

WORKSHOP PROPOSAL

BLATANT FABRICATIONS: A QUICK, AI POWERED DESIGN FICTION WORKSHOP

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1 Aim and Scope of Workshop

Design scenarios are important building blocks in the ideation process. While they concretize abstract ideas into usable narratives, more immersive ones help vitalize the problem context. As the scope of design education expands through more technologies, people and cultures, it is becoming increasingly complex for design students to imagine and articulate such immersive design scenarios, as they require details of a world students have yet to envision.

Different domains tackle the issue from different angles: future studies employ methods from science-fiction writing to inspire the wit, while design fiction asks designers to temporarily break from reality as they generate insights from diegetic prototypes. Methods from both domains rely on either the designer's or the educator's talent of fiction writing.

At this point, we are asking: **"can an artificial intelligence create a world for your design problem?"**

In this condensed workshop, we will be letting a state-of-the-art AI [OpenAI's GPT-2 Algorithm], unleash what it learned from the world, towards the design problems of the participants. From its diegetic creations, participants will be generating quick design scenarios to vitalize worlds, based on their design problems.

2 Planned Activities and Expected Outcomes

Participants are first expected to submit a short problem statement of 2 to 5 sentences, prior to the workshop. This statement can preferably be from a prior design education project. We will run the statements as model prompts through the AI text generation algorithm and generate a few samples of short diegetic texts.

Then, in teams of two, participants are expected to:

- Read and discuss the diegetic texts, stating to each other what they tell about the fictional design world (15 min);
- Create a low fidelity scenario board, depicting an ordinary situation at the design world (30 min); and
- Present their boards in a round table discussion, as well as how the diegetic texts inspired them for specific details (45 min).

At the end of the workshop, we will have discussed how fiction and diegetic prototypes can influence the creation of design scenarios and their effects on design education.

3 Length of Workshop

The workshop will take 90 minutes: 15 minutes of team discussion, 30 minutes of scenario board creation and 45 minutes of presentations and related discussion.

4 Intended Audience

The workshop is intended for practitioners, and graduate or undergraduate students from design fields including industrial design, interior design, interaction design and communication design who work with design scenarios and would be interested in novel ways of generating inspiration for them. Our ideal number of participants would be six, who would be working in three teams of two participants. We would be able to accept a maximum of eight participants.

5 Space and Equipment

Studio or meeting room environment, chairs for participants, three tables, about 10 A2-size sheets, coloured pencils, markers and pens.

6 Potential Outputs

This workshop employs a recently developed app that generates diegetic text from an entry. We will attempt generating diegetic text from real-life design project problems to rapidly create richer design scenarios. Participants will experience analysing fictive text to filter out potentially insightful details, as well as discussing their selection criteria with each other. The outcomes of this workshop will be used as part of a greater study to understand how designers create design scenarios of unknown futures, potentially contributing to the domains of design education and future studies.

About the Organisers

Emre Çağlar, MSc. PhD candidate and research assistant in METU Department of Industrial Design. Holds a BSc. in industrial design from Middle East Technical University and MA in interaction design from Domus Academy. Research interests are design scenarios and utilizing fiction with immersive storytelling to understand their roles in design education.

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