

# Assignment Overview

## Creative Technologist

### Brief

Imagine that you're working on the User Experience re-envisioning project for Humane AI Pin (<https://humane.com/>). Your goal is to support the team in defining new use cases and creating rapid prototypes of envisioned experiences to exemplify interaction mechanics as well as added value opportunities to the stakeholders.

Given your knowledge of modern AI-enabled systems and UX expertise, propose a prototyping approach and visualize the setup's architecture (Hardware, Software, APIs, Dev environment). Provide reasoning for your choices where relevant.

Consider that you're working with a team of Interaction Designers and will have to rapidly respond (and contribute) to design changes and additions. Assuming 2-week sprints, estimate your throughput based on assumed prototype complexity (What fidelity can be achieved? What kind of support would you need? How many use cases can be developed?). What would be your approach to present the prototypes? (What would be your communication modality and focus)?

### Objectives

- Define new use cases for the Humane AI Pin (for the sake of example).
- Create rapid prototypes to demonstrate interaction mechanics and added value opportunities (or sketch how you would go about it).
- Identify requirements for efficient communication with Interaction Designers to adapt quickly to design changes.

**Expected effort:** 3-4 hours

### Deliverables

#### 1. Architecture Diagrams

- Diagrams showing the setup's architecture, including hardware, software, APIs, and the development environment.
- Explanation of how each component interacts within the system.

#### 2. Setup Requirements

- List of hardware and software requirements.
- Development tools and environments needed for prototyping.
- APIs and third-party services to be integrated.

#### 3. Presentation

- A 15-20 minute presentation summarizing your approach, architecture, and prototyping process.
- Highlight key decisions and their impact on the project.
- Showcase examples of envisioned experiences and interaction mechanics.