Al & Design

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My goal - Inspiration AI as a tool in the design product process

Agenda

- → Who am I?
- → My approach to design + some key take aways
 - Building through the entire process
- → (Too many) examples of AI explorations
 - Play and learn





The Royal Danish Academy of Arts: School of Design Ba in Industrial Design 2013-16









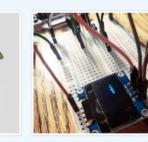


Working with industrial design









IT-University of Copenhagen
Ma in Designing Interactions 2018-21







I like building ightarrowThings doesn't need to be perfect to test well



TV 2 Play

TV 2.DK

Web, IOS, Android, Apple TV, Android TV, WebTV Web, News (iOS + Android), Weather (iOS + Android), Sport (iOS + Android)



Creative coding



Processing Community Day Copenhagen 2023



Rune Madsen

"It is not only that designers should

use code to build digital products, it is also that designers can write these

small personal tools that allows them to explore an idea quickly."



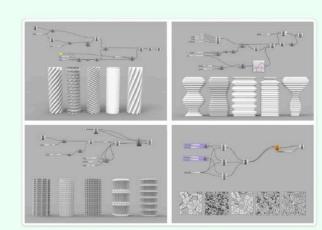
Andreas Refsgaard



Stig Møller Hansen

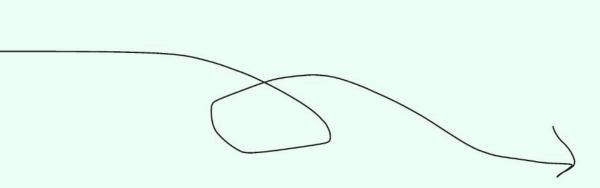


"designing systems that creates designs"

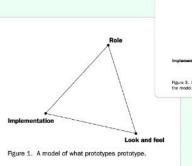


Parametric design

Looking back → I have like designing systems/tools since art school.



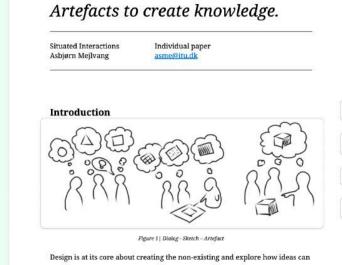




What is the question you are trying to answer with your prototype?



How much has to be real in order to get real feedback?



take shape in a possible future. Most design projects are usually too complex for one person to solve. This makes the design process a social process where a various range of actors need to communicate and shape the ideas of the non-existing. In order to communicate the ideas, they need to be externalized. This can be done by having a dialogue, drawing a sketch or making an

Building is not limited to prototypes and tests.

Artefacts to inspire Artefacts to explore Artefacts to test

Artefacts to convey knowledge

"Design is at its core about creating the non-existing and explore how ideas can take shape in a possible future. Most design projects are usually too complex for one person to solve. This makes the design process a **social process** where a various range of actors need to communicate and shape the ideas of the non-existing. In order to communicate the ideas, they need to be externalised."

"Design artefacts are not limited to a usability test of a concept. They span the entire design process and enables designers to think, explore, make decisions and convey design ideas."

What is the purpose of the artefact we are building

Ideate Communicate Test Build

Think Align Validate Finished Product

What should it do? What is not important? What can we fake?

Making Design Tools

Building custom tools

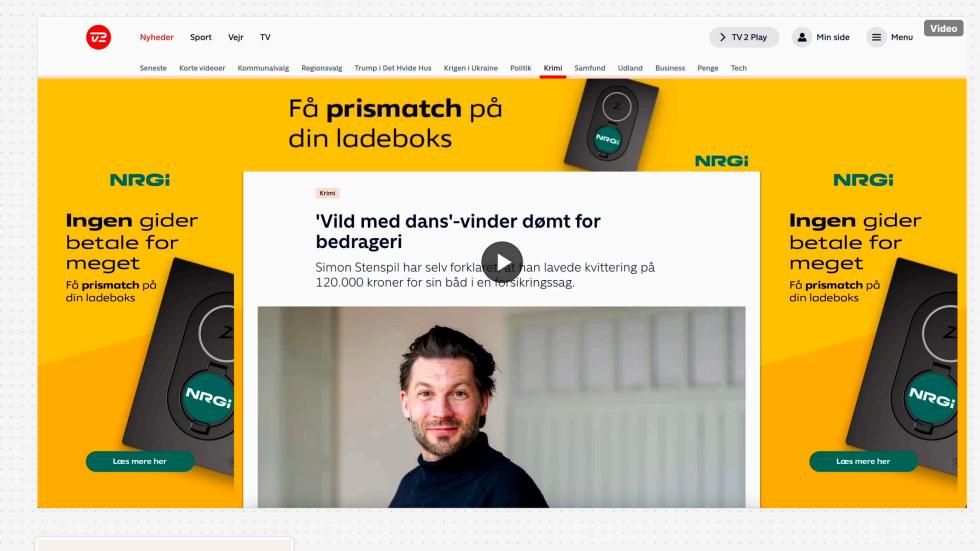
SOME Design tool

What is we instead of photoshop templates could make a simple web tool?

Purpose: Communication Result: Fully functional

Reflections → Unlike photoshop. It can be automated into a pipeline

Con: Maybe Figma Buzz is a better route?





Exploring Designs

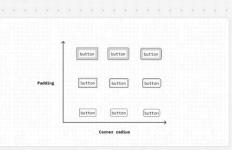
Exploration

Button Exploration

How can we explorer UI options with

From many papers on a wall →
Figma infinity canvas →
Prompted matrix

I find the good amongs the bad





Button Design Exploration

Font Size: 16px

Hover Intensity: 20% Darker

Padding: Padding:



*Claude

2025

Responsive behaviour

Try designs directly in live code



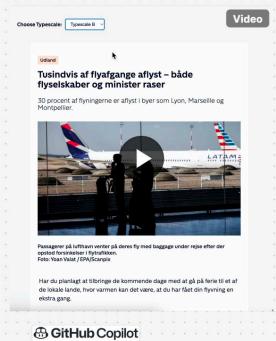
Make

Exploration

Typography scale

How does the different typography concepts change our layouts.

⊕ GitHub Copilot



Exploring Ideas

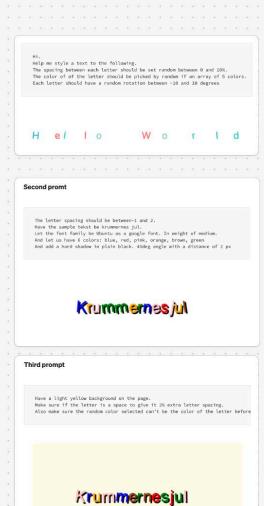
Ideate

Lowering the cost of ideas

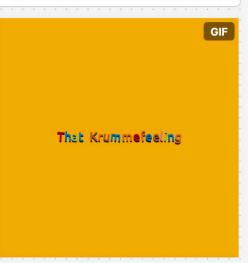
Coding 2 weeks prompting - less than an hours







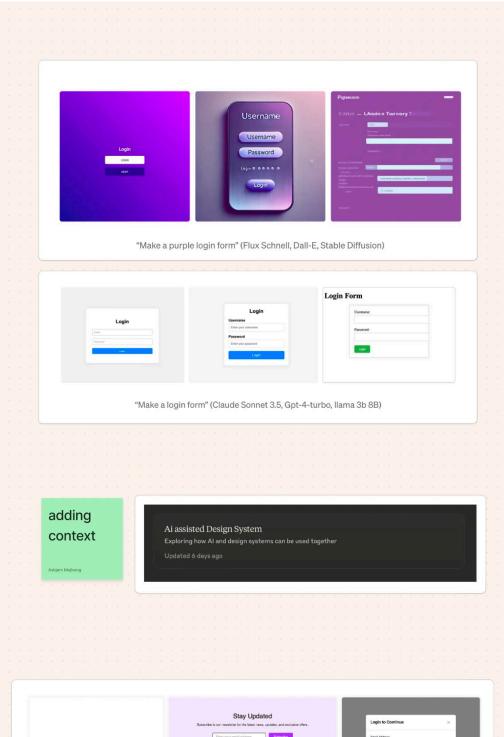


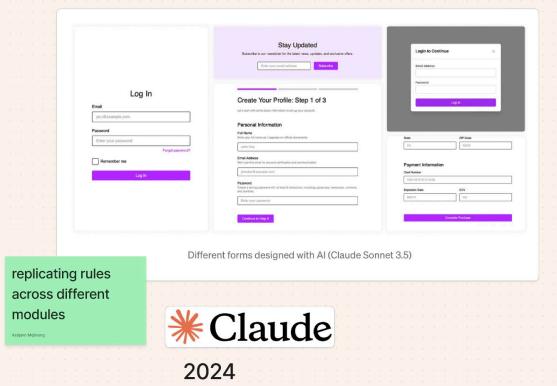


Exploration

Getting "better results" Al following Brand guidelines

Al is great at creating anything. But often I would like to have to control the direction.





Design Tokens

Communication

Explaining through PoC's how design tokens can be adopted across platforms



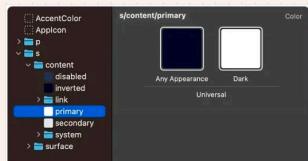


Lovable











Output

We now have teams who have written their own transformers so they can receive updates from the token format.

CURSOR

Tools

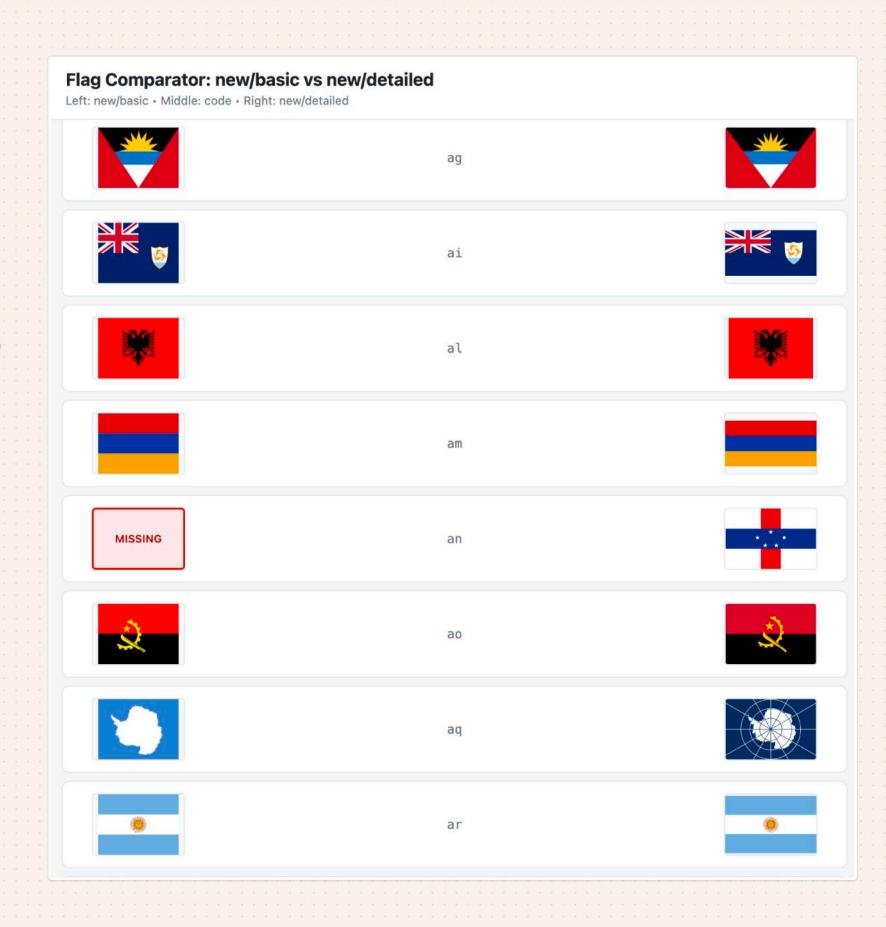
Visual check of new flags

We should implement flags - does they match what we have today?

Instead of manually setting them up in figma.

We get the agent to spin up a local server.

⇔ GitHub Copilot



Expanded output

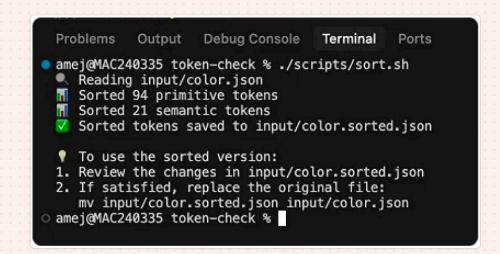
Maintaining a design system

I maintain the github part of our deisgn system.

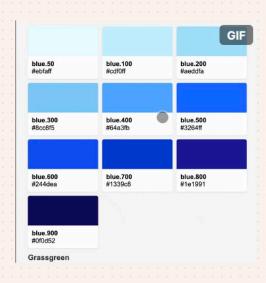


⊕ GitHub Copilot

Validates my own json files



Provides visual overview



Cleaning SVG files

- 1 Installing svgomg
- 2 Spinning up a localhost to validate
- 3 Configure the tool with natural language

(Last time I had to manual fix each svg with a web tool)

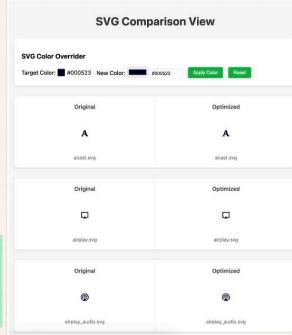
localhost to validate that the cleaning

didn't affect the

icons.

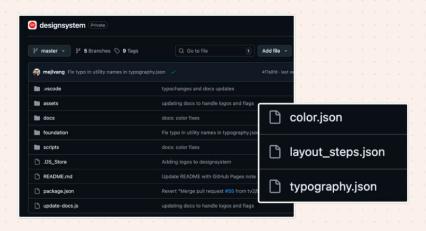


Get the AI to write readme / instructions for it to read next time.



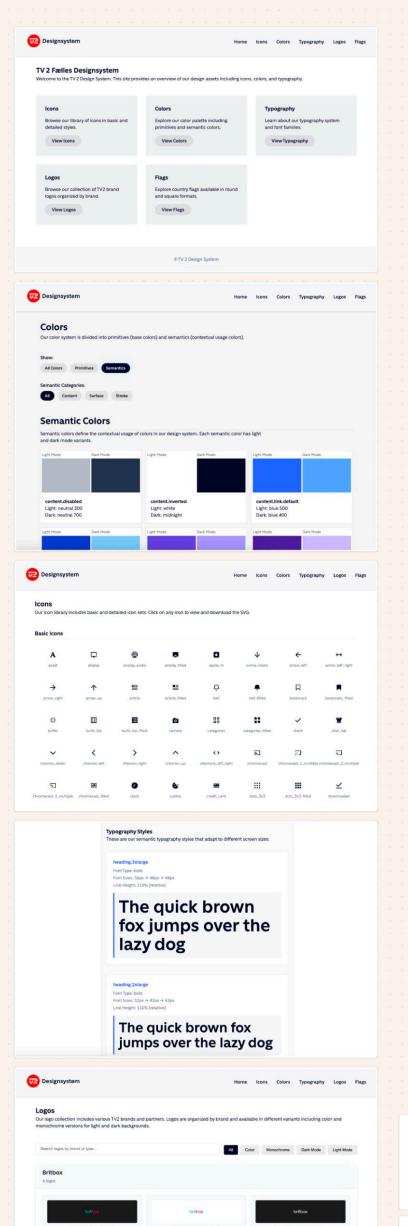
The local host you showed looked really nice and provided a good overview

- Developer













"Final Products" (hobby grade)

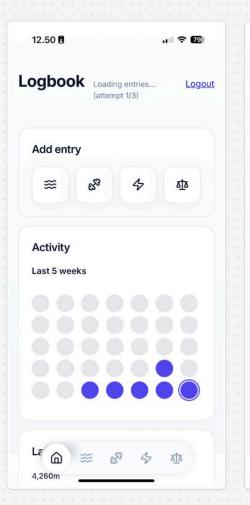
End product

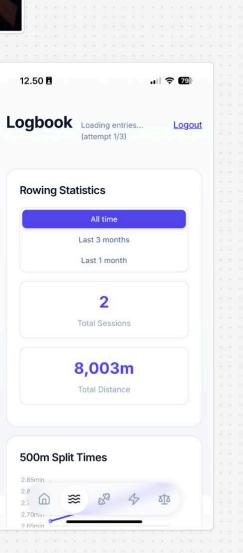
Prompting to the end.

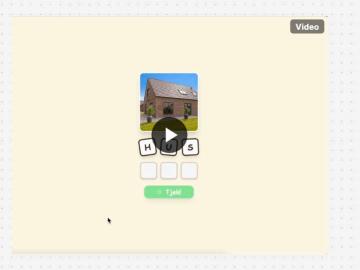
Prompting a working PWA logging app for rowing.

⇔ GitHub Copilot





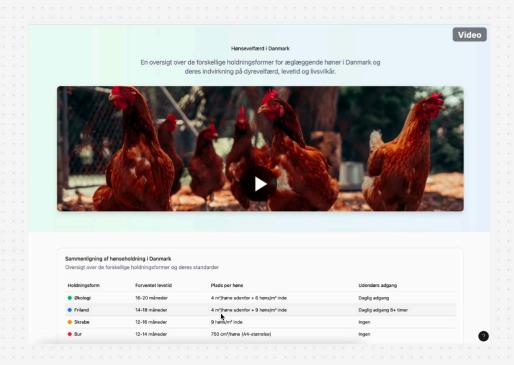




Prompting to the end.

A spelling game for my kid





Prompting to the end.

A site comparing caged, free-range, and organic hen production.

