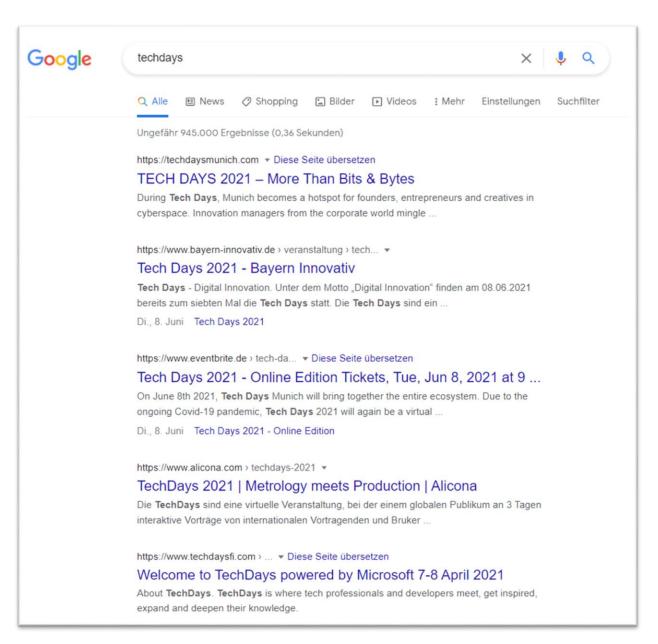


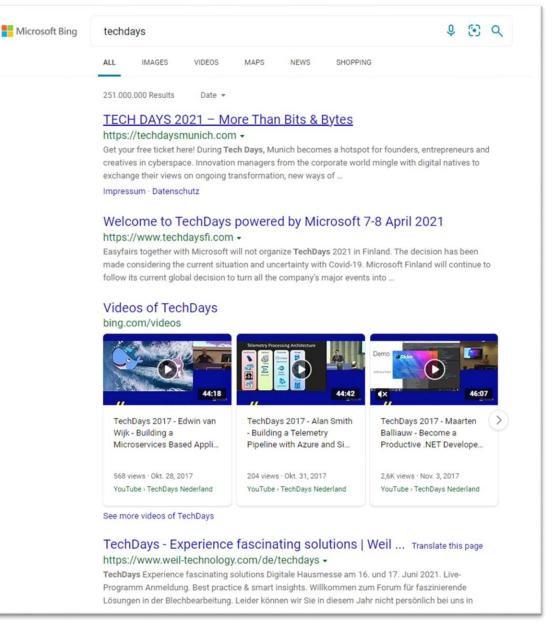
## Interaction Design for Intelligent Systems

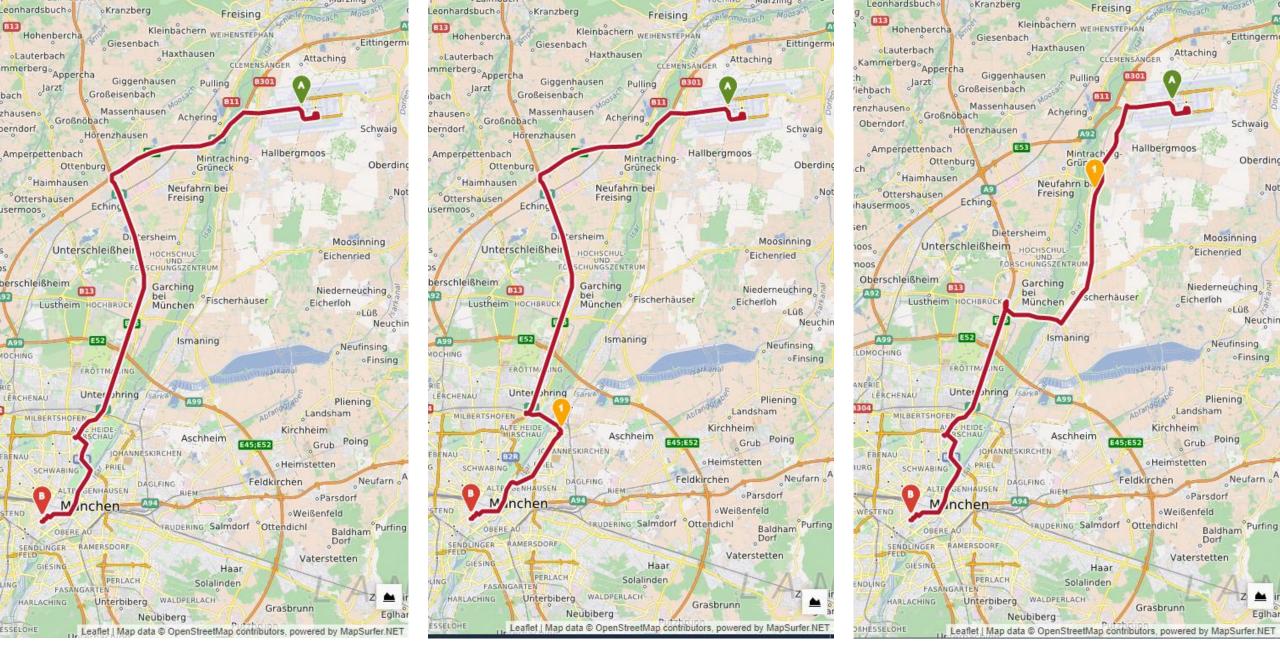
Albrecht Schmidt Ludwig-Maximilians-Universität München

# Manipulation vs. Intelligent Assistance









#### Manipulation or Intelligent Assistance?

- The interface of how to present intelligent assistance to the user is critical for success
- "Users don't want to be told what to do, they want to choose"
  - Version 1:
    - "take the train at 12:17 from platform 6"
  - Version 2:
    - "which do you want to take? train at 12:17 from platform 6 (takes 45 minutes) or bus at 12:15 from platform 3 (takes 50 minutes, is unreliable)"

• Intelligent assistance is **not perfect** (and will not be for a long time), and **this can be hidden in the user interface** 

## You cannot NOT manipulate people's actions!

#### Then End of Serendipity No Randomness anymore!

#### Who do you trust to decide ...

- ...what movies you watch? (and eventually like)
- ...who you are sitting next to on the plane?
- ...which way you walk?
- ...who is in the same restaurant as you?
- ...which flat you buy?
- ...whom you marry?



Albrecht Schmidt. 2021. The End of Serendipity: Will Artificial Intelligence Remove Chance and Choice in Everyday Life? CHItaly 2021: 14th Biannual Conference of the Italian SIGCHI Chapter (CHItaly '21), July 11–13, 2021, Bolzano, Italy. ACM, New York, NY, USA, 4 pages. https://doi.org/10.1145/3464385.3464763

PDF Version: https://uni.ubicomp.net/as/as-chocie.pdf

# What can Humans do better than Computers/Al?

#### Goal:

Design Human-machine systems outperform humans as well as machines

### What do Humans need?

#### Short Term vs. Long Term

- UX is really good at short term UX
  - Great experience for using the app (over a day)

- Long term UX (physical and mental health) is not in focus
  - Seeing the results of one's work making digital work results visible (that you can be proud of your work)
  - (personal) communication that create relationships and reduces stress
  - Working outdoors not in an office even for office work
  - More movement not sitting at a desk all day long

Luke Haliburton and Albrecht Schmidt. 2020. Technologies for healthy work. interactions 27, 3 (May - June 2020), 64–66. DOI:https://doi.org/10.1145/3386391 PDF online at: <a href="http://uni.ubicomp.net/as/healty\_work.pdf">http://uni.ubicomp.net/as/healty\_work.pdf</a>





## What is Reality?

## Interaction [Design] shapes your Reality!

## Evolution vs. Disruption

Shortcomings of human centered approaches

#### Contact

Albrecht Schmidt LMU Munich 015222980549 albrecht.schmidt@ifi.lmu.de