

CS-639 — Interaction Design Studio

Role-Playing Critique

Professor Bilge Mutlu

Today

- **Role-playing critique** (25 min) — pairs enact collaborative flows within pods
- **Class debrief** (15 min) — 3-4 pod spokespersons share key insights; class discusses
- **Reminders** (5 min)

The test: if your partner can "play the AI" in your flow, the collaboration is well-designed. If they can't, the handoffs aren't specific enough.

Role-Playing Critique

In your pod, pair up. Take turns with each person's collaborative flow:

1. **Designer** reads their first prompt aloud
2. **AI** responds based on the flow — what would you generate? What would you suggest?
3. **Designer** evaluates and refines — follow the flow's transitions
4. **Both** note where the collaboration felt natural and where it broke down

~5 minutes per person. Pick a spokesperson for the class debrief.

Role-Play Discussion

After each role-play, discuss with your pod:

- Where did the "AI" struggle to know what to do? → **O** (observability) gap
- Where did the "designer" struggle to evaluate the output? → **P12** missing improvement paths
- Where would the flow benefit from multiple options? → **P11** opportunity
- Could the "designer" redirect the "AI" mid-task? → **D** (directability) test
- Did the collaboration feel **productive** — or like one person did all the work?

Class Debrief

3-4 pod spokespersons, then open discussion.

- Where did role-playing reveal a **handoff problem** that wasn't visible on paper? Which **OPD property** was missing?
- Which **collaboration mode** felt most productive — human-led, shared, or AI-led? When did it shift?
- Where did **P11 (variability)** or **P12 (imperfection)** create the most interesting design moments?
- Did anyone discover that their flow was really **delegation disguised as collaboration**?

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

The best collaborative flows let both partners contribute meaningfully — not one leading while the other rubber-stamps.

Reminders

- **Next week: Context-Awareness** — W08 asked "how much," W09 asked "when," W10 asked "how together." W11 asks "what does the system know about the situation?"
- **Assignment 2** posted — Intelligent System Design, due Monday Apr 13
- Use your W08-W10 frameworks: agency levels, timing logic, OPD, and collaboration patterns all feed into A2

You now have three complementary lenses: agency (how much), proactivity (when), and collaboration (how). Next week adds the fourth: context-awareness (what does the system know?).