

Assignment 6 :

Task 1: Prompt Categorization

1. "Generate a logo for a tech startup using neon colors."

Type: Visual / Creative (Graphic-design brief)

Reason: Asks for a visual asset (logo) and gives a clear style constraint ("neon colors") — this is a creative design request that expects image/layout/color decisions and deliverables (icon, wordmark, color palette, file formats).

2. "Explain blockchain to a 5-year-old."

Type: Instructional / Educational (Audience-adaptation)

Reason: The core task is to *explain* a concept, but the audience constraint ("5-year-old") forces simplification, analogy, and tone adjustment (very simple vocabulary, short sentences, playful examples).

3. "You are a UX designer. Suggest improvements to this app layout."

Type: Roleplay + Consultative / Instructional (UX critique)

Reason: The prompt assigns an expert persona and asks for actionable advice — it's a consultative request. Because it mentions a layout, it's implicitly visual/analytical and will be most useful with a screenshot or description (without that, the model gives general UX heuristics).

Task 2: Refinement Practice

1. Original: "Write a story."

Refined: "Write a 500-word short story about a time-traveling cat who accidentally lands in ancient Egypt, blending humor and adventure, for middle-school readers."

2.Original: "Design a website."

Refined: "Design a modern landing page for a fitness app that features a hero banner with a running athlete, a call-to-action button saying 'Start Your Free Trial,' and a clean layout with green and white as the main colors."

3.Original: "Explain photosynthesis."

Refined: "Explain photosynthesis in 200 words using simple language and a step-by-step breakdown for 7th-grade students, including a relatable example such as how plants in a garden make their own food."

4.Original: "Make a game."

Refined: "Create a simple mobile puzzle game concept where players match gems of the same color within 60 seconds, with increasing difficulty levels and a scoring leaderboard."

Task 3: Prompt Design Exercise

1. ChatGPT (text-based prompt)

"Imagine you are an advisor to a time traveler who has just arrived from the year 2300. Write a dialogue where the time traveler asks about today's world, and you explain technology, culture, and global challenges in a way that balances honesty with optimism."

2. DALL·E (image-based prompt)

"Create a futuristic library in the year 2100, with floating holographic books, AI librarians in humanoid form, and children learning while seated in anti-gravity pods. The atmosphere should feel bright, imaginative, and hopeful."

3. SORA (video-based prompt)

"Generate a 20-second cinematic video of a coral reef that transforms into a futuristic underwater city. Start with vibrant marine life, then gradually reveal glowing bio-architecture, transparent domes, and humans coexisting with sea creatures in harmony."

4. Coding / Logic Prompt

"Write a Python program that generates a random maze of any given size and then solves it using both Depth-First Search (DFS) and Breadth-First Search (BFS), displaying the step-by-step solving process visually in the terminal or with a simple GUI."

5. Education / Training Prompt

"Design a 30-minute interactive workshop plan for middle school students on the topic of 'Critical Thinking in the Age

of Social Media.' Include activities, discussion questions, and one hands-on exercise that helps them identify fake news or misleading posts."

Practice Activity (Live Testing):

1. ChatGPT (text-based prompt)

Time Traveler (TT): I've just stepped out of my machine from the year 2300. Tell me—what's your world like in 2025?

Advisor (A): Welcome! It's a world of contrasts—some struggles, but also incredible progress. Where do you want to start: technology, culture, or global issues?

TT: Technology first. What amazes people in your time?

A: Artificial intelligence is becoming part of everyday life—it writes, draws, speaks, even helps doctors find cures faster. Renewable energy like solar and wind are expanding. Space exploration is growing too—we've touched Mars with rovers and are preparing for human missions.

TT: That sounds promising. And culture?

A: Cultures are more connected than ever. Music, art, and ideas travel instantly across the world. Young generations blend traditions with digital creativity—imagine ancient instruments remixed with electronic beats, or classic stories retold in virtual reality. Diversity is celebrated more openly, though there's still work to do.

TT: And the challenges? Be honest.

A: Climate change is our biggest challenge—it's reshaping weather, agriculture, even where people can live. There are political divides, too, and questions about how to use technology responsibly. But the optimism comes from people—scientists, activists, ordinary citizens—who are determined to solve these issues.

TT: So your time is both fragile and full of potential.

A: Exactly. We stand at a crossroads: every choice we make—how we treat the planet, how we treat each other—shapes the kind of future you came from.

TT: Then perhaps my visit here matters more than I thought.

A: It does. Every perspective helps us imagine what's possible. After all, the future is not just something we arrive at—it's something we build.

2. DALL·E (image-based prompt)



3. SORA (video-based prompt)

