



Beyond Agents

Building Thinking Systems as Strategic Infrastructure

Most AI products today are built to act faster. The next generation will be built to help people think better. Agentic systems are a phase. Thinking systems are the long game.

This is how to design AI that holds responsibility, judgment, and trust.



01

Introduction to the program

This masterclass is for people who are building AI products, leading AI strategy, or designing AI experiences and are starting to feel the limits of automation-first thinking.

Students will learn how AI systems shape judgment, how design choices shift responsibility, to move beyond "just make it agentic" & how to design AI that earns long-term trust.

1 / 15



02

Key Takeaways

- A defensible AI design philosophy.
- Clear system-level design principles.
- Practical frameworks for product, UX, and org decisions.
- Language to influence leadership and roadmap direction.
- IP-level thinking you can apply across products and teams.

2 / 15



03

Who Should Attend?

- 1 Senior Product Leaders
- 2 UX Designers
- 3 Founders
- 4 AI strategists
- 5 Anyone responsible for decisions, not just output

3 / 15

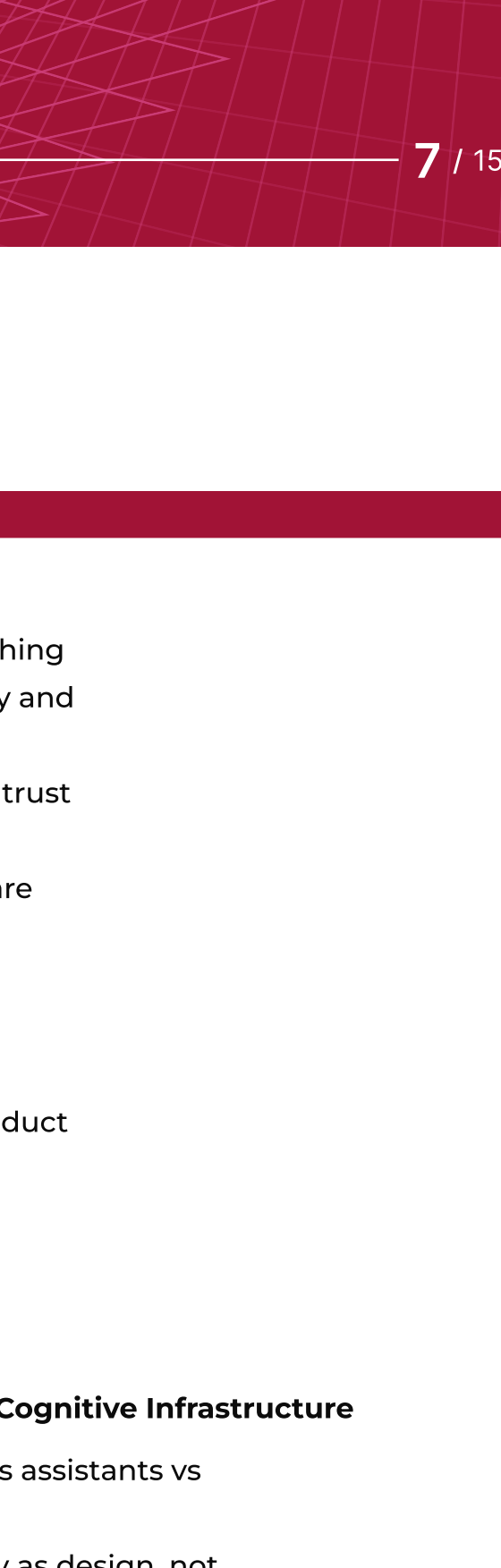


04

Our world class trainers

Vivian Gomes

Vivian Gomes is a the Co-Founder and CEO of SHNORH (USA), internationally well known Futurist Design Leader, Innovation Evangelist, Certified IBM Design Thinking Coach, UXQCC Trainer, Certified Adult Education Trainer and Google Sprint Trainer.



Vivian is a Board member at UXQCC (Austria) and a UX Design mentor on Google for Startups, initiating innovation within organizations to lead and foster a collaborative environment. He teaches digital transformation using design thinking methods. He has set up global design centres & design research labs in India, EUROPE, Asia, UK, Middle East and USA. He has mentored professionals in industries such as fintech, BFSI, retail, oil & gas, smart cities, analytics, data Science, healthcare, eComm, delivery, startups, wearables, AR/VR, AI, voice, engineering and the automotive industry.

5 / 15



05

Unique Learning Experiences

Just like a real classroom which is moderated by a teacher who's there to answer your questions, our virtual classroom simulates this experience enabling you to retain and apply all that you learn practically in real time.

Digital Classroom

- Every class takes place in a live video call with an instructor.
- Multiple virtual rooms are created to allow teams to plan, practice and discuss.
- Trainer and mentors are available during class hours and office hours for guidance.

Collaborative Learning

- Students are placed in teams and are given business relevant projects to work on.
- Projects are designed to encourage teamwork, collaborate, lead and solve real-world problems.

Apply what you learn

- Assignments designed to challenge and help learn genuine understanding of concepts.

6 / 15



06

Program Curriculum

The End of the Agent Hype

- Why agents optimize the wrong thing
- The difference between autonomy and intelligence
- Copilot, enterprise AI fatigue, and trust erosion
- Where investors and enterprises are already shifting focus

ASSIGNMENT

Write a critique of one agentic AI product using the Action-Judgment Divide.

Module 01

Thinking Systems as Cognitive Infrastructure

- Thinking systems vs assistants vs agents
- Long-term memory as design, not storage
- Modeling uncertainty explicitly
- Designing AI that adapts to cognitive state

Module 02

FRAMEWORK INTRODUCED

Thinking System Stack
Memory, Reflection, Context shaping, Decision scaffolding

8 / 15



UX Patterns for Judgment Support

- Why "more transparency" is often wrong
- Confidence gradients and reasoning layers
- Designing prompts that evolve with the user
- When the system should interrupt vs observe

Module 03

HANDS-ON

Participants redesign one screen or flow using thinking-system principles

Strategy, Risk, and Responsibility

- Why blind execution creates liability
- AI, power dynamics, and responsibility transfer
- Designing for restraint in high-stakes domains
- Governance through design, not policy alone

CASE ANALYSIS

Healthcare, finance, leadership, and education examples

Module 04

Building and Defending This Internally

- How to argue against "just make it agentic"
- Roadmap reframing: from features to cognition
- Metrics that measure judgment quality, not output
- Selling thinking systems to executives and boards

FINAL DELIVERABLE

A Thinking System Design Brief for your product or idea.

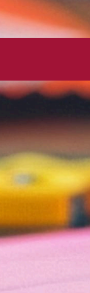
Module 05

The Next 5 Years of AI Design

- Agents as subroutines
- Thinking systems as platforms
- What careers and teams will look like
- What skills designers and leaders must build now

Module 06

10 / 15



08

About A.A.D.S.

Refining the digital learning experiences, Academy of Art, Design and Strategy (A.A.D.S) training programs are specifically aimed at today's rapidly changing industrial landscape. We aim to provide individuals with the skills required to create their own design thinking process, customized for their environment, using all AI and non AI tools available at their disposal.

Providing a traditional learning experience in a digital environment - Our mentors believe in a synchronous, hands-on approach to education. We provide a traditional university learning experience, simulated with the help of appropriate digital tools. All our programs include one-on-one mentor sessions, interactive digital classrooms, monthly assessments, and follow-up office hours.

14 / 15