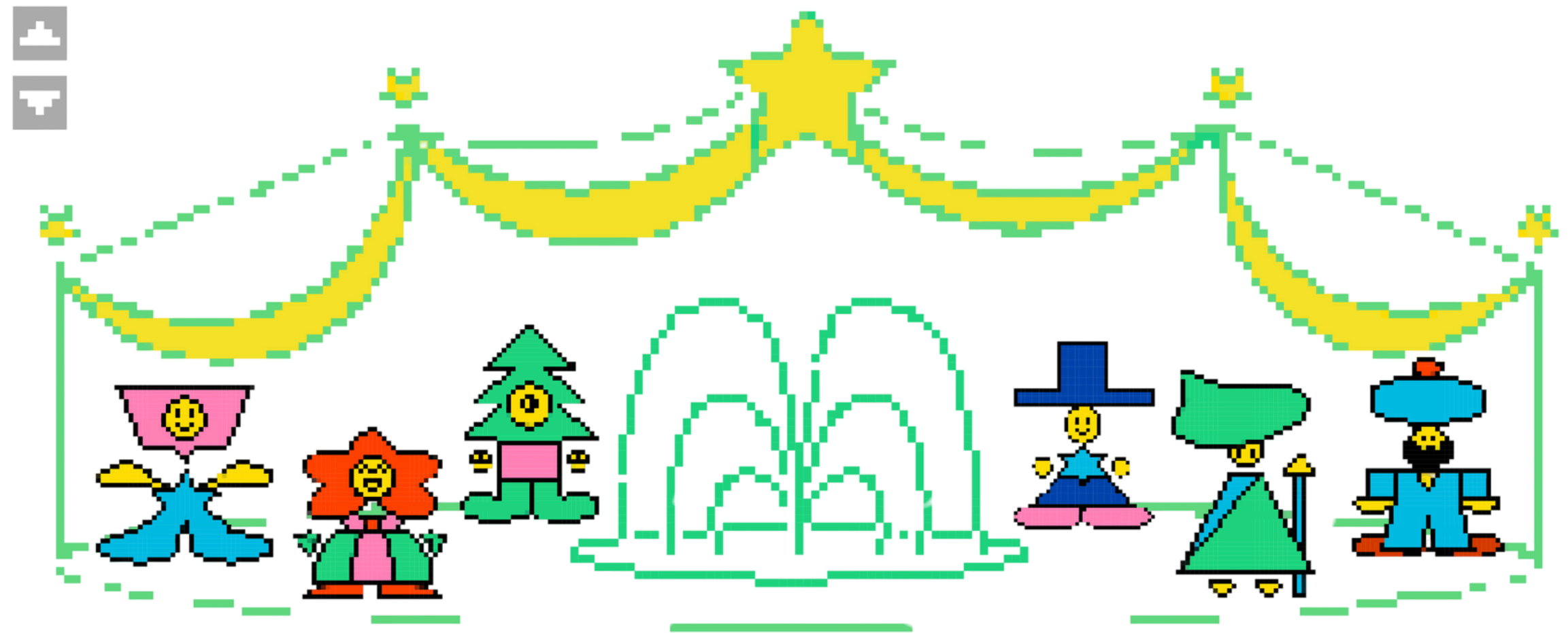


# ENVISIONING OUR FUTURE WITH ROBOTS & AI

Opportunities & challenges



# ENVISIONING OUR FUTURE WITH ROBOTS & AI

Opportunities & challenges for Europe



Design Lab ARTD6115

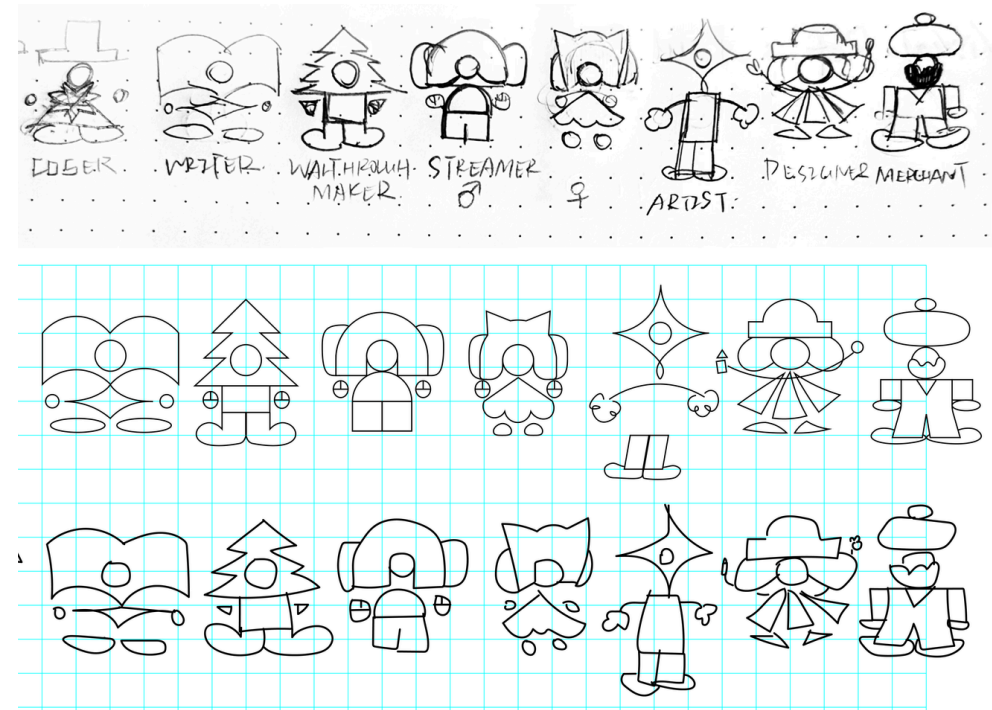
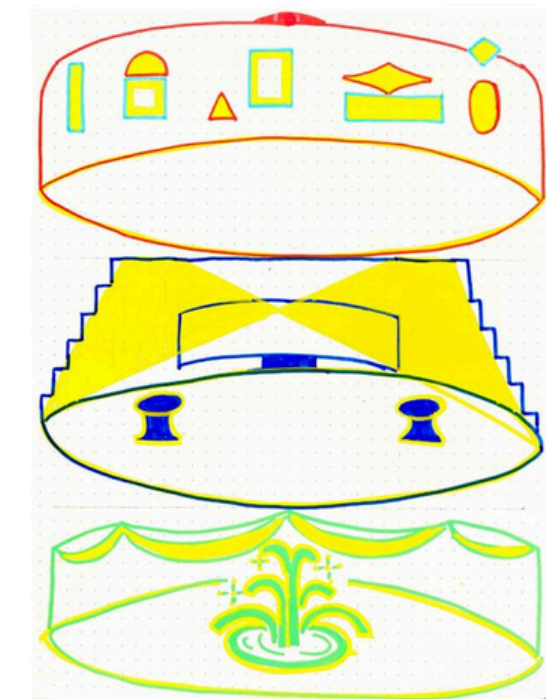
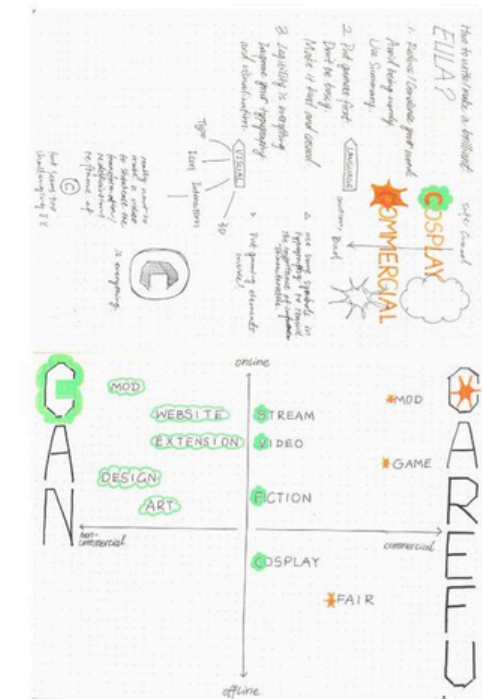
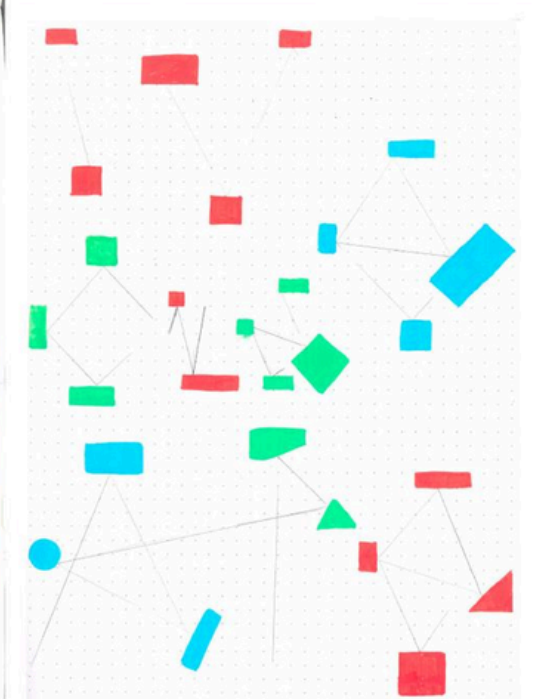
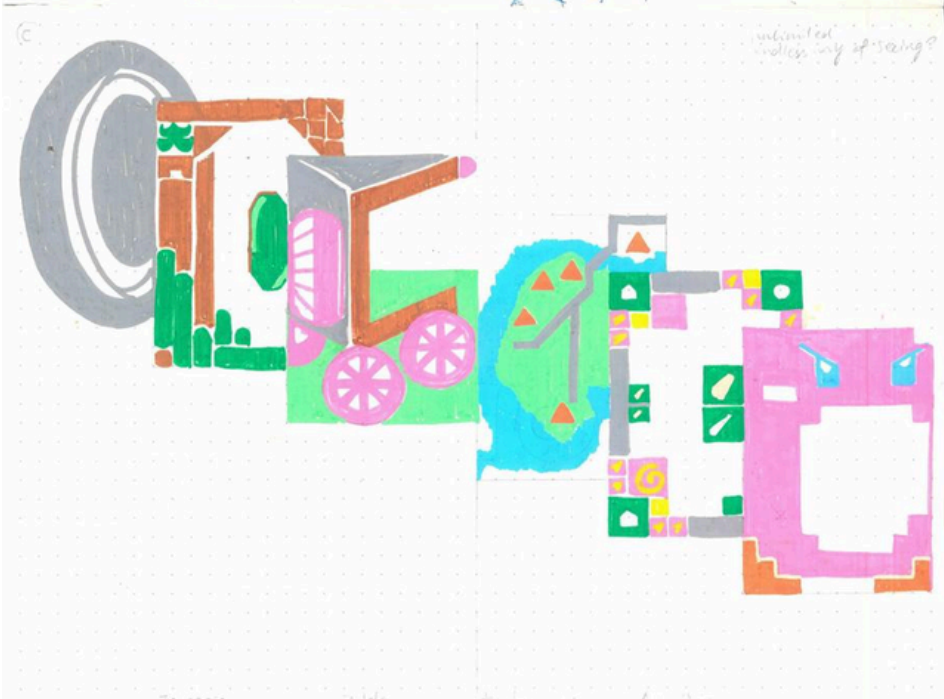
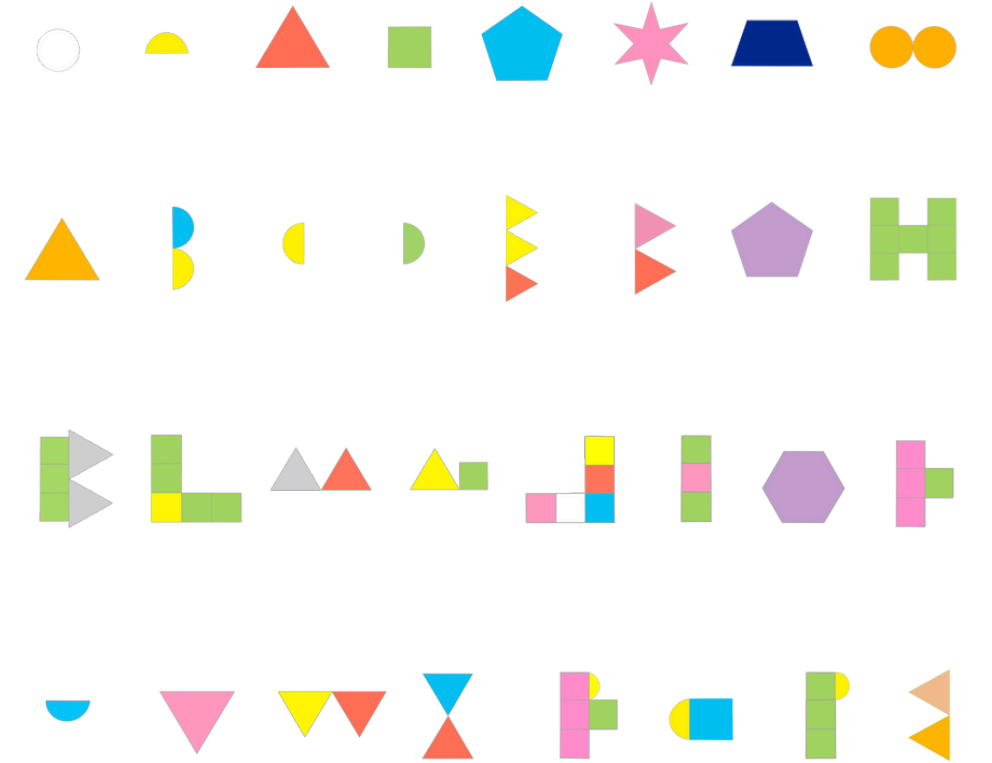
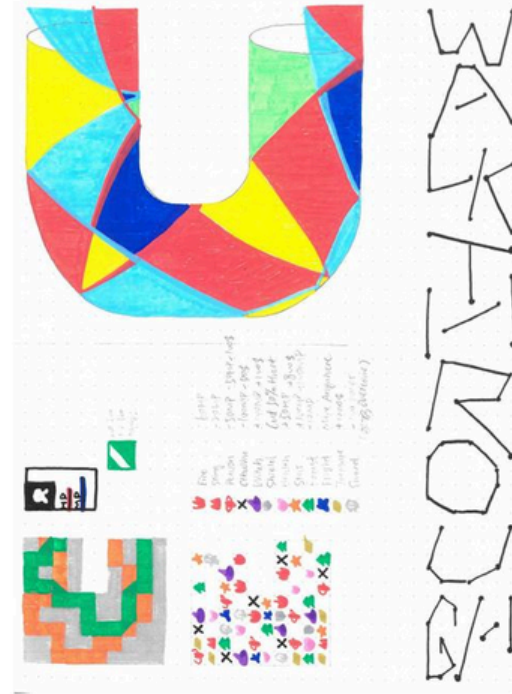
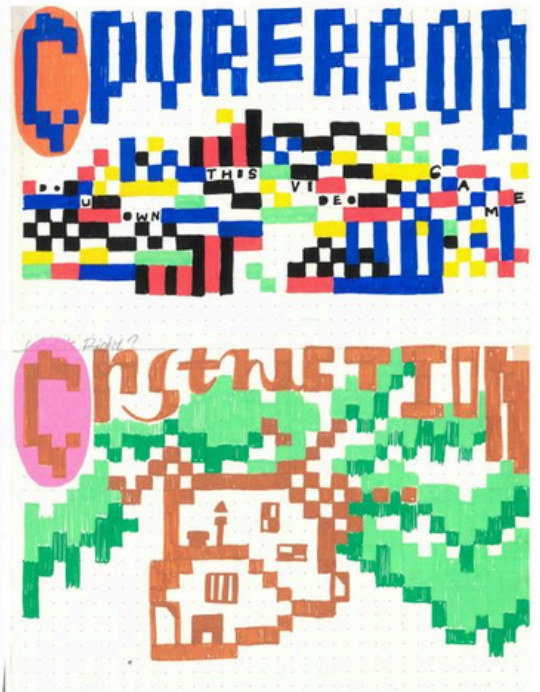
SENYAO WANG

Week 1 30/01/2025 — Week 5 24/02/25



# PROCESS

# Sketches, Visual experiments, illustrates, Interaction Design





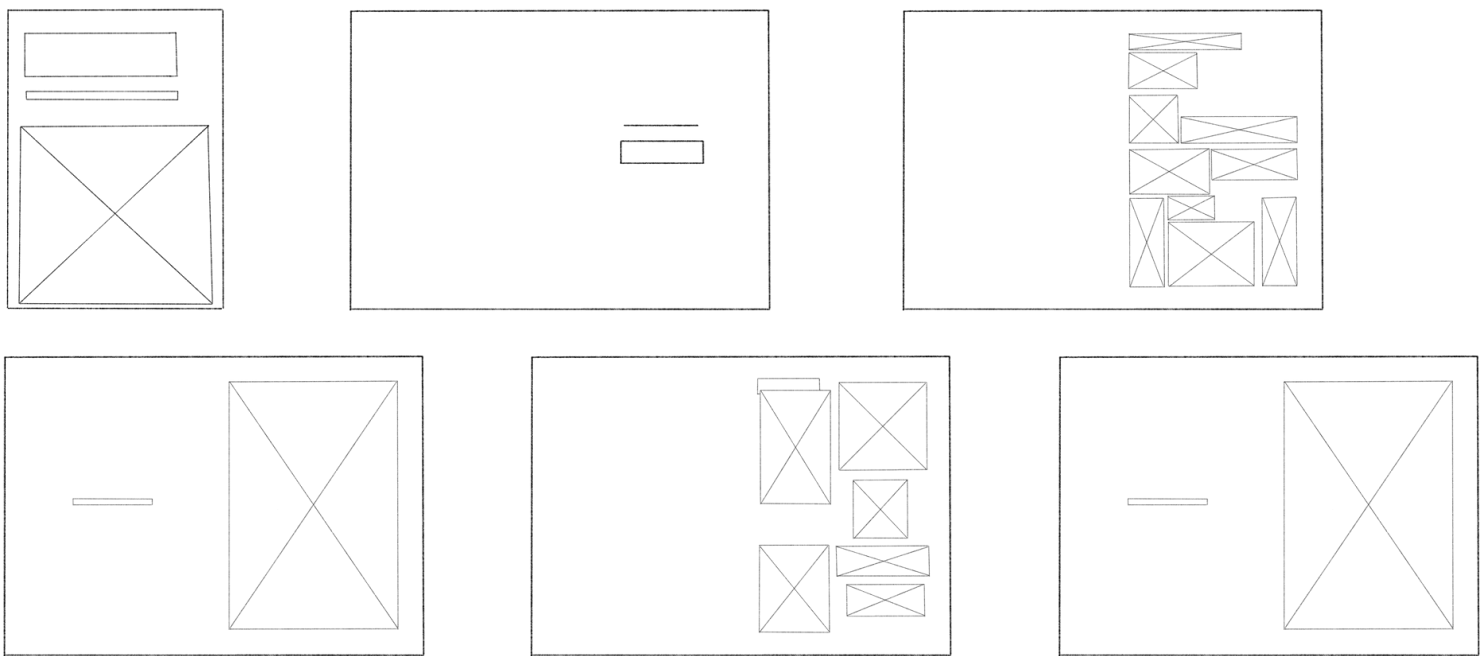
PROCESS

A5 Zine Sketch

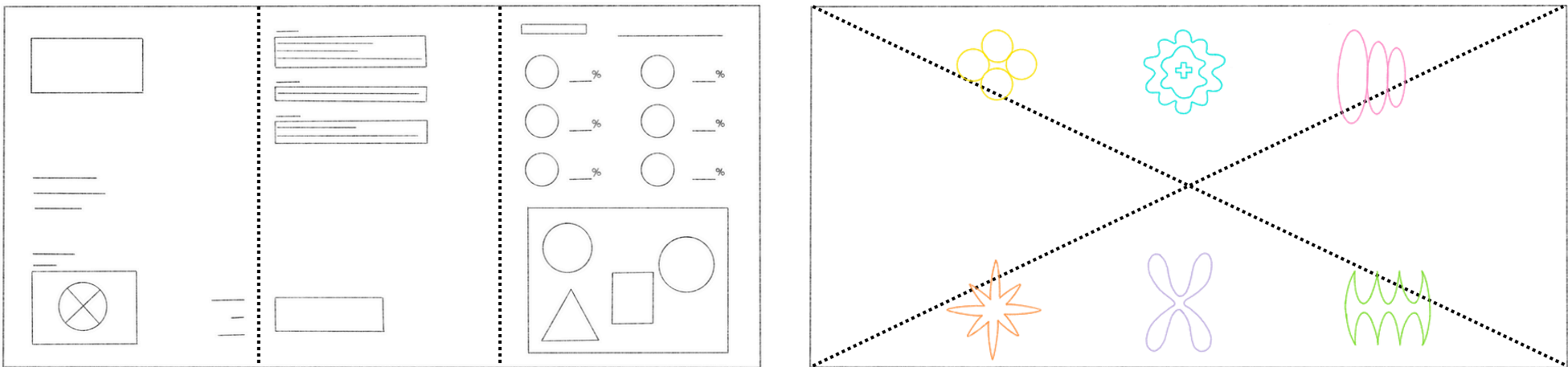


PROCESS

A6 Zine Sketch



Folded Sketch



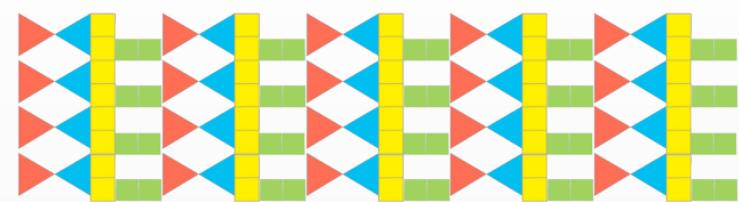


# INTERACTION DESIGN 1 — "APP-TITUDE"

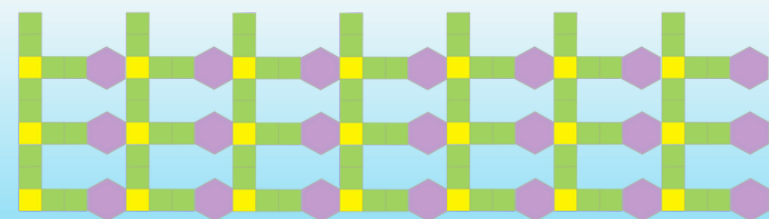
"App-titude" is a conceptual game that explores digital identity. In this digital age, our identity is no longer merely a name or a number; it is an "AI Identity Sequence" continuously learned, predicted, and shaped by artificial intelligence within a vast data network.

This sequence influences our eligibility for financial services, the protection priority assigned by autonomous driving systems, the accuracy of medical decisions, and even whether our privacy is compromised.

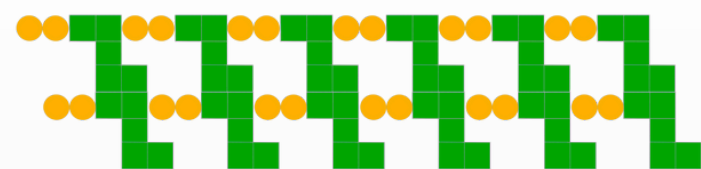
Financial market crashes:



Self-driving accidents:



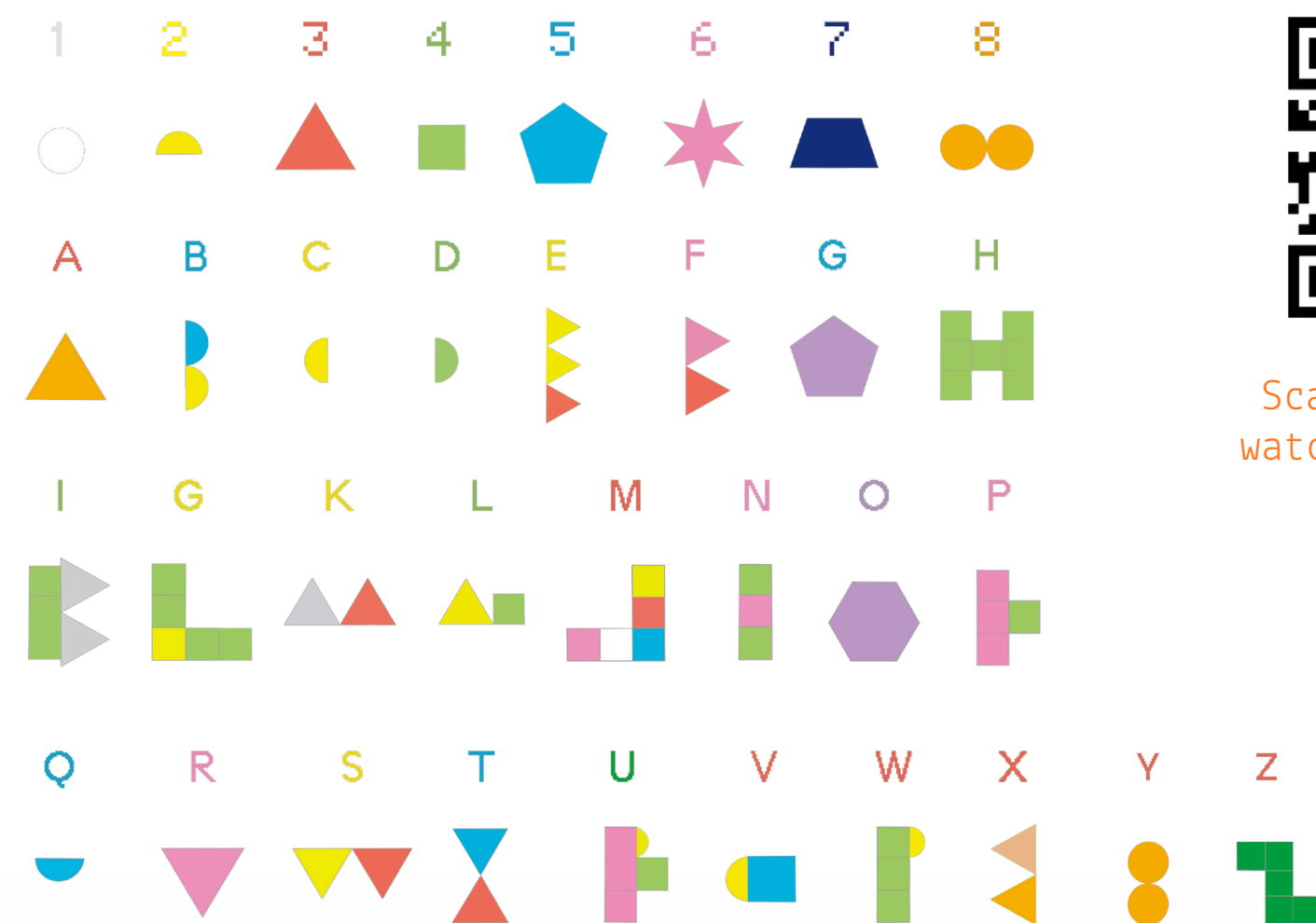
Medical robot errors:



Privacy issues:



AI bias:



Scan the code to watch the gameplay video

This App constructs a visual "AI Identity Growth System" where users, represented by a red dot, navigate through a maze built from data trajectories.

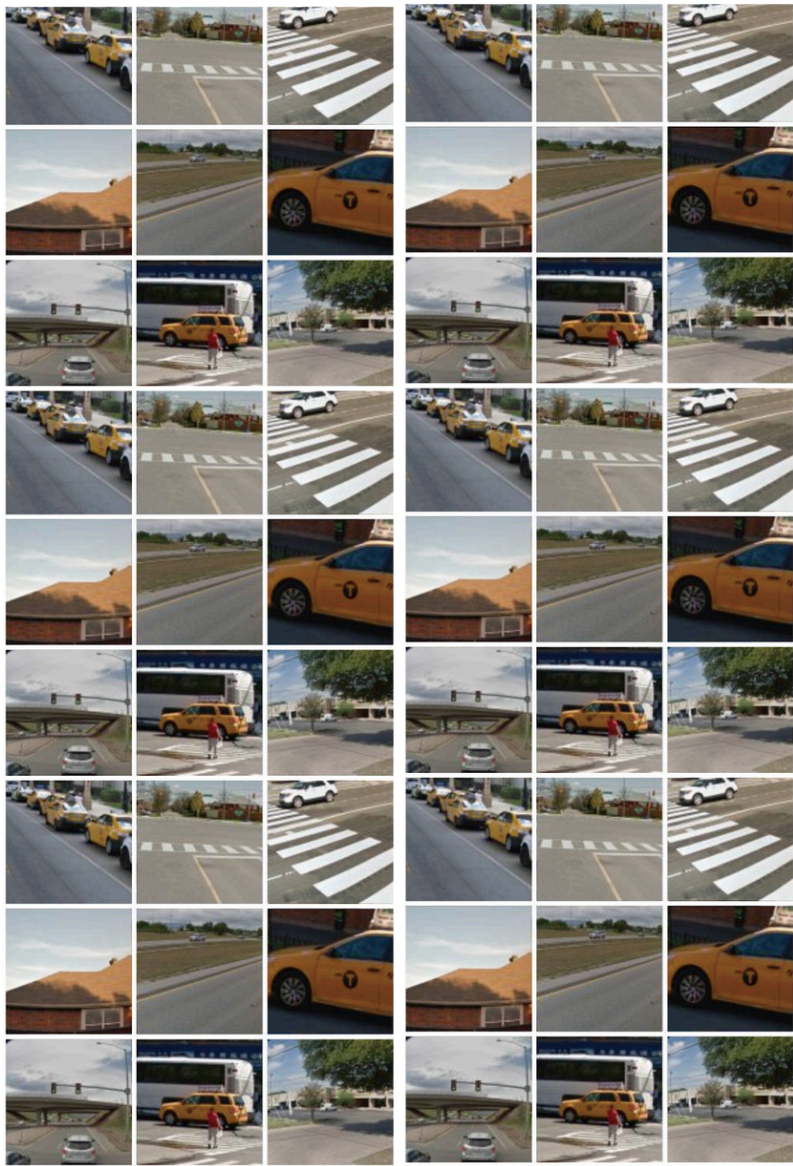
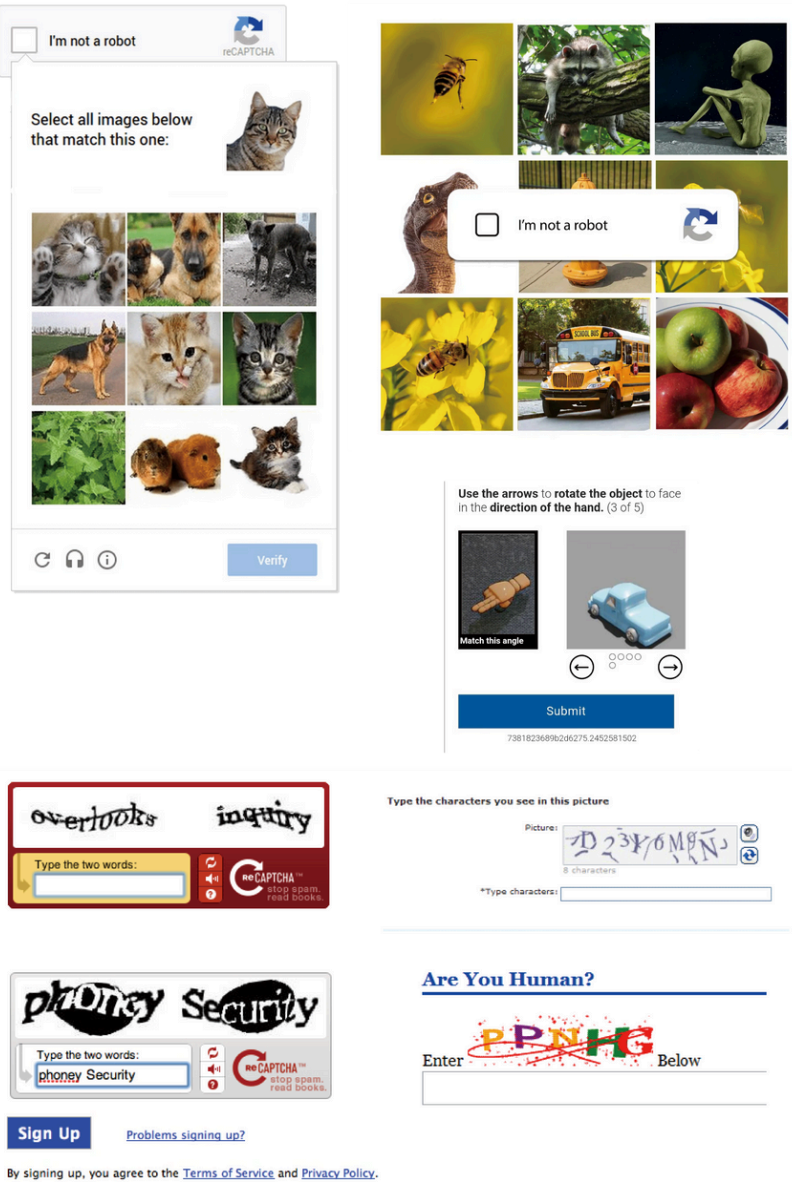
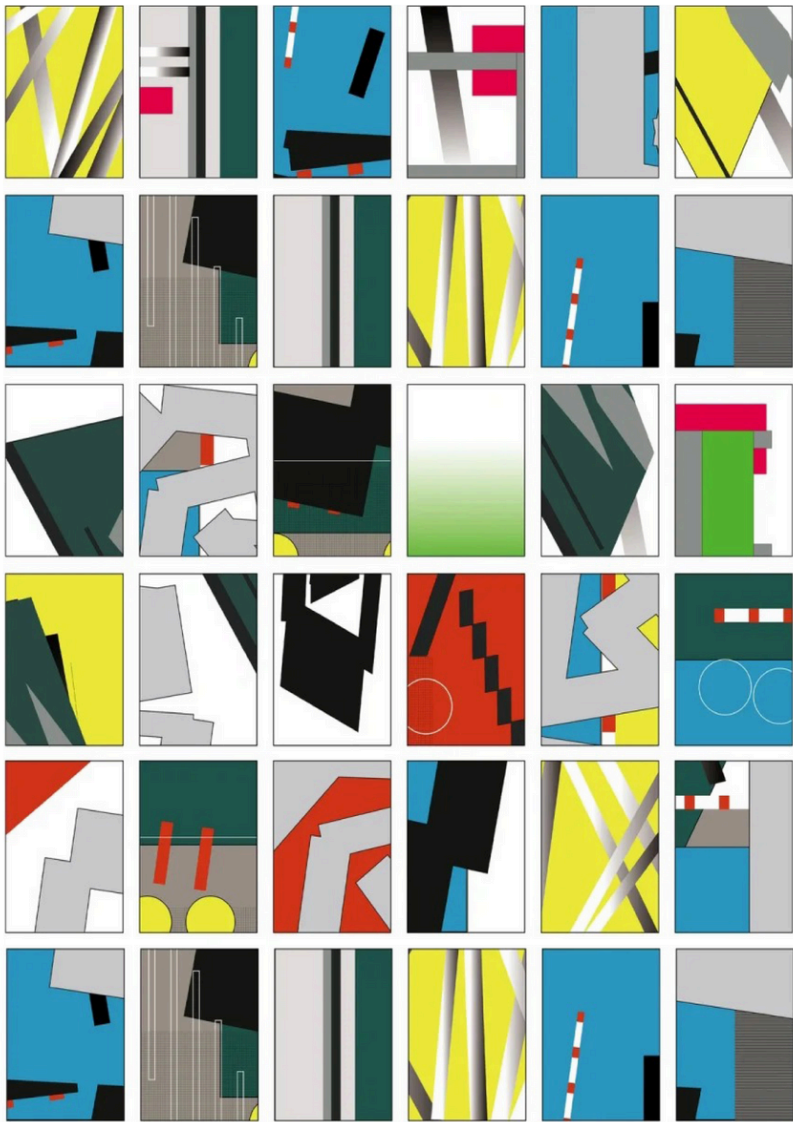
The maze is ever-changing, reflecting how AI adjusts its judgments based on individual behavior and forms an identity model that may ultimately be beyond personal control.

In this interactive experience, you will embody your own "AI identity," engaging in a daily game of monitoring and counter-monitoring with the data maze.

Can you control your digital identity, or have you already become part of the data torrent?



# INTERACTION DESIGN 2 — SYMBOLIC AI HANDBOOK ( CAPTCHA )



Are you a robot ?

I'm not a robot

☐



# INTERACTION DESIGN 3 — CREATE A MOOD GRAPHIC ABOUT THE FUTURE OF AI

## STEP1

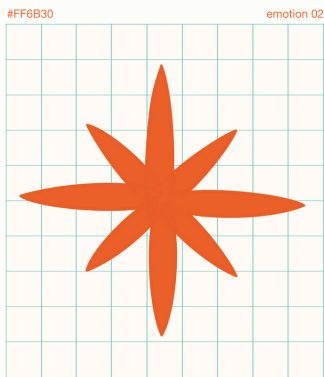
Choose & Combine Your Emotions  
Pick up to 4 emotion stickers  
Arrange them on your Zine to visually mix your emotions about AI's future.

## STEP2

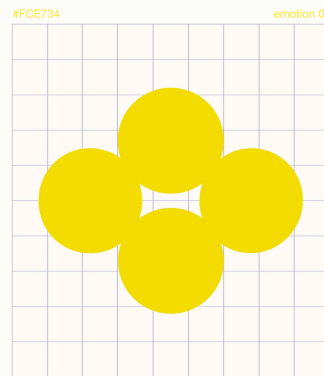
Based on your feelings, assign percentages to your emotion mix.

## STEP3

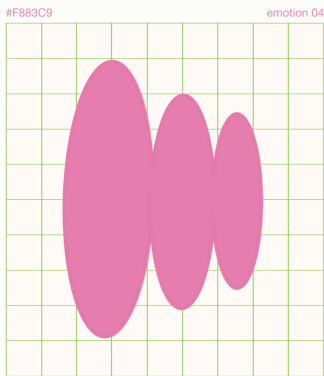
Define & Name Your Emotion  
Finally you can name your emotions and complete a unique personal emotion booklet.



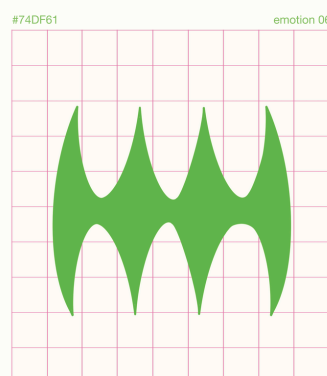
Angry



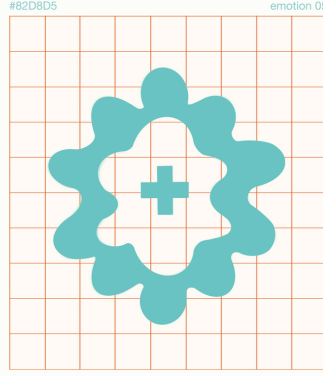
Happiness



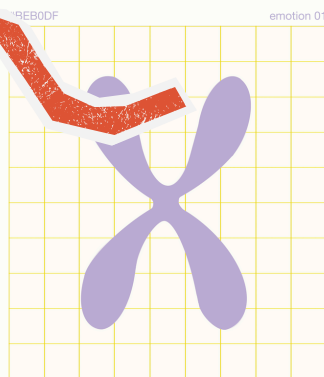
Shocked



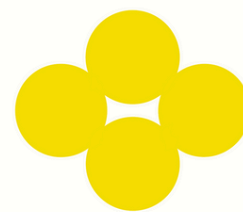
Fear



Sadness



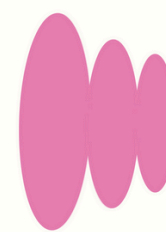
Loathe



Happiness



Sadness



Shocked



Angry

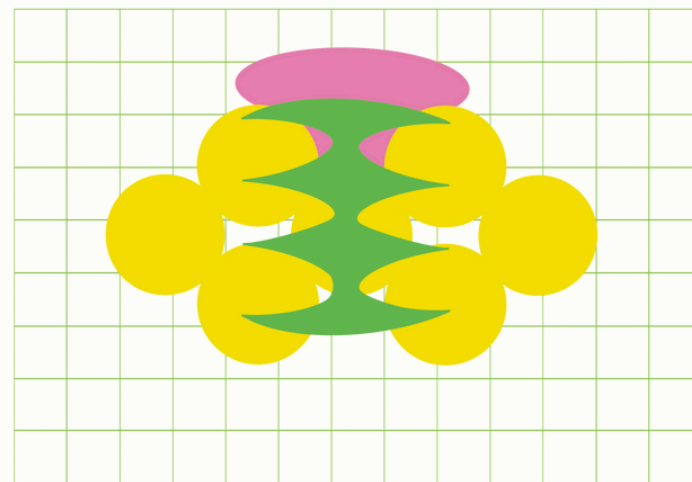


Loathe



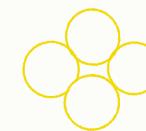
Fear

For example  
Cynthia



Your emotion name

\_\_\_\_\_



\_\_\_\_\_%



\_\_\_\_\_%



\_\_\_\_\_%



\_\_\_\_\_%



\_\_\_\_\_%



\_\_\_\_\_%

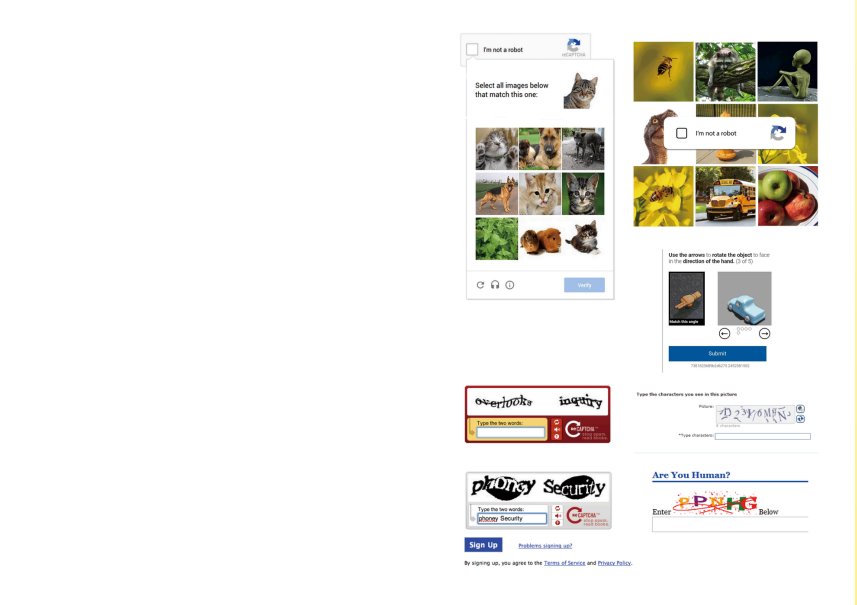
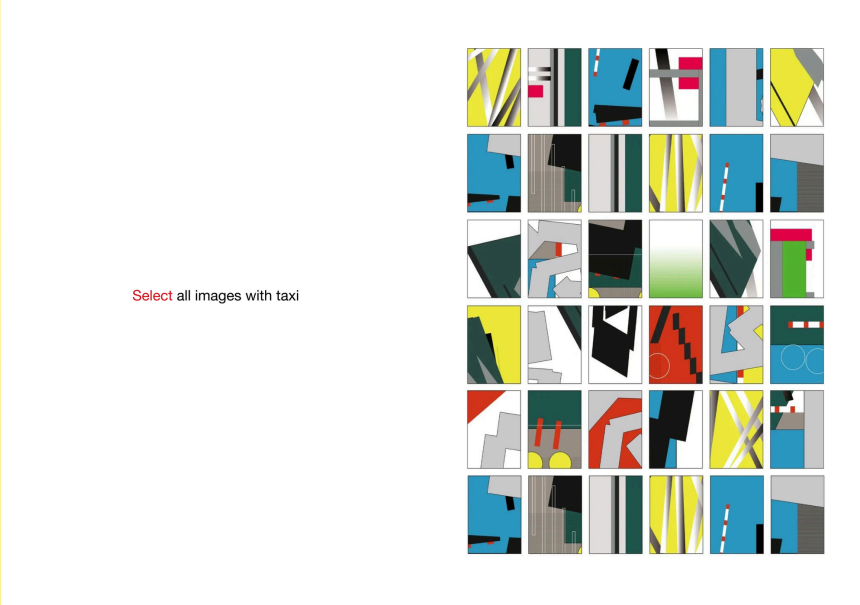
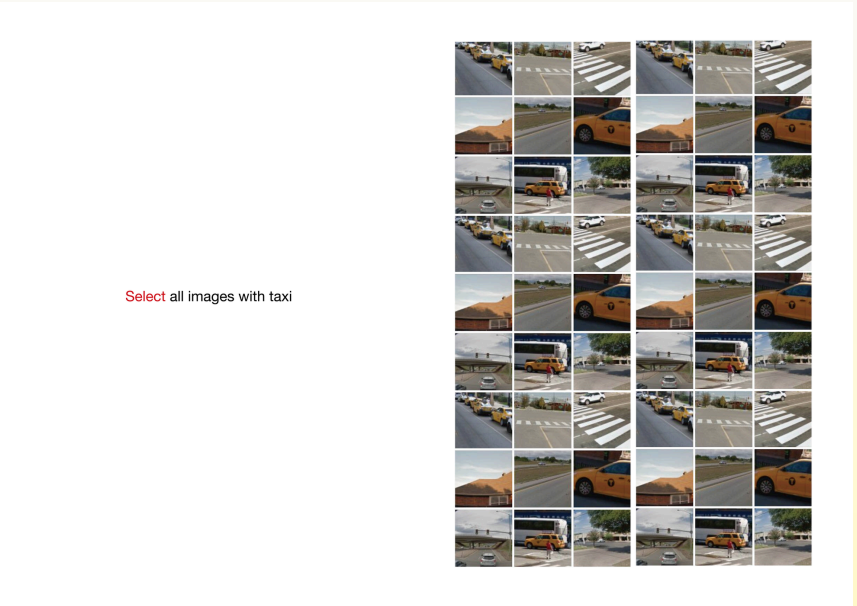
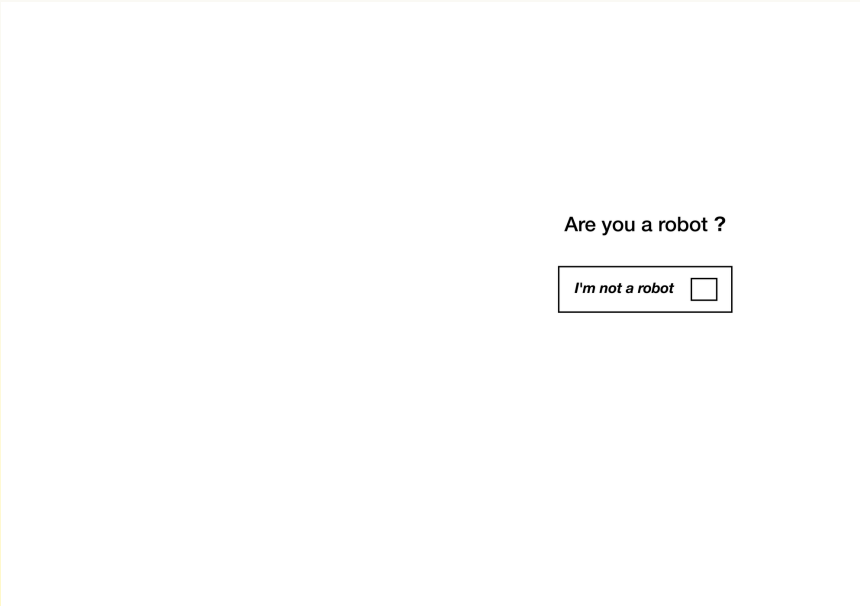
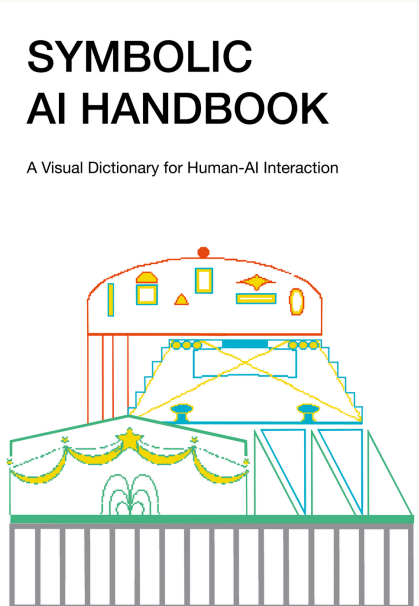


## 1

## 1

## 1

# A6 ZINE OUTCOME





# CARD OUTCOME



Happiness



Sadness



Shocked



Fear



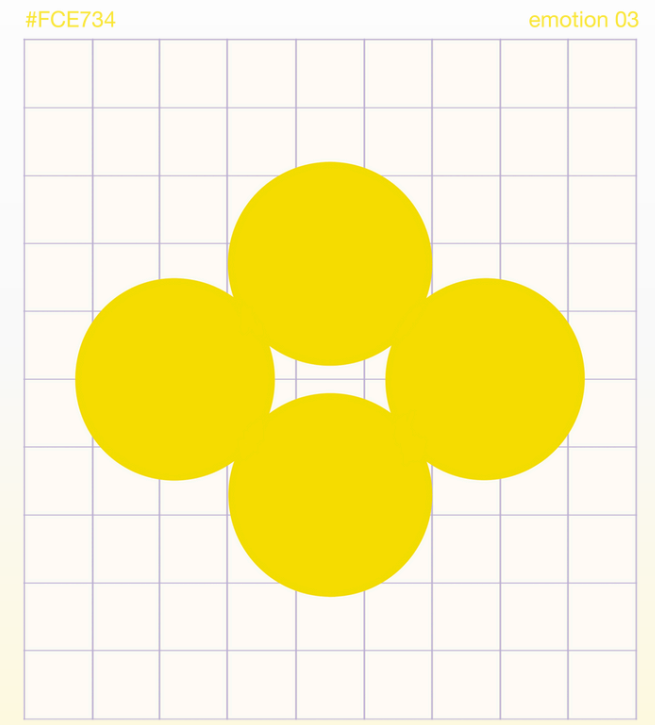
Angry



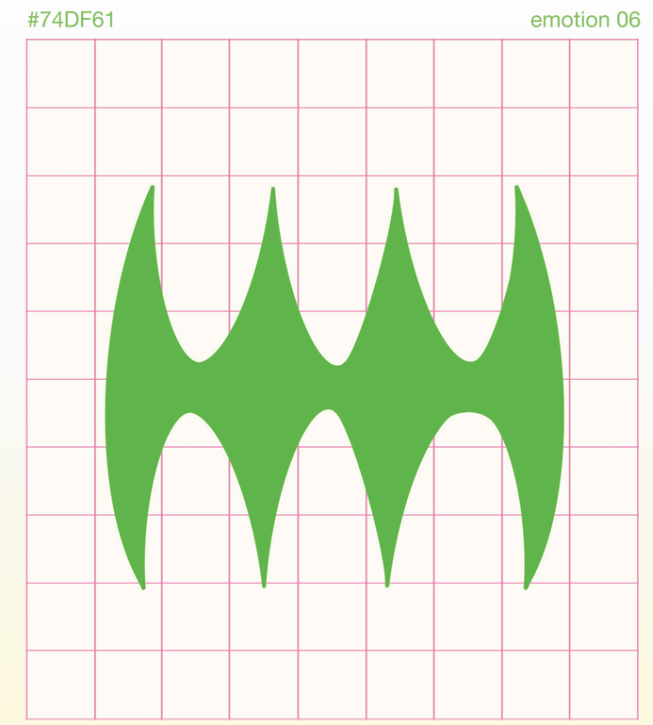
Loathe

Emotion Collection

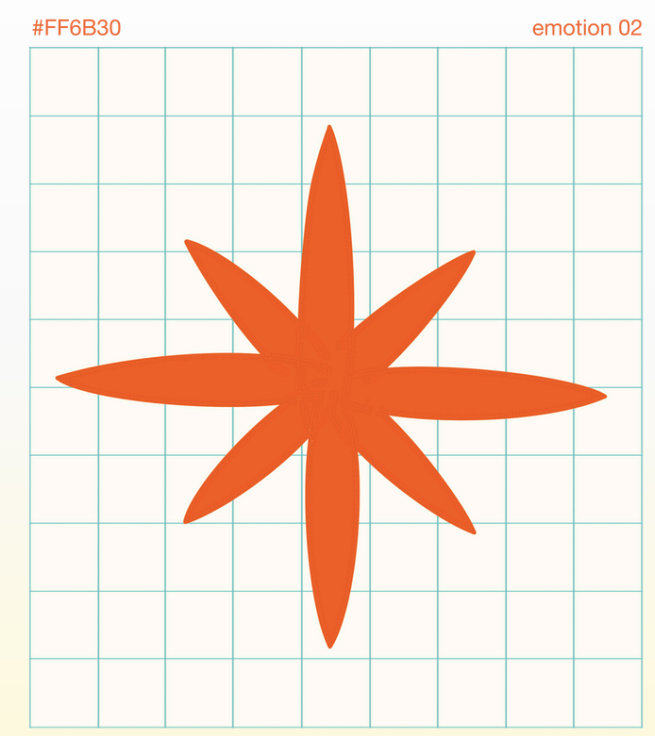
These basic emotions form the foundation of complex emotions



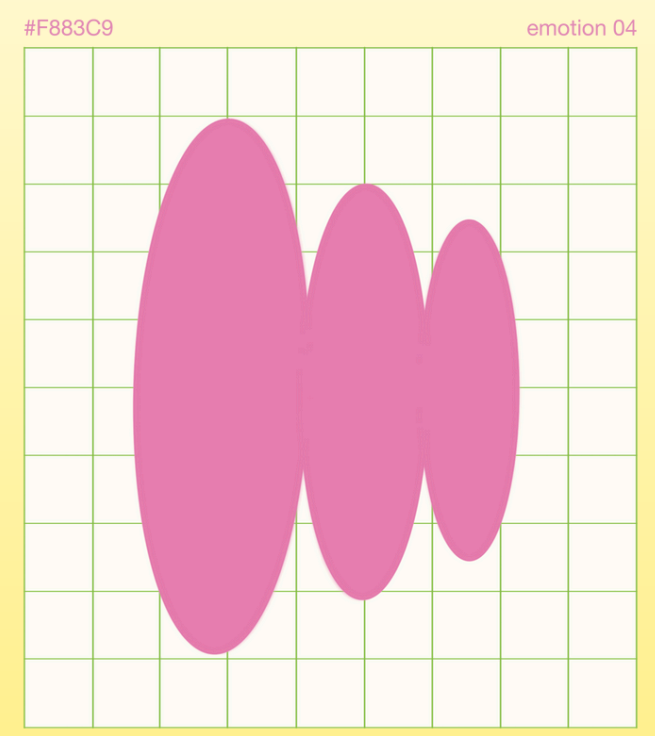
Happiness



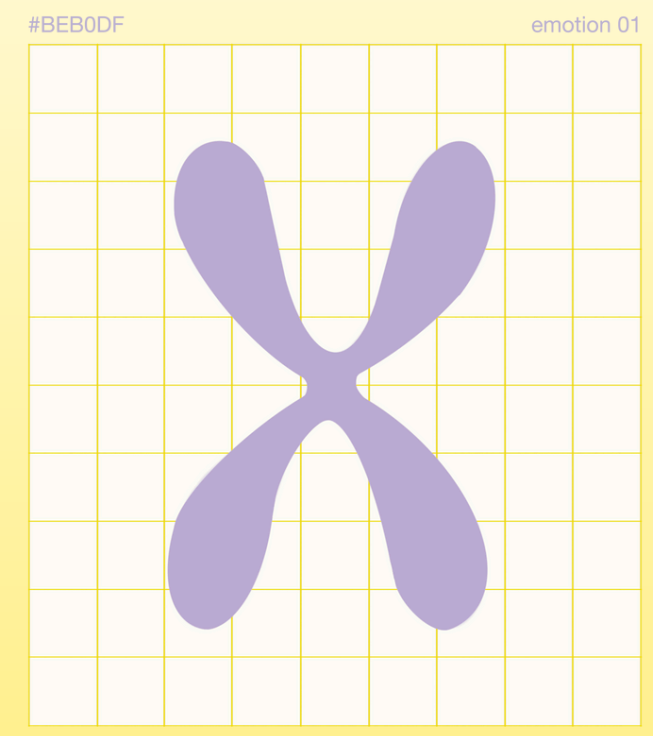
Fear



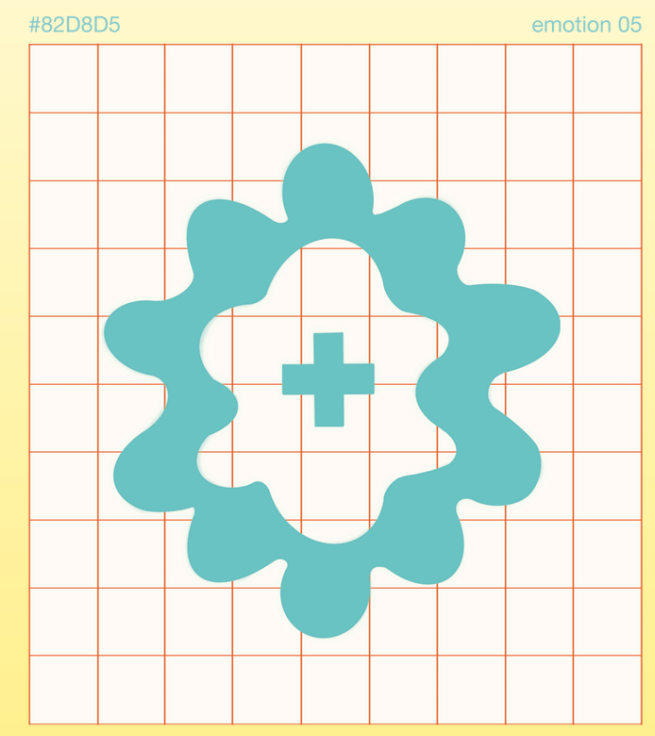
Angry



Shocked



Loathe



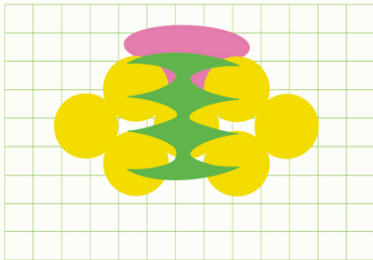
Sadness

# FOLDING CARD OUTCOME

*How do you*  
**feel about AI's  
future ?**

Let's Image  
your emotion  
elements

For example  
Cynthia









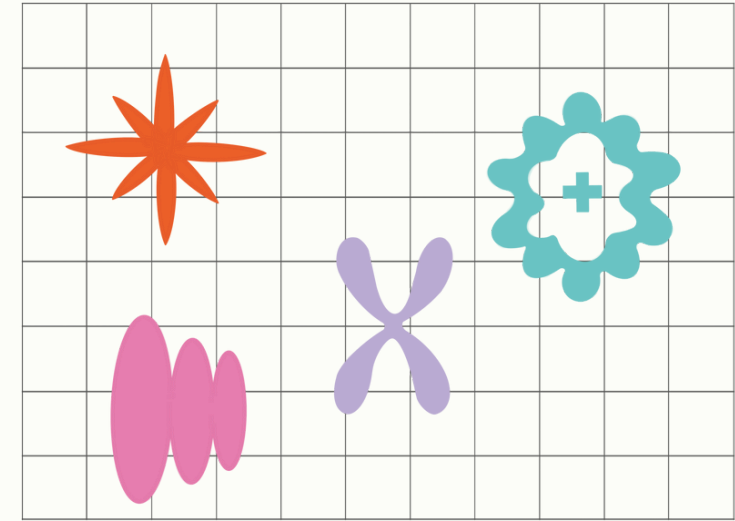
Happiness  
+  
Fear  
+  
Shocked

- STEP1**  
Choose & Combine Your Emotions  
Pick up to 4 emotion stickers  
Arrange them on your Zine to visually mix your emotions about AI's future.
- STEP2**  
Based on your feelings, assign percentages to your emotion mix.
- STEP3**  
Define & Name Your Emotion  
Finally you can name your emotions and complete a unique personal emotion booklet.

**Identify your  
emotion report**

Your emotion name \_\_\_\_\_

	_____ %		_____ %
	_____ %		_____ %
	_____ %		_____ %





# OUTCOME

