

Designing Agentive Technology Ai That Works For People

Chapter 1 : Designing Agentive Technology Ai That Works For People

Designing agentive technology: ai that works for people. christopher is the global design practice manager for the travel and transportation sector with ibm, bringing ibm design goodness to his vertical. he also teaches, speaks about, and evangelizes design internationally. his spidey-sense goes off semi-randomly, leading him to investigate Designing agentive technology: ai that works for people and millions of other books are available for amazon kindle. learn more enter your mobile number or email address below and we'll send you a link to download the free kindle app. It's time for us to design 'narrow' ai to start making things that work for users. nir eyal, author of hooked: how to build habit-forming products. there's a lot of pie-in-the-sky speculation about ai. on the other hand, designing agentive technology makes a corner of the ai universe accessible in this straightforward and fun-to-read book. This is a sample chapter from chris noessel's new book designing agentive technology: ai that works for people. 2017 rosenfeld media.. chapter 3: agentive tech can change the world. in the first chapter, we walked through the details of one particular example of an agentive technology and deconstructed it bit by bit in the second chapter to better understand what makes this type of tech. Designing agentive technology: ai that works for people december 10 at 11:46 am · there's some work to do on the parallelism, structure, etc., but here's some visual thinking about universal assists. To ask other readers questions about designing agentive technology, please sign up. be the first to ask a question about designing agentive technology this isn't quite what i'd expected: i think i was expecting a more general approach to ai, but instead it's geared specifically toward what the Advances in narrow artificial intelligence make possible agentive systems, which do things directly for their users in custom ways users want them done. (a simple example is an automatic pet feeder.) these technologies deliver on the promise of user-centered design more than ever before, but present fresh challenges in understanding their unique promises (say, time savings), pitfalls (say

When designing for agentive technology, designers need to focus on the goal rather than the task. an example of this is the vacuum, which for years was continuously redesigned to be lighter, more powerful, and more efficient – then came roomba. Agentive technology, or how to design ai that works for people, part 2. andrea ong blocked unblock follow following. oct 11, 2017. design+ai is a monthly meetup to explore how we design in a world augmented by ai.

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