

AI AND HCI (Ai Tools)

AI and HCI have base themselves on philosophies defined as being contrarian to each other, but as they both evolve and change with the times there's increasing cracks between these two communities, in his paper called "Shifting viewpoints: Artificial intelligence and human-computer interaction." (2006) Terry Winograd puts into perspective what these two have that make them different from one another and states that "It would be easy at this point in history to simply take a conciliatory view of the situation and say, "You're both right." As computers become more a part of everyday life, there are clearly places where AI can be applied and places where other styles of interaction are more appropriate." And expands that "there's a deeper division, which is obscured by the simple opposition of AI and HCI: a contrast between two different approaches to how we understand people and create technologies for their benefit."

In the same article he goes on to describe two different approaches to design, following AI and HCI, these two being a Rationalistic and a Design approach, the Rationalistic approach boils down to being able to formalize a thought through symbols, making it fit into a general logic and being designed with a model of the knowledge and processes of an algorithm, basically it's what modern AI strives to design for, text generators like OpenAI's "ChatGPT" are a shining example of this model, it defines a logic for a Ai Model and through training it makes the processes and knowledge necessary to operate, the other approach is more outside of the inner workings of the program and more about possible interaction person-environment, working more with the human factor for human behavior, which is specially unpredictable.

My call is that since the dawn of AI technology (Especially within the 2000s) our culture shifted to be more "acceptant" of technology, even comparing our brains to a computer, making us accept that we might have more in common with these machine that we build that we might think of at first. These two approaches put into a really nice perspective that there's a deeper cognitive dissonance between HCI and AI that

we might be able to explain at first. Making it a problem of design itself, rather than a simple working in two adjacent but different field, situation.

As we look into these two, we might be able to realize what kinds of technologies are able to be spawned from these approaches to design.

References as stablished in the Elvesier User Licence:

Terry Winograd,

Shifting viewpoints: Artificial intelligence and human–computer interaction,

Artificial Intelligence,

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2006,

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Abstract: The AI and HCI communities have often been characterized as having opposing views of how humans and computers should interact. As both of them evolve, there is a deeper contrast that cuts across these communities, in how researchers conceive the relationship between knowledge and design. By examining the rationalistic and design orientations underlying bodies of work in both disciplines, we highlight relevant differences and possibilities for effective interaction with computers.

Keywords: HCI; AI; Human–computer interaction; Rationalistic; Design; Symbolic; Phenomenology