1 Properties

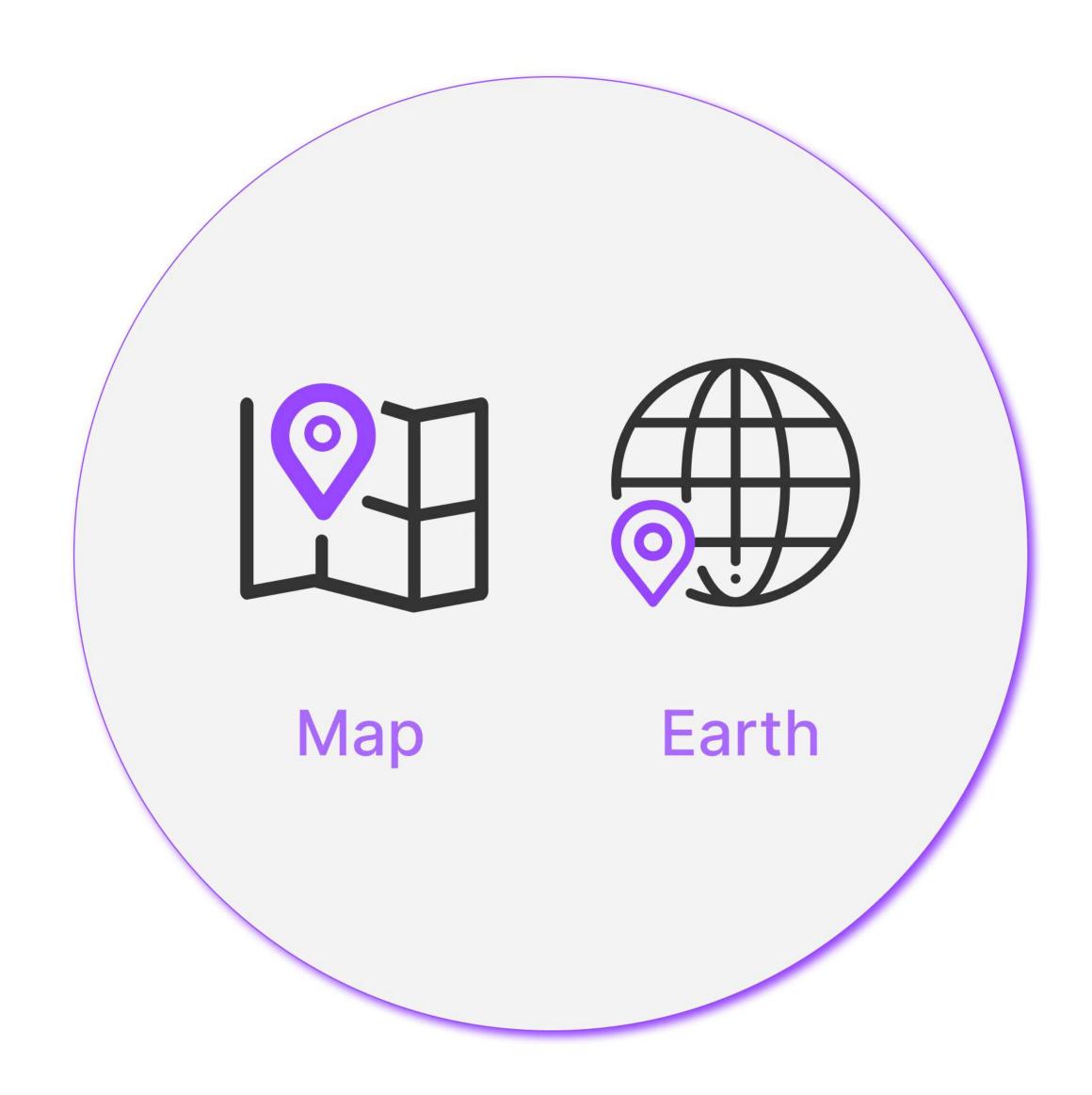
Prompt Engineering

Text Prompt



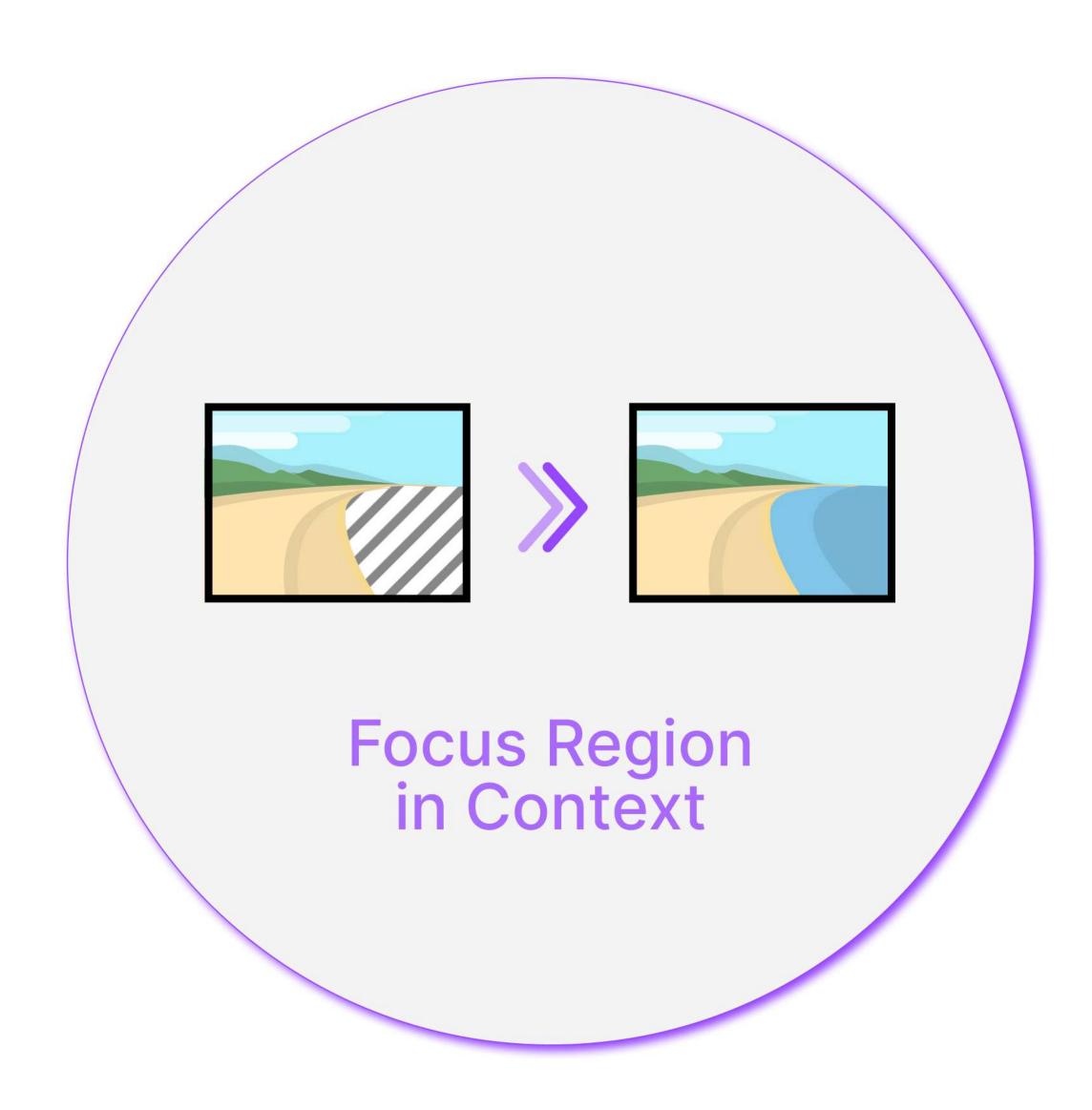
- 2 Substrates
- 2.1 Exploration/Selection

- Coordinate Plane
- Map / Earth
- Branching Node



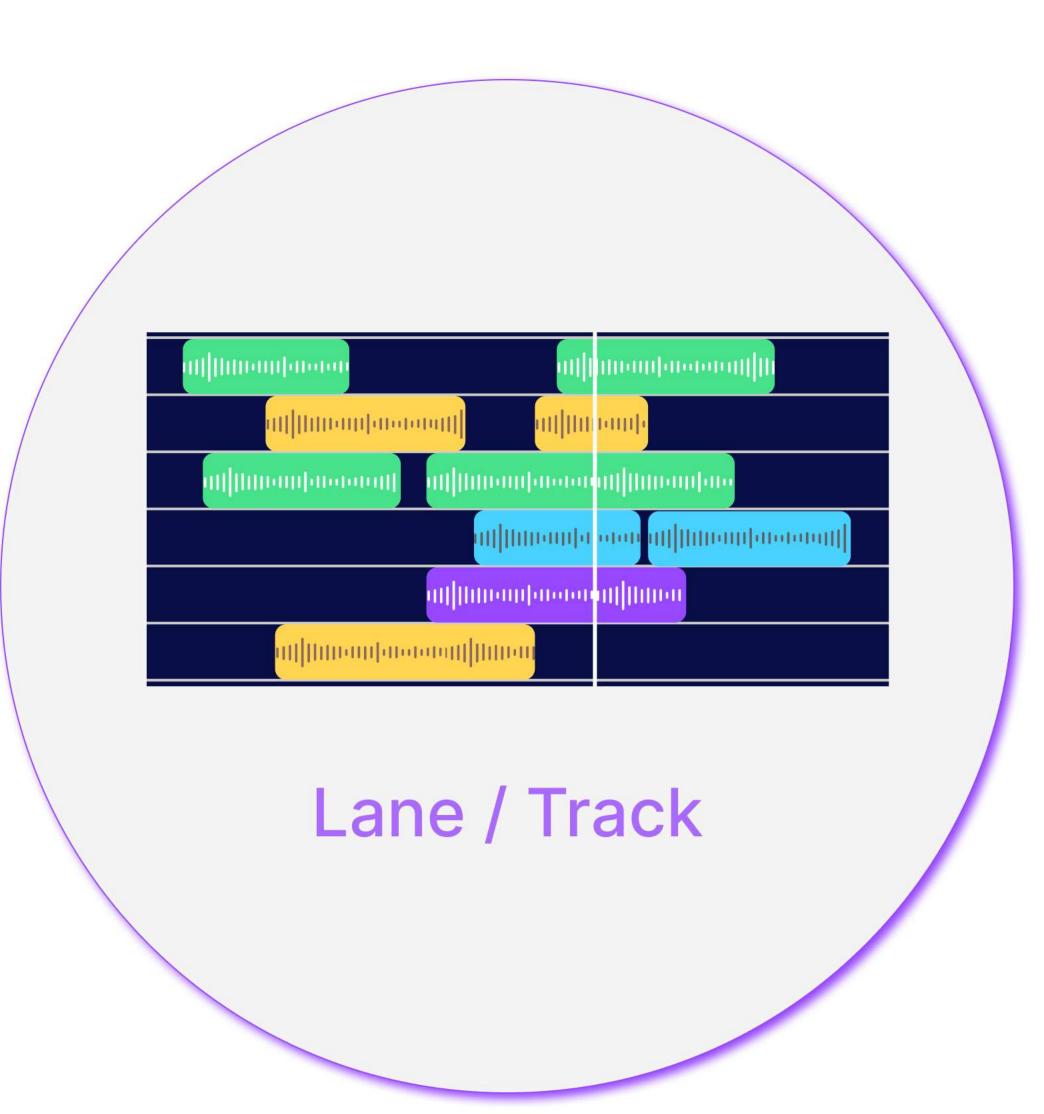
- 2 Substrates
- 2.2 Divide-and-Conquer

- Focus Region in Context
- Entity-Relation Graph
- Structured / Guiding Editor



- 2 Substrates
- 2.3 Sequence Editing

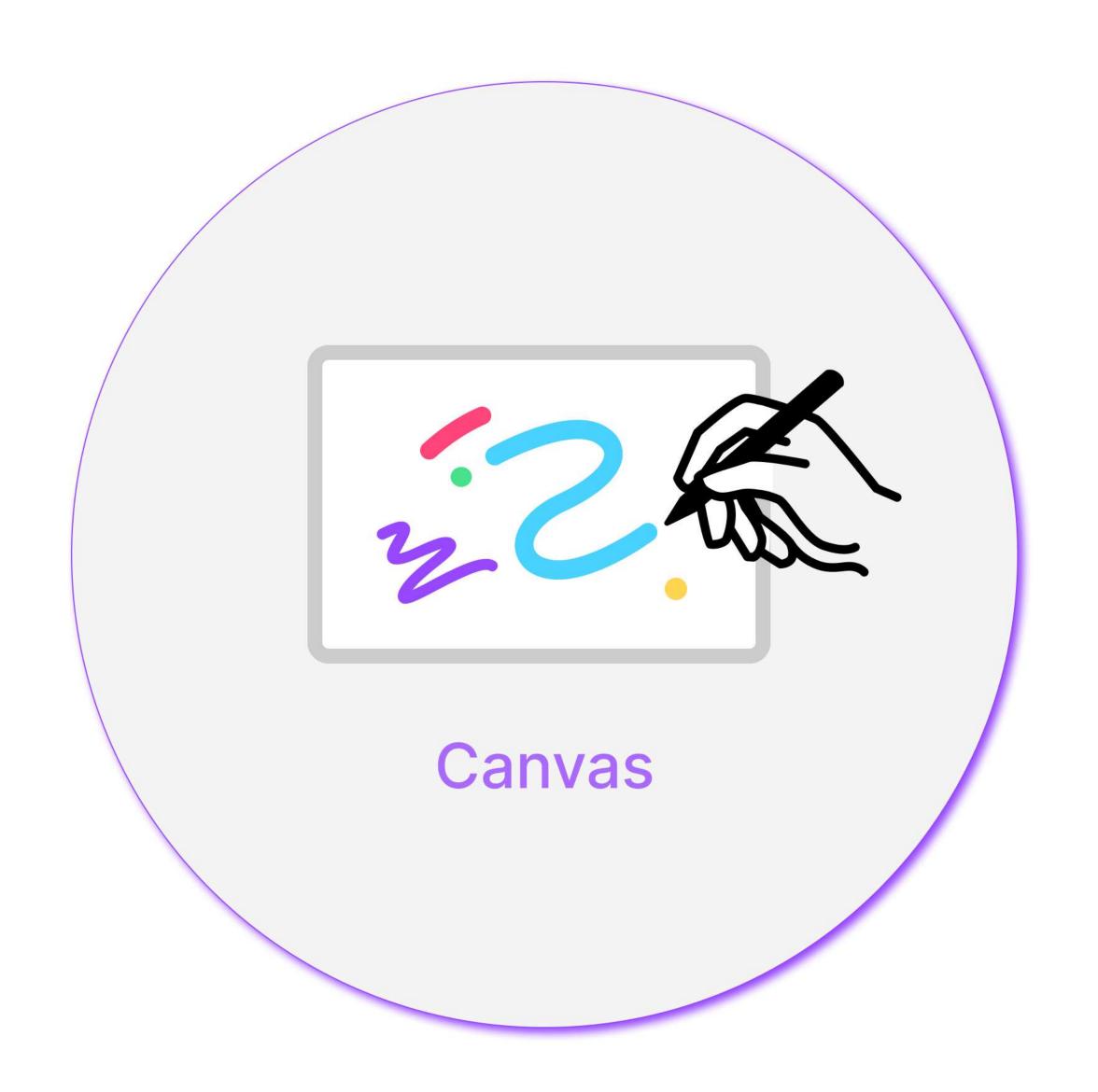
- Timeline / Storyline / Step Sequencer
- Lane / Track



2 Substrates

2.4 Drawing/Painting

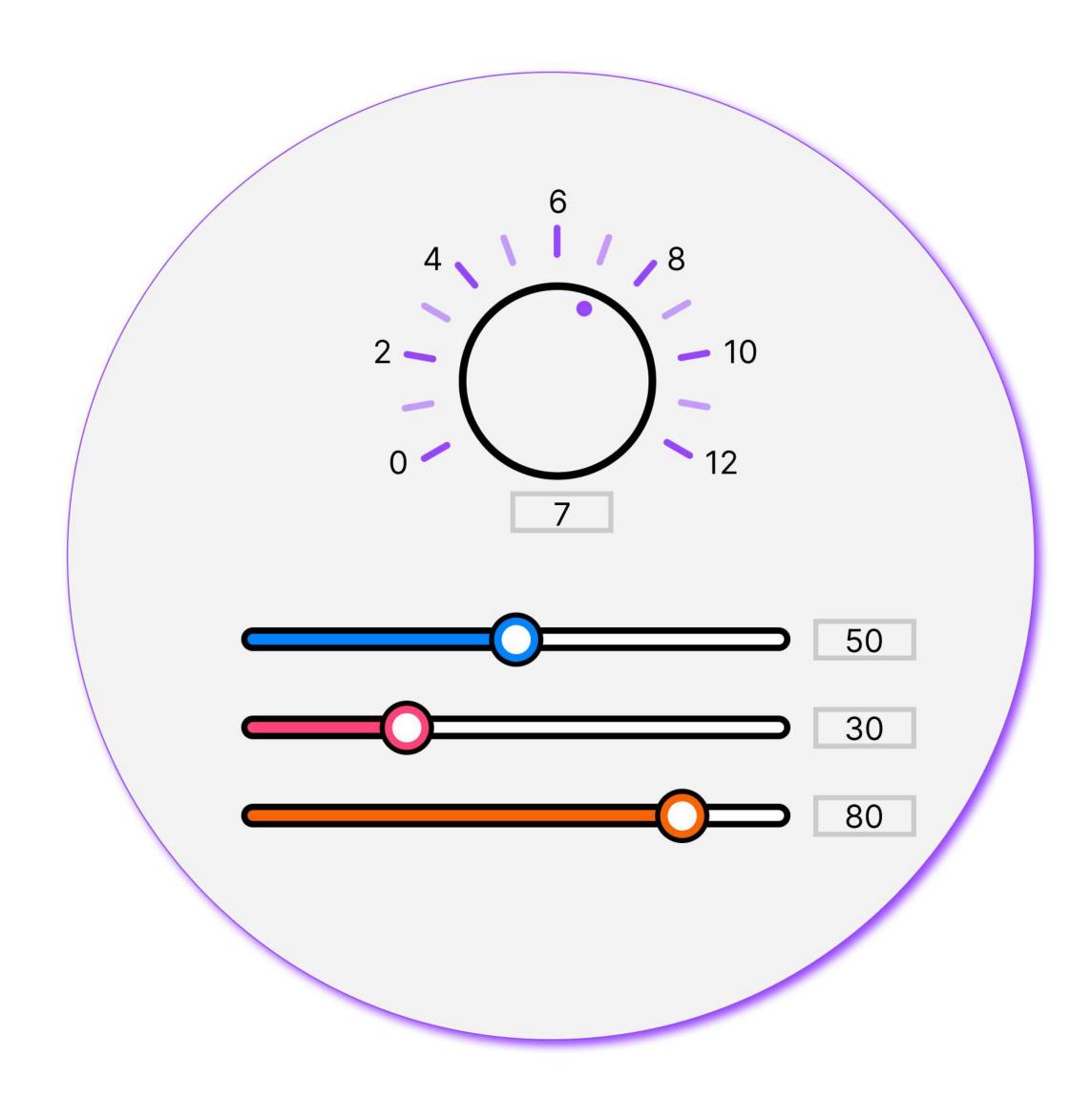
Canvas



1 Controllers

1.1 Tweaking

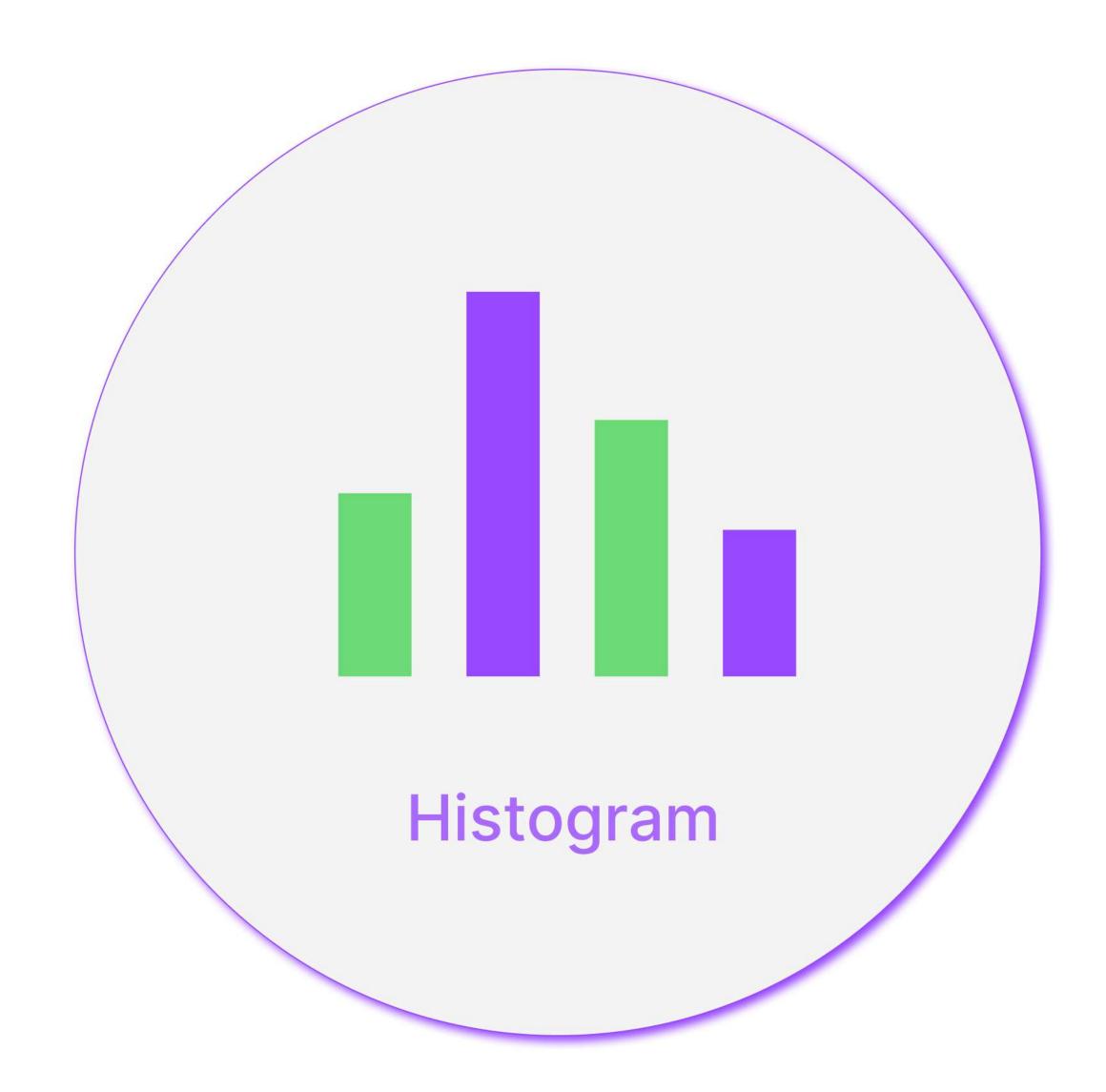
• Numeric text field / Slider / Knob



1 Controllers

1.2 Holistic Tweaking

Histogram / Histograph



1 Controllers

1.4 Coloring

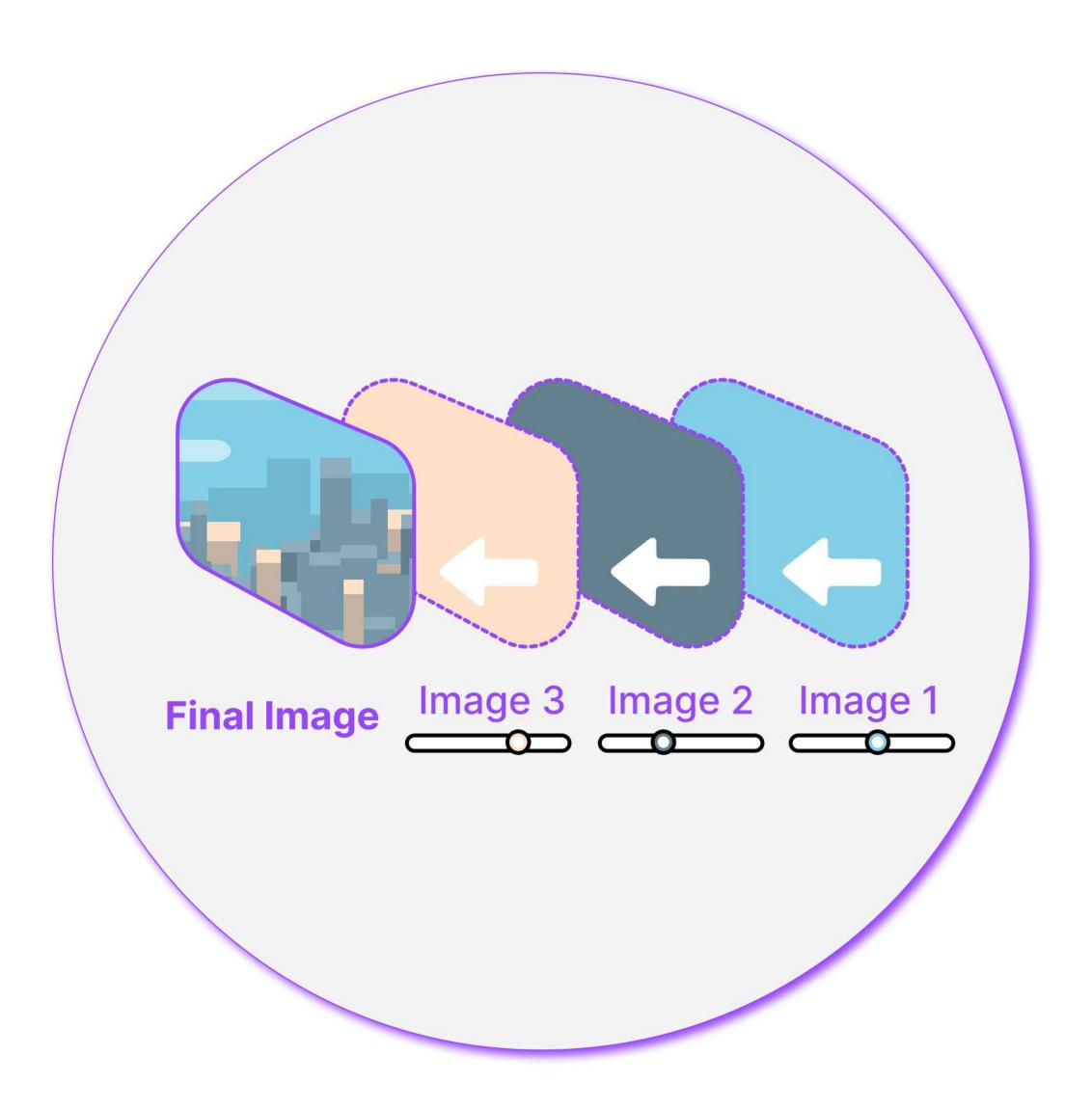
- Color
- Palette / Swatches



1 Controllers

1.5 Interpolation

• Interpolating Slider / Region / Graph



1 Controllers

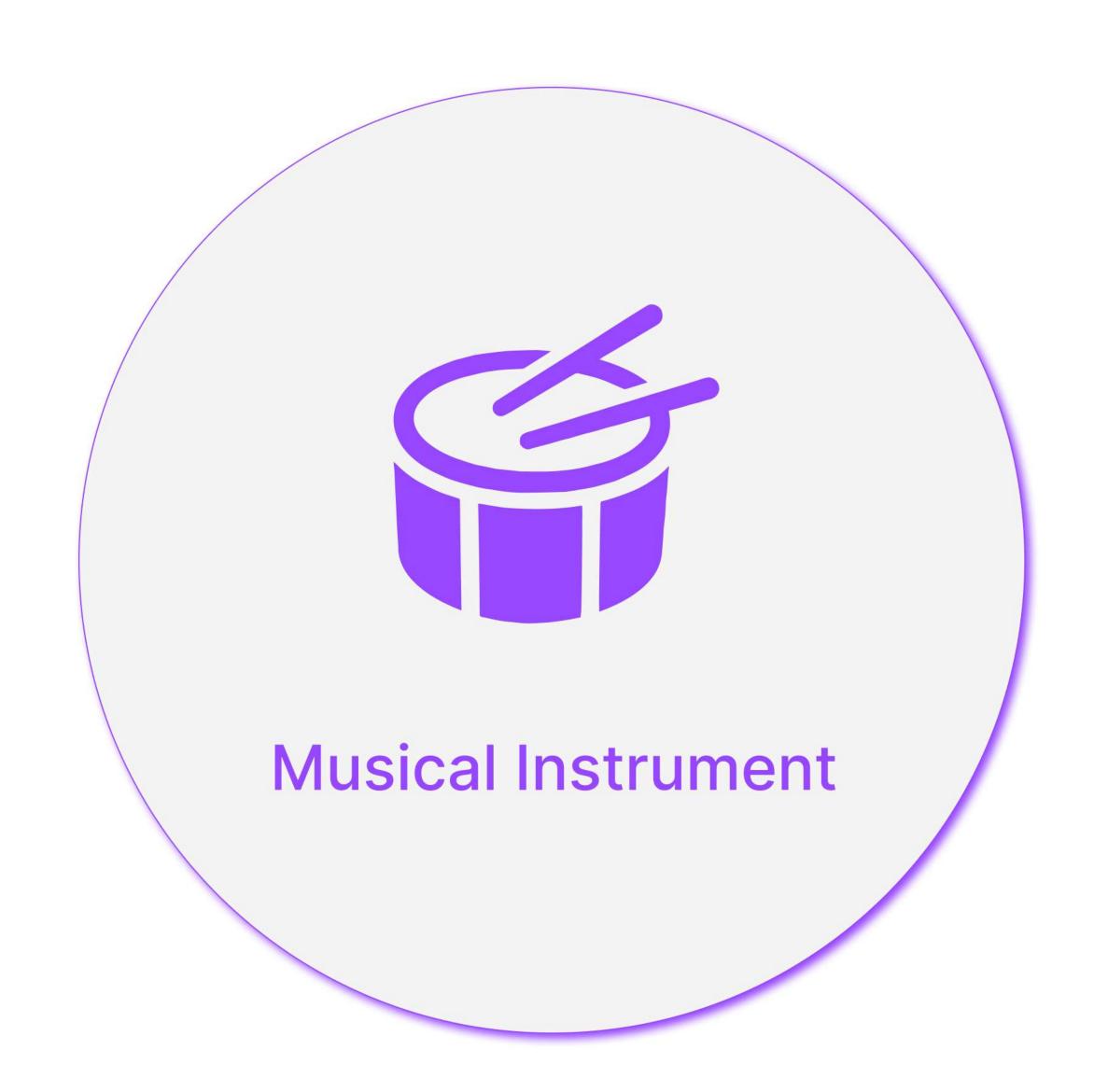
1.6 Preference

Binary / Likert-scale Rating



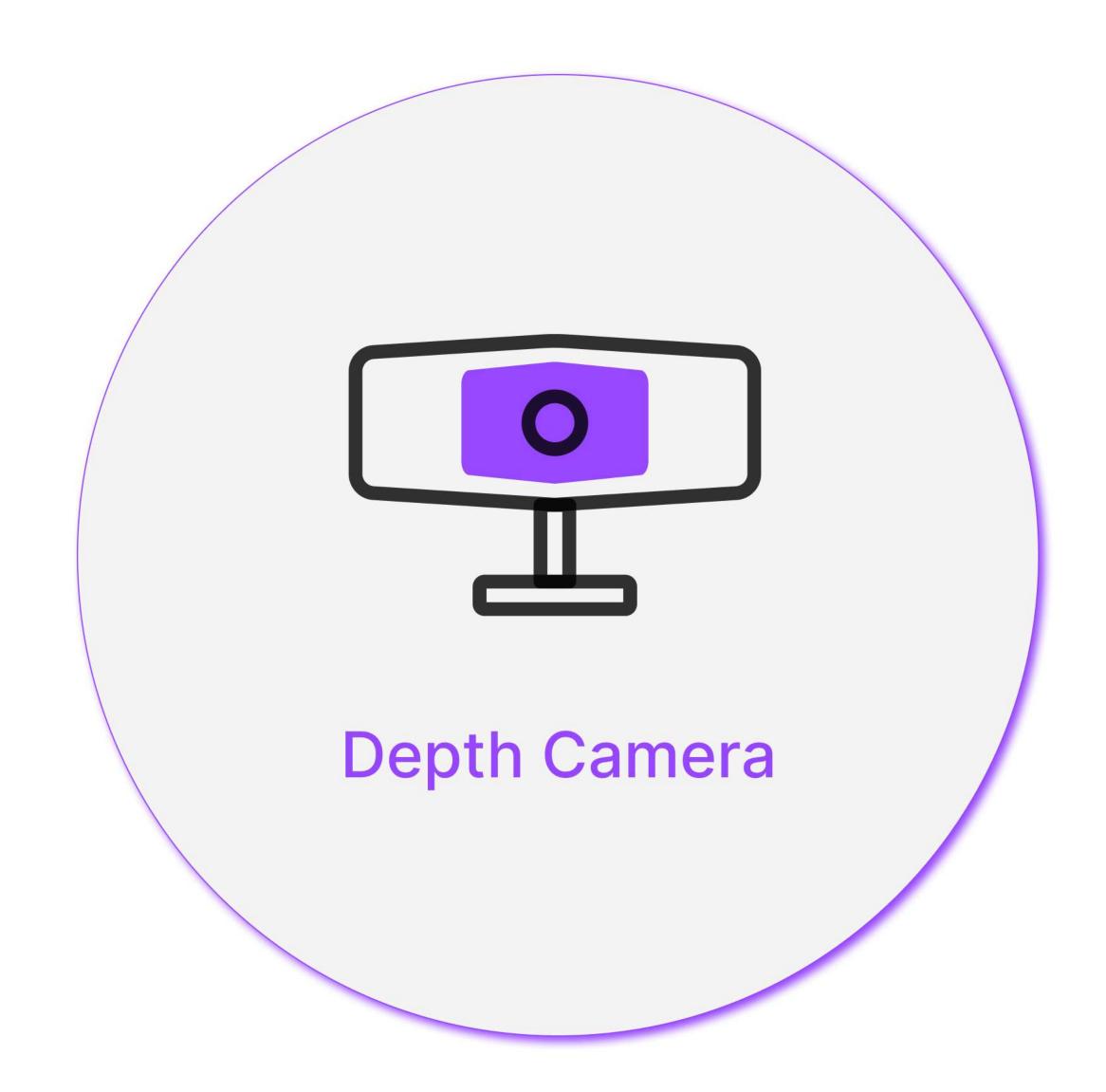
- 2 Embodied
- 2.1 Tangible Control

- Musical Instrument
- MIDI Controller
- E-Textile Sensor



- 2 Embodied
- 2.2 Motion Tracking

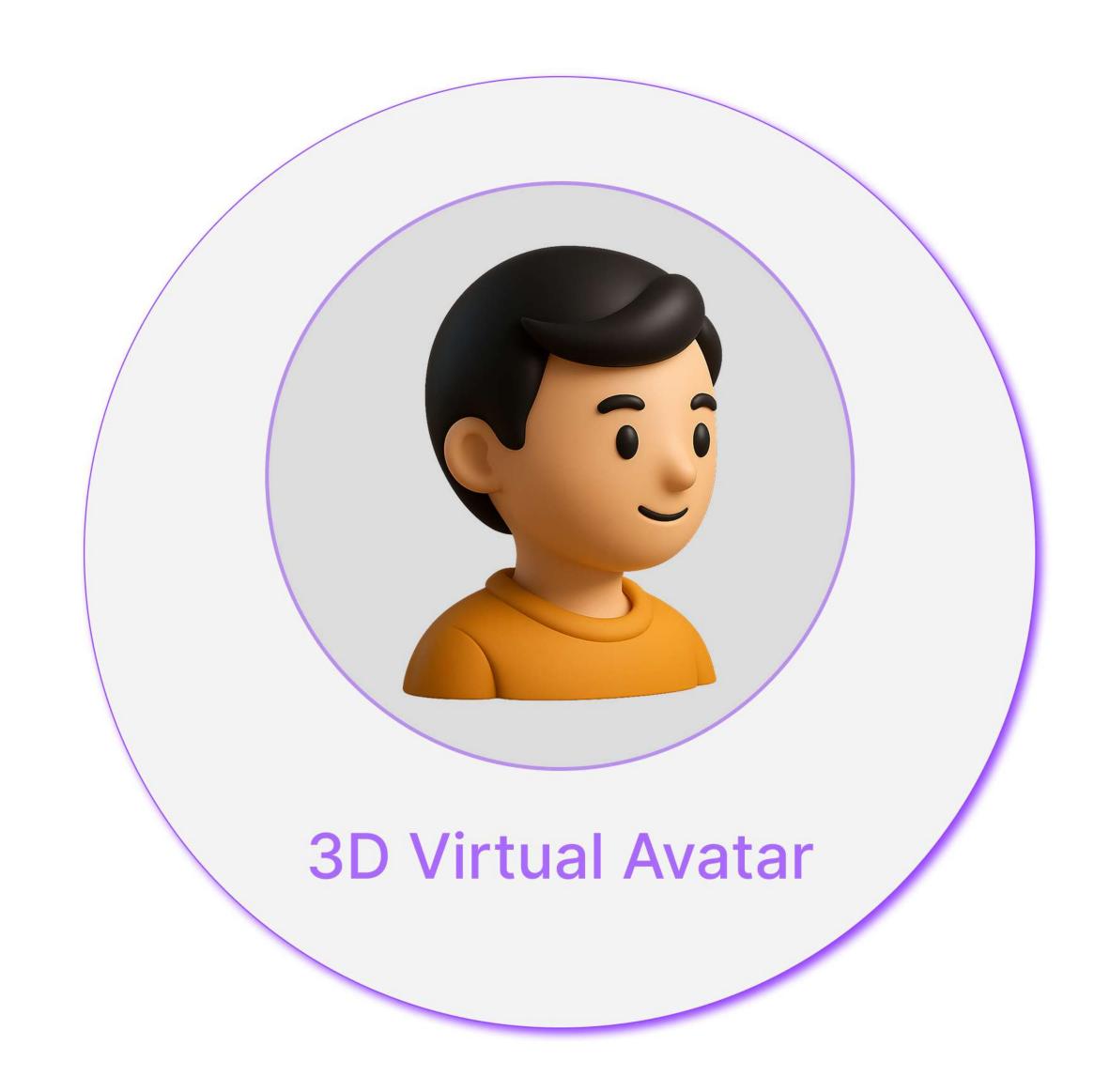
- Myo Sensor
- Depth Camera



2 Embodied

2.3 Performance

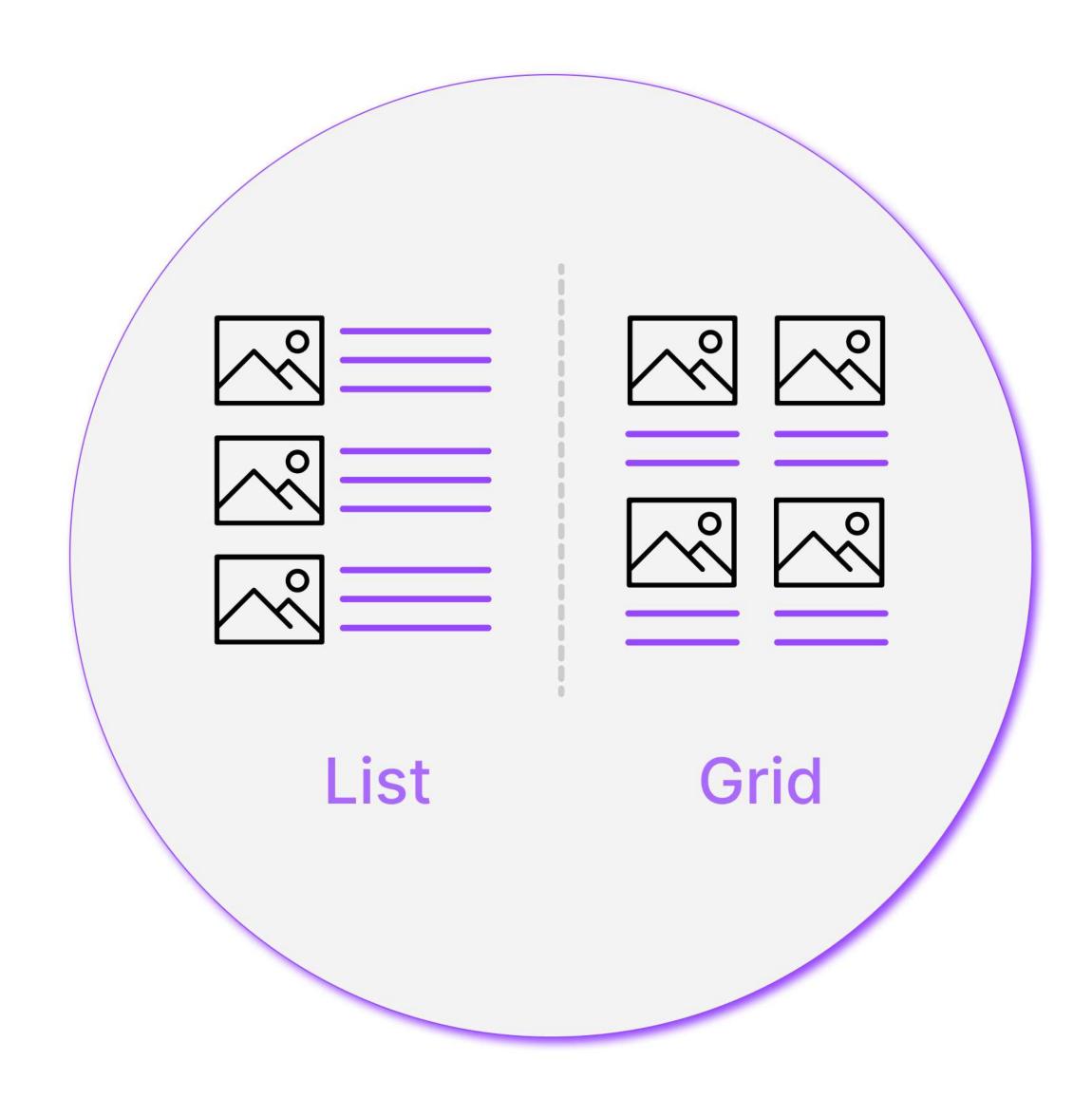
3D Virtual Avatar



3 Viewers

3.1 Exploration/Selection

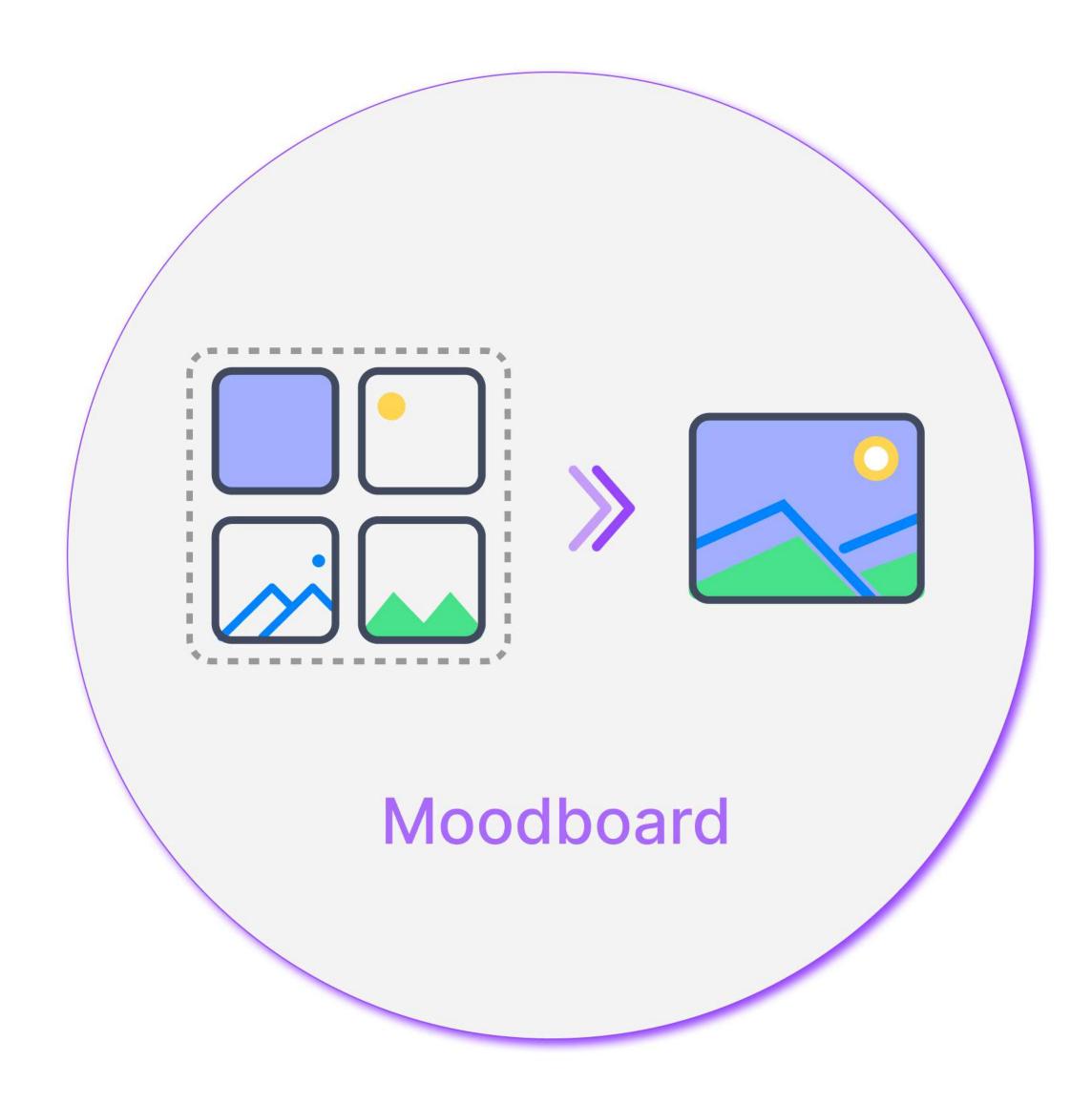
- List / Grid
- Room / Vitrine / Cabinet
- In-flow Options



3 Viewers

3.2 Collection/Collage

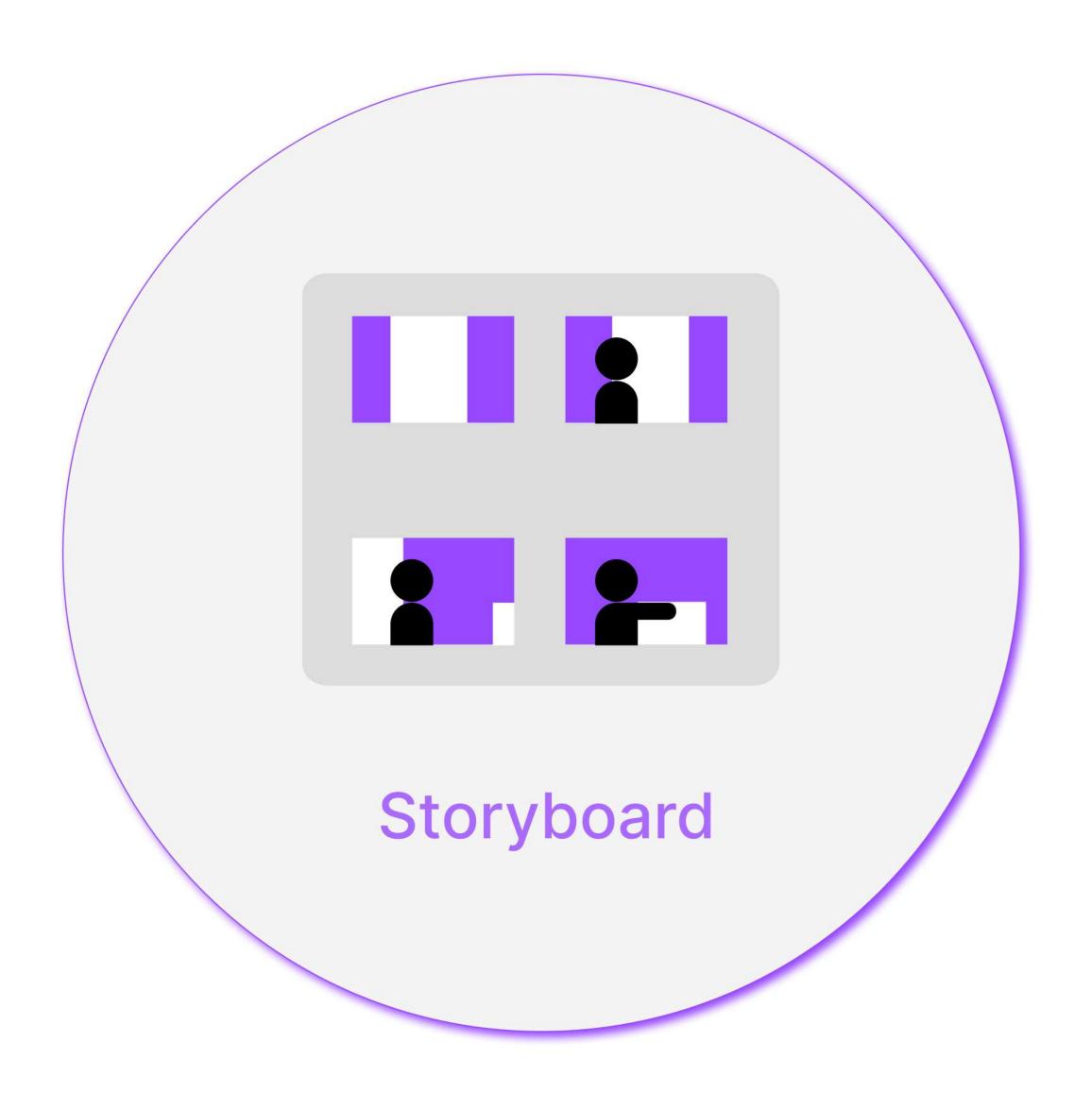
Moodboard



3 Viewers

3.3 Visual Storytelling

Storyboard

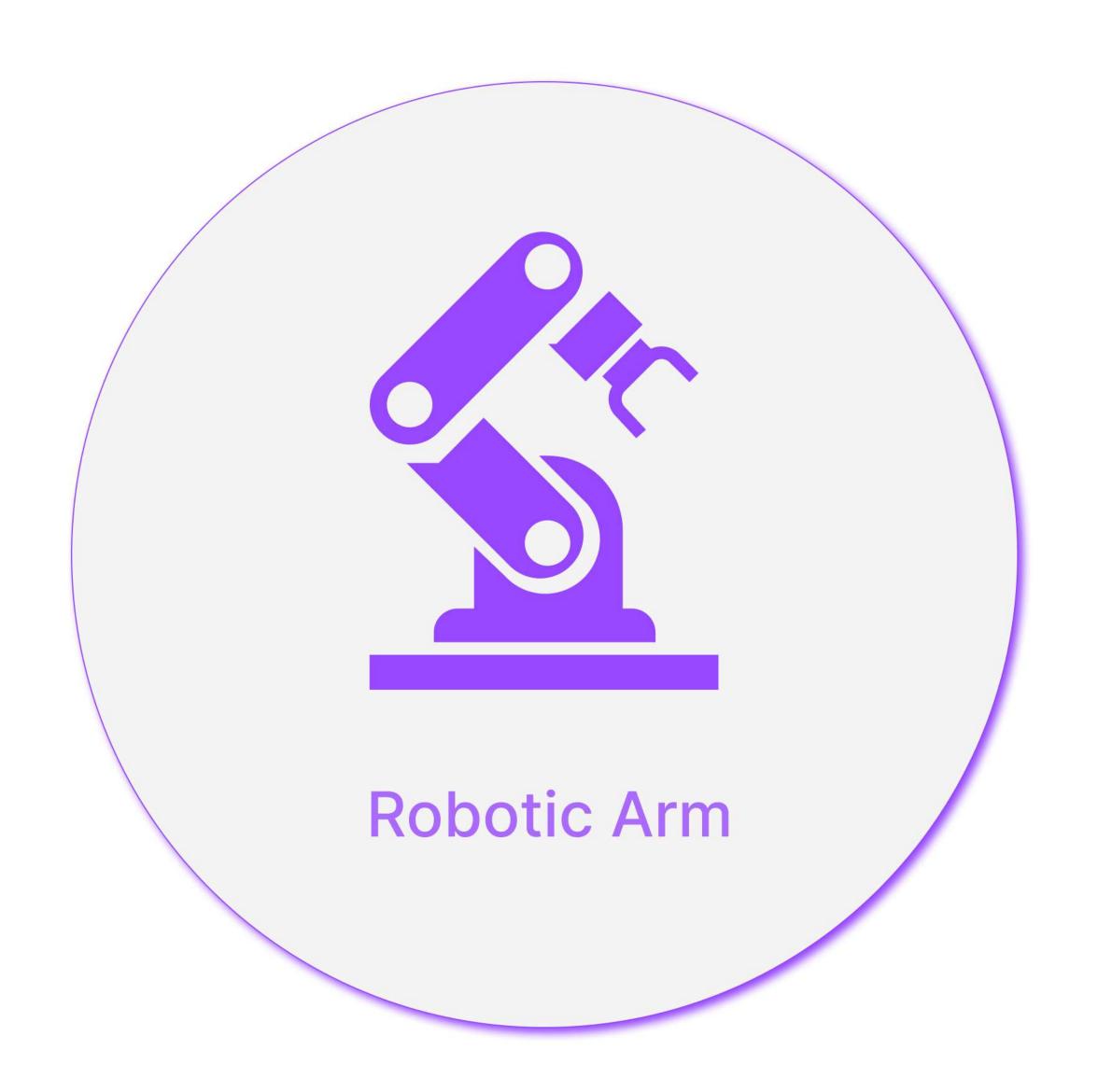


C Partner

1 Agents

Physical Collaboration

- Robotic Arm
- Wheeled Robot

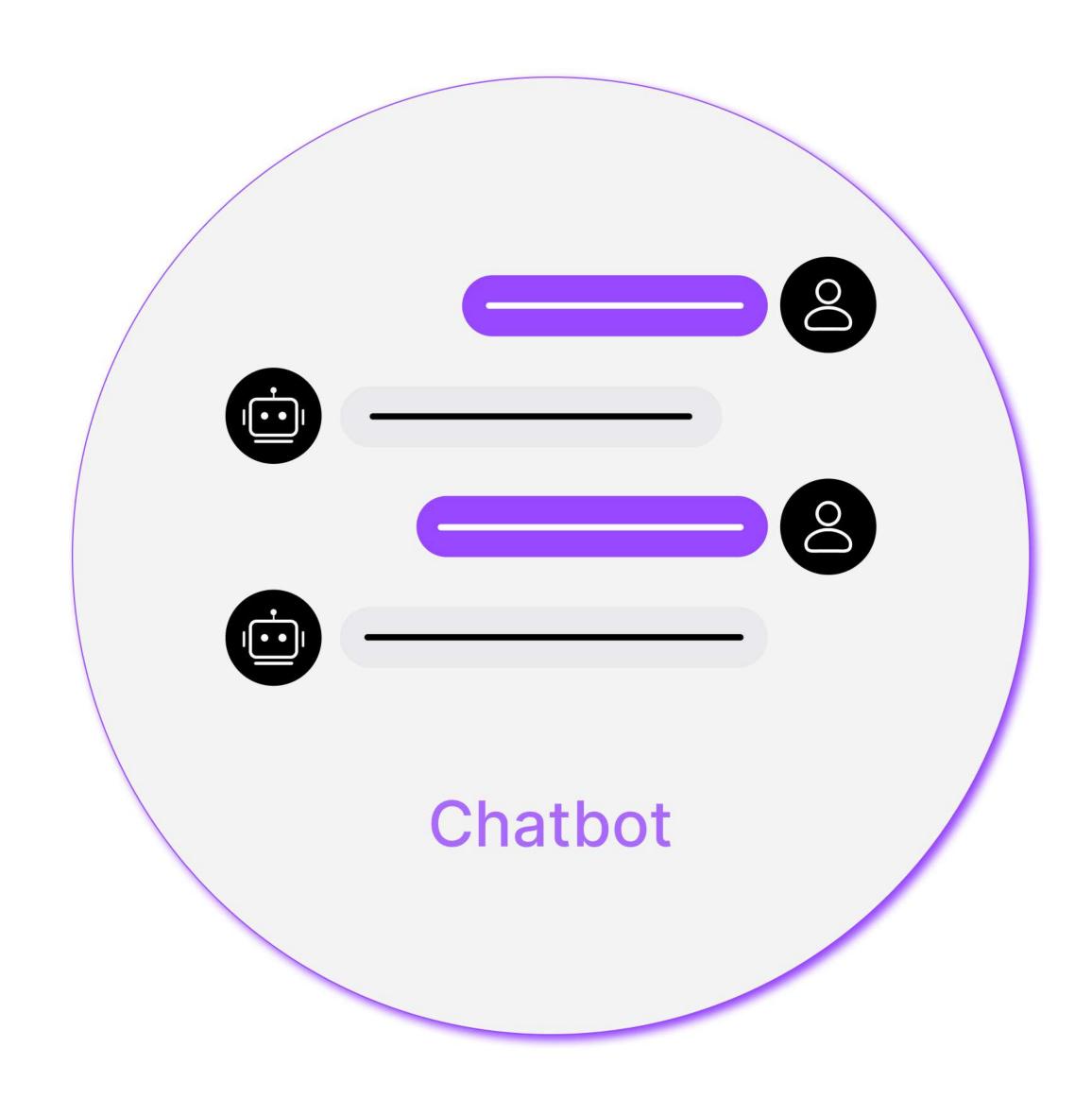


C Partner

2 Anthropomorphic

Conversation / Communication

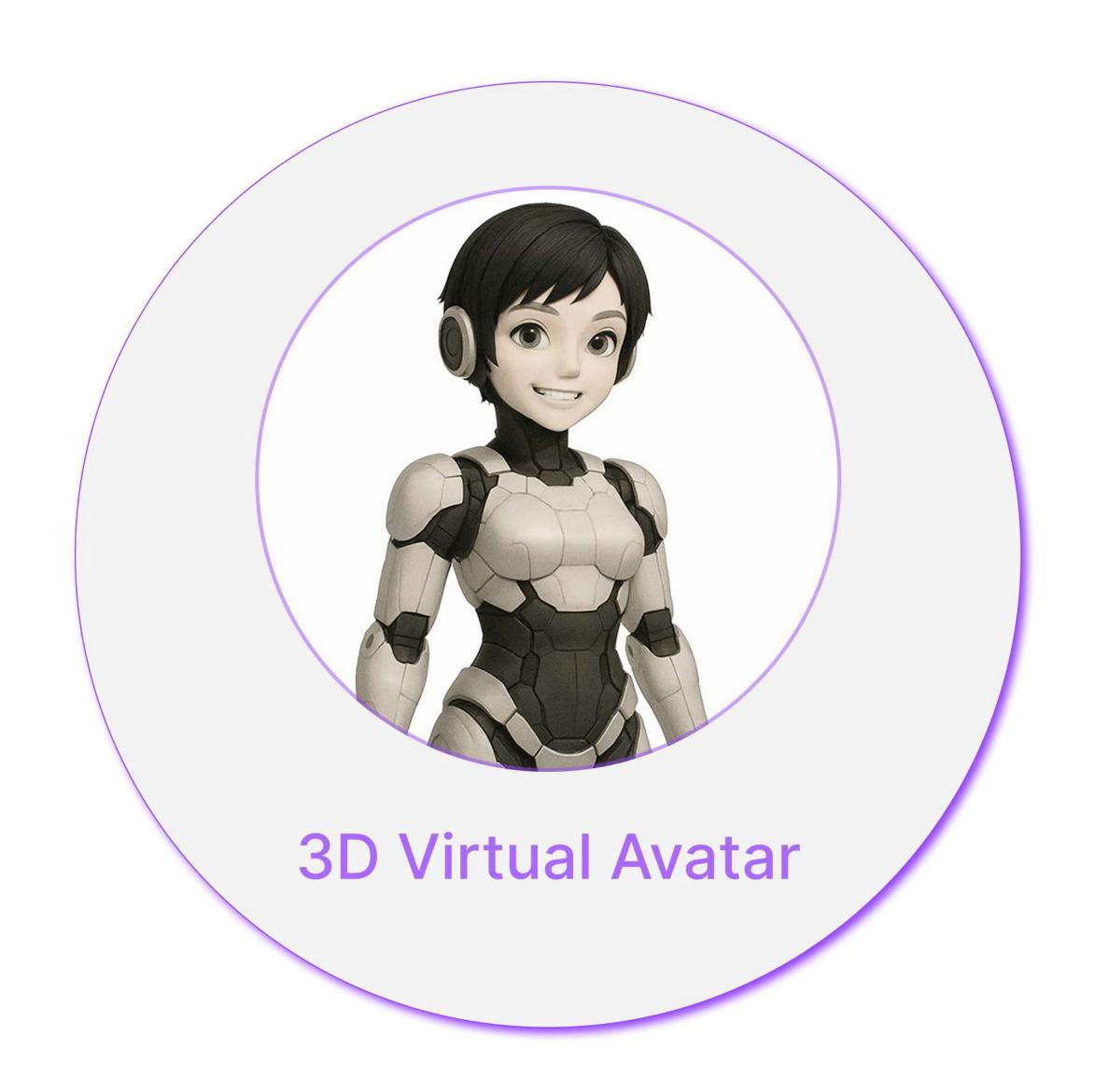
- Chatbot
- Intelligent Object
- 3D Virtual Avatar



C Partner

2 Anthropomorphic Conversation / Communication

- Chatbot
- Intelligent Object
- 3D Virtual Avatar

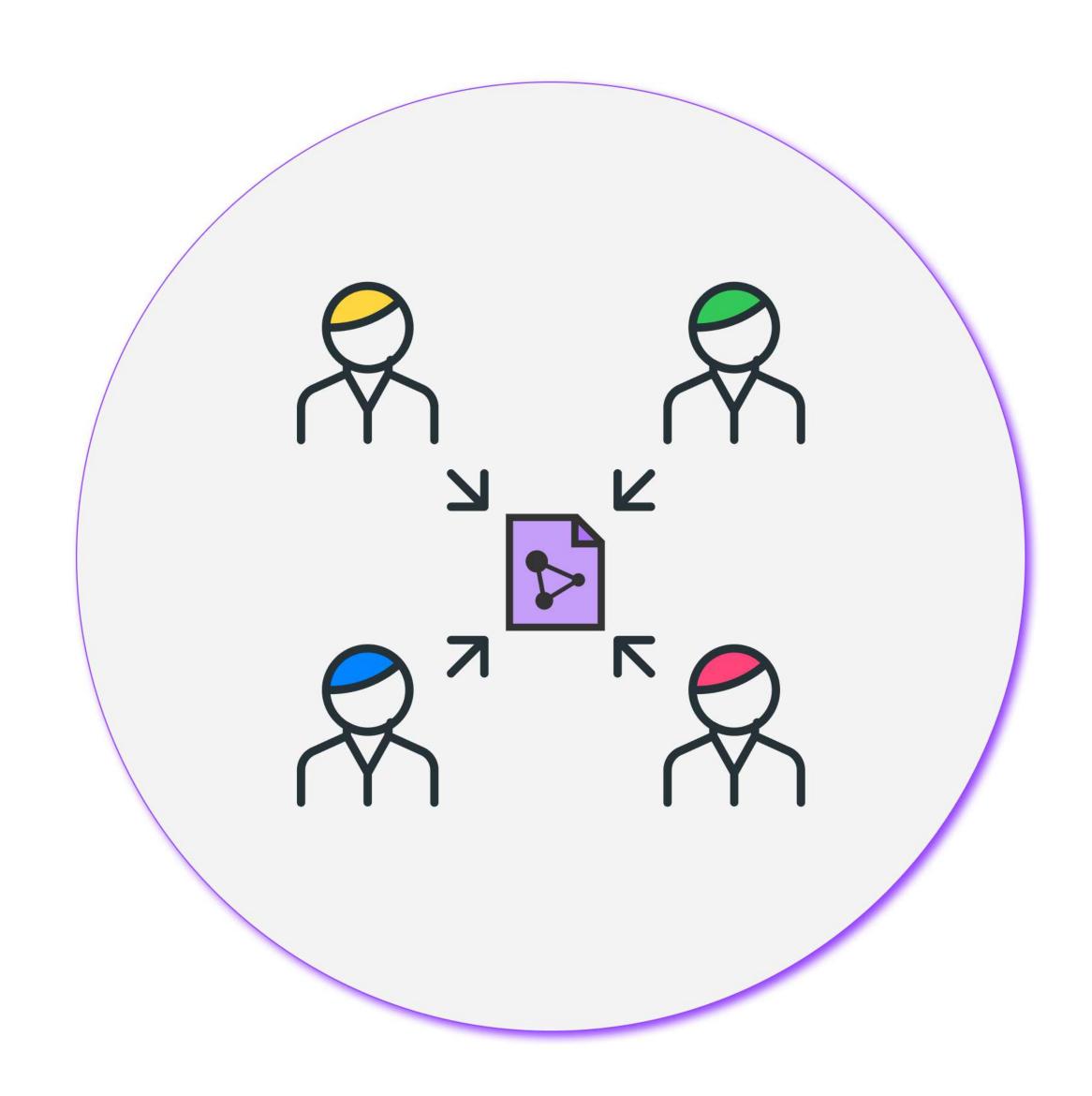


D Mediator

1 Intermediates

Communication/Collaboration

• Intermediate Object / Artifact

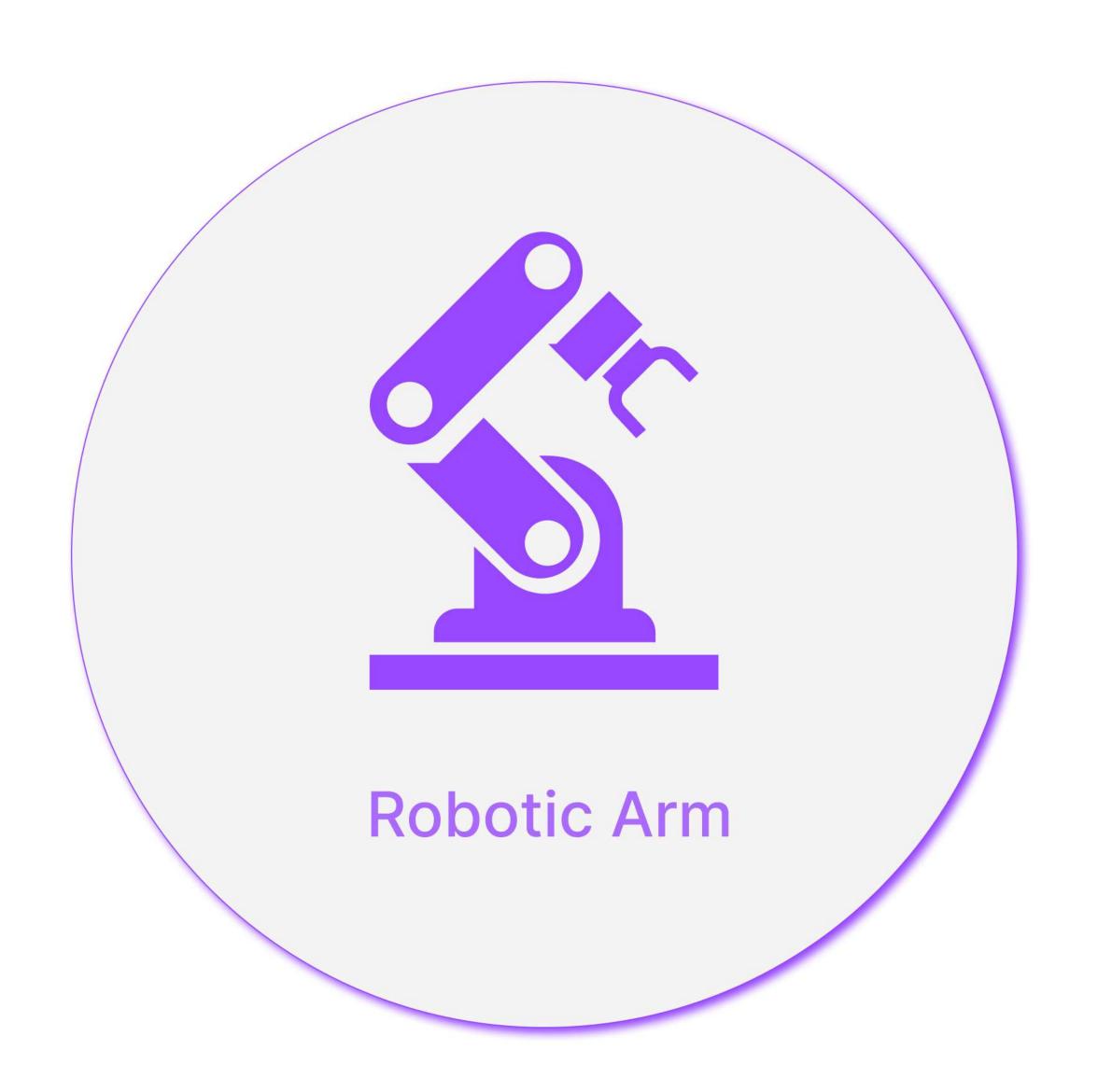


D Mediator

2 Agents

Physical Collaboration

- Robotic Arm
- Wheeled Robot



D Mediator

3 Anthropomorphic

Conversation / Communication

- Chatbot
- Intelligent Object
- 3D Virtual Avatar

