the system should shift.

Reminders

— **Next week: Collaboration** — W08 asked "how much," W09 asked "when," W10 asks "how do human and AI work together?"

You now have two complementary frameworks: agency levels (how much) and proactivity timing (when). Next week adds the collaboration dimension: how do human and AI share the work?