

## **Summary**

SketchTiler is an application made in collaboration with UC Santa Cruz undergraduates under the supervision of Jim Whitehead. The aim of this project is to create a co-creative, mixed-initiative tool that game developers can use to create digital artifacts for their own projects by simply being able to draw their ideas. The end goal is to integrate SketchTiler with an LLM to allow users to chat with a model and receive real time feedback and suggestions for their currency work.

## **Acknowledgment of Work**

The prototype provided is a glimpse into our prototyping process. Although there were more than 10 people that have worked on this project over the past two years, only myself and Blythe Chen have worked on the Figma file. Blythe created most of the lower level designs, and her prototype was used in the early stages of SkechTiler. Now that my main role has shifted to revamping the UI, design 3b was designed by me, and the HTML implementation shown was mostly my own work, but built upon previously developed elements. During the first quarter of 2026, I became a co-lead on the project and helped manage the happenings of the project and designed the user study protocols. Additionally, I assisted in analyzing data collected from the study surveys and discussed related conclusions in the paper that would be submitted to conferences.