Open Design Technology - Week 1 Recap

We started the class off with learning about Git and GitHub.
We learnt about repositories, forking, branches, main, pull requests and basic functionalities of them all. We learnt how to make a new repository and add files to it.

After that, we played a small game of HumanAI where we saw the importance of writing a good prompt. This led to us learning about a few frameworks (eg : RCTCO - Role Context Task Constraint Output) that help us do the same. (The work for the same has been shared in a different file in the same repository)

We ended the class with a debate on the topic :
"Should YOU as designers use AI in the early ideation stage?". I was against the topic because I think the early ideation stages should be purely out of your imagination because at the end of the day, AI only provides you with information that already exists which makes it harder for the user to ultimately come up with something completely original. AI only validates what you say most of the time and ends up narrowing your stream of thought.