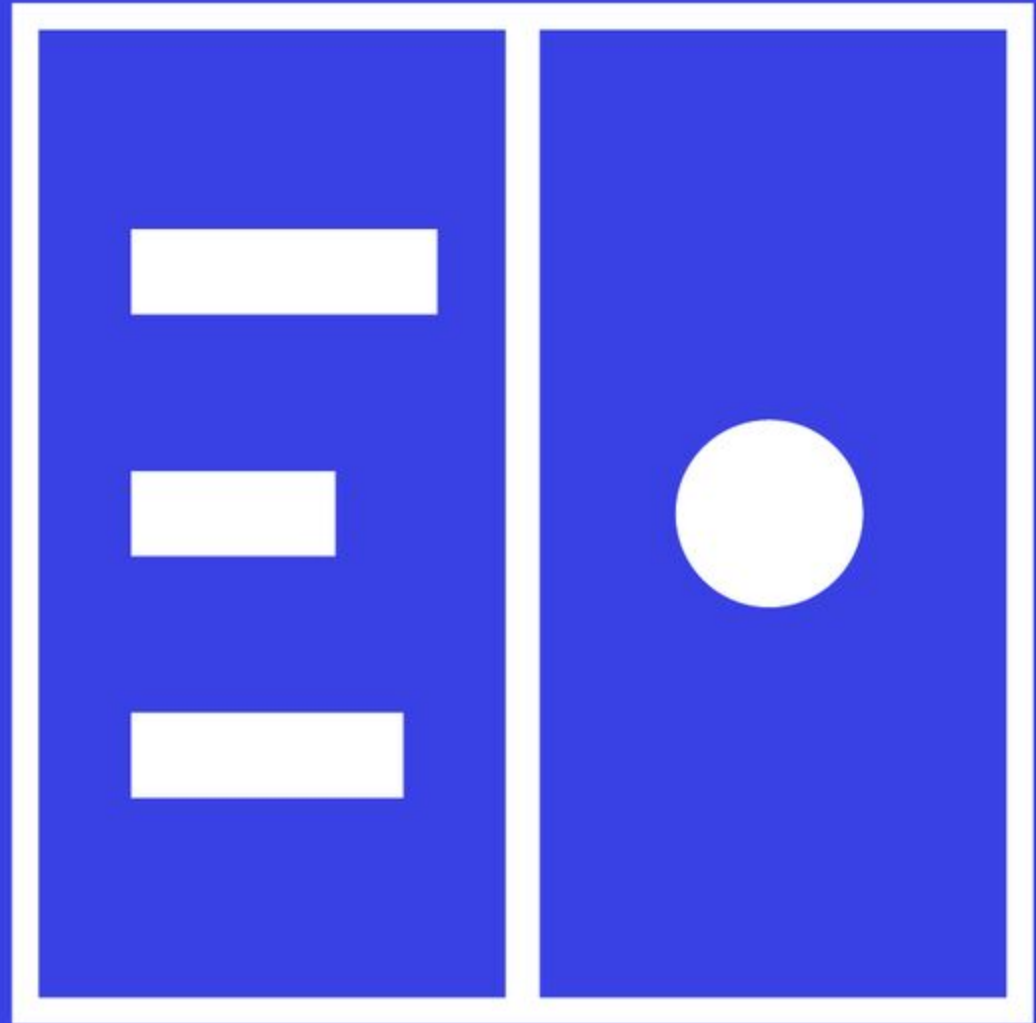




Designing AI Without Losing the Designer

Control and Curation in
Human-AI Co-Creation

Agenda

- | | | |
|------|---------------------|---|
| ■ 01 | The Moment | AI as an unfinished medium |
| ■ 02 | Diagnosis | Why chat breaks |
| ■ 03 | Thesis | From Designer to Curator |
| ■ 04 | Framework | Designing for control |
| ■ 05 | Patterns | Beyond Chat, live |
| ■ 06 | Implications | What designers must protect |
| ■ 07 | Discussion | What should design education prepare you for? |

You'll spend more of your career designing AI than not.

So this conversation isn't about a new tool. It's about your profession.

SECTION 01 / 07

01

The Moment

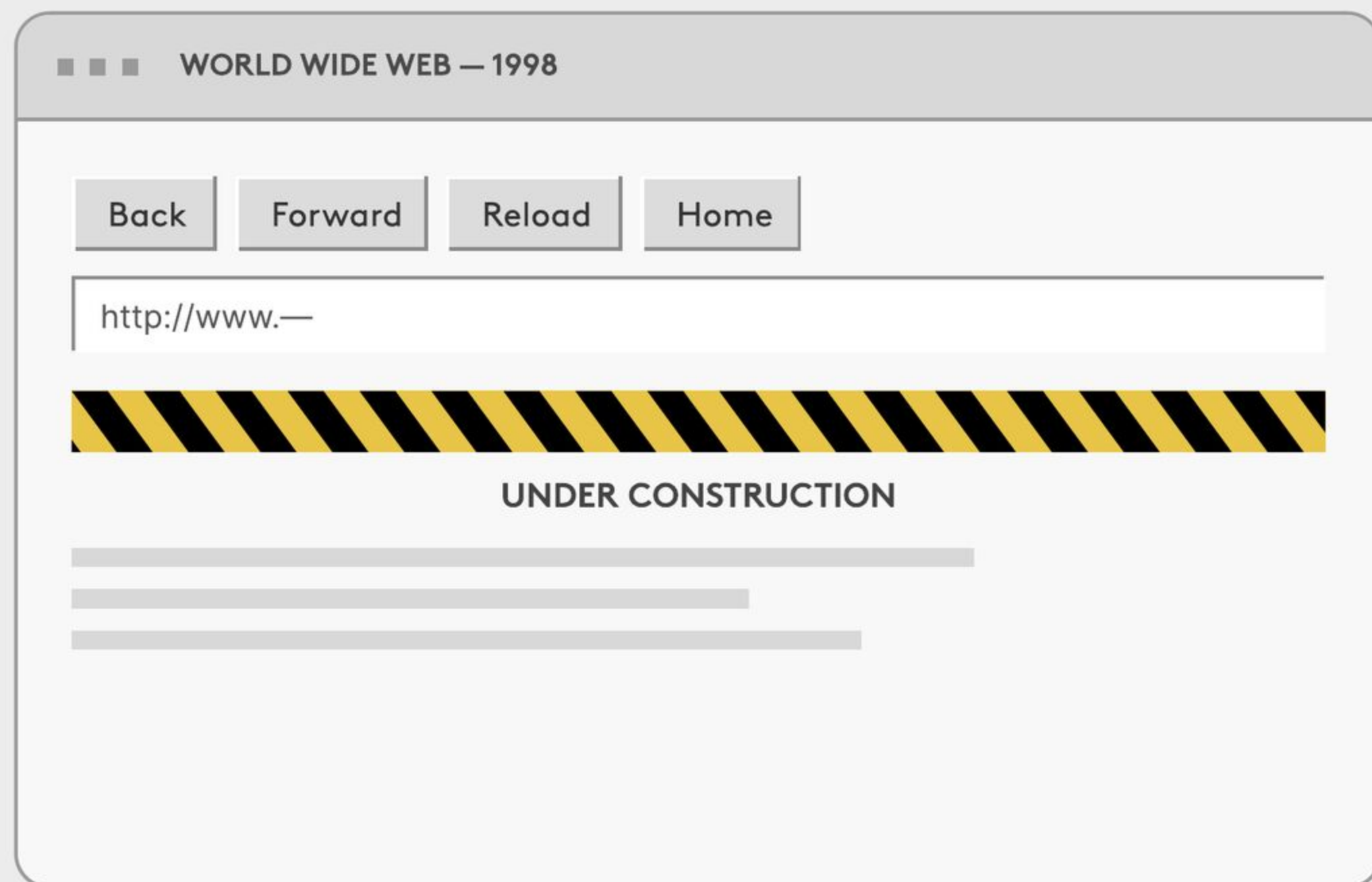
AI as an unfinished medium



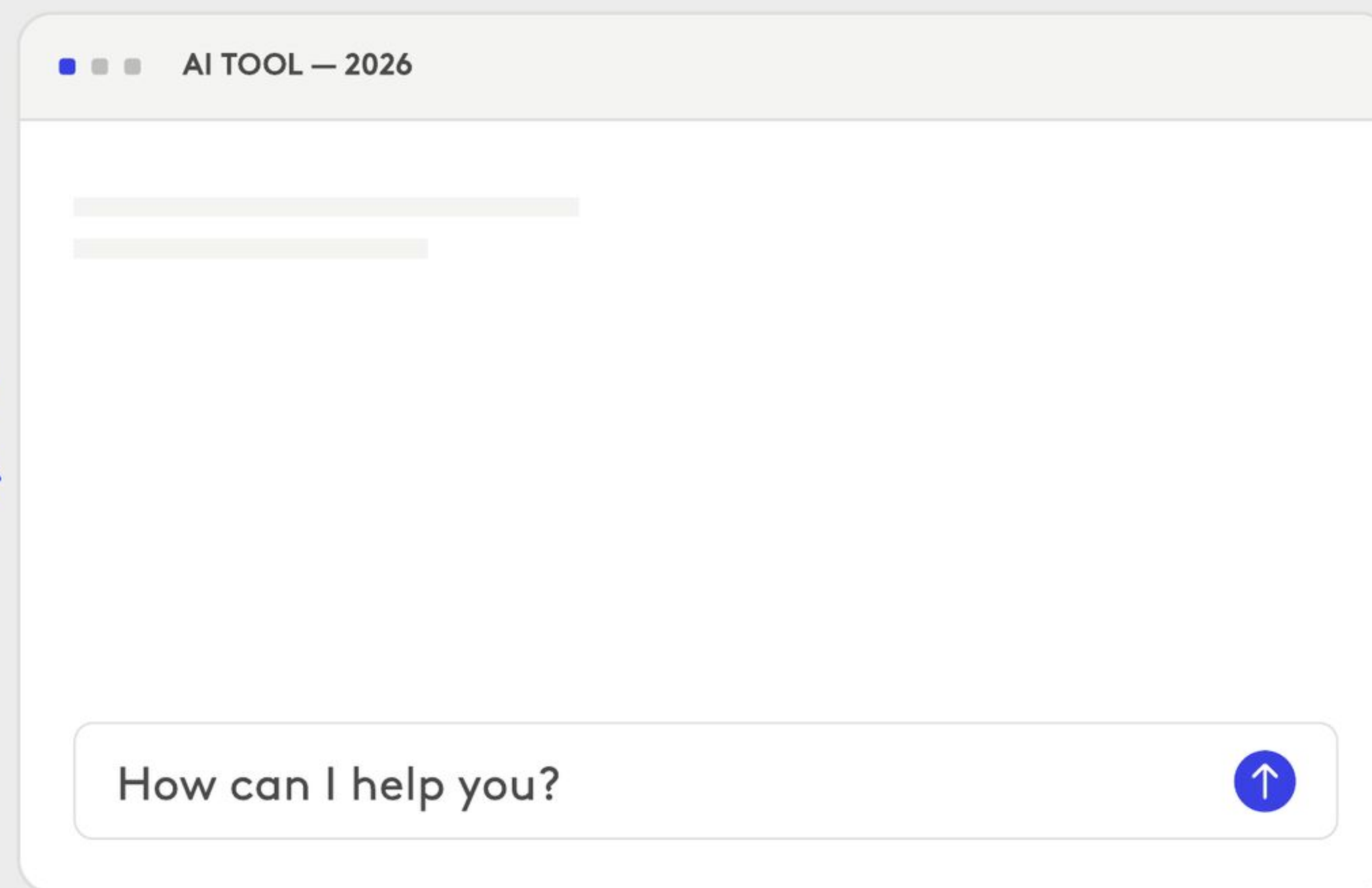
THE MOMENT

AI feels like the early web again

Powerful technology. Few stable conventions.



SAME MOMENT,
NEW MEDIUM
→



1998 — the web. Powerful technology, no conventions yet.

2026 — AI. Raw capability, conventions still unwritten.

Designers wrote the rules then. Designers write them now.

02

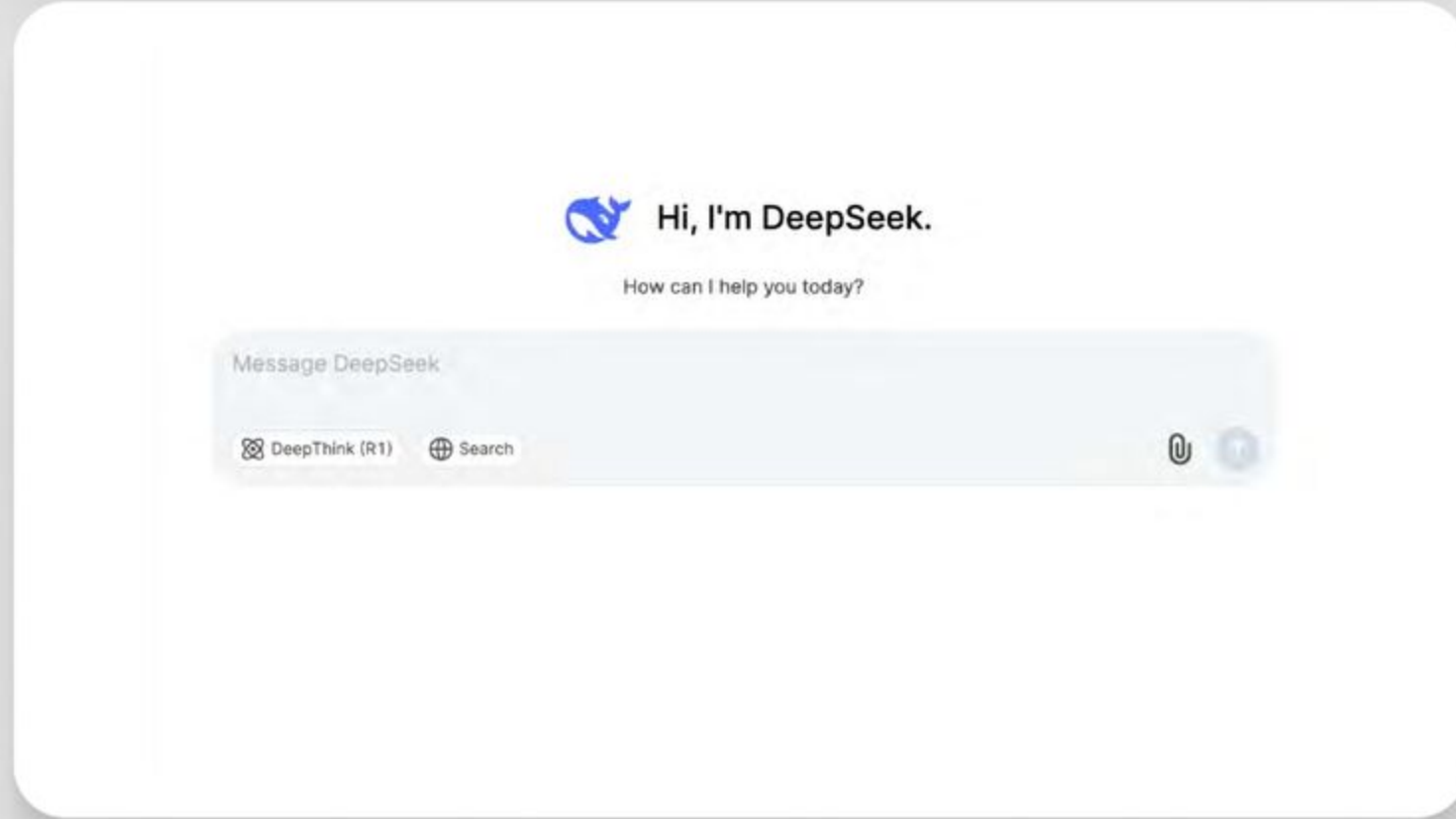
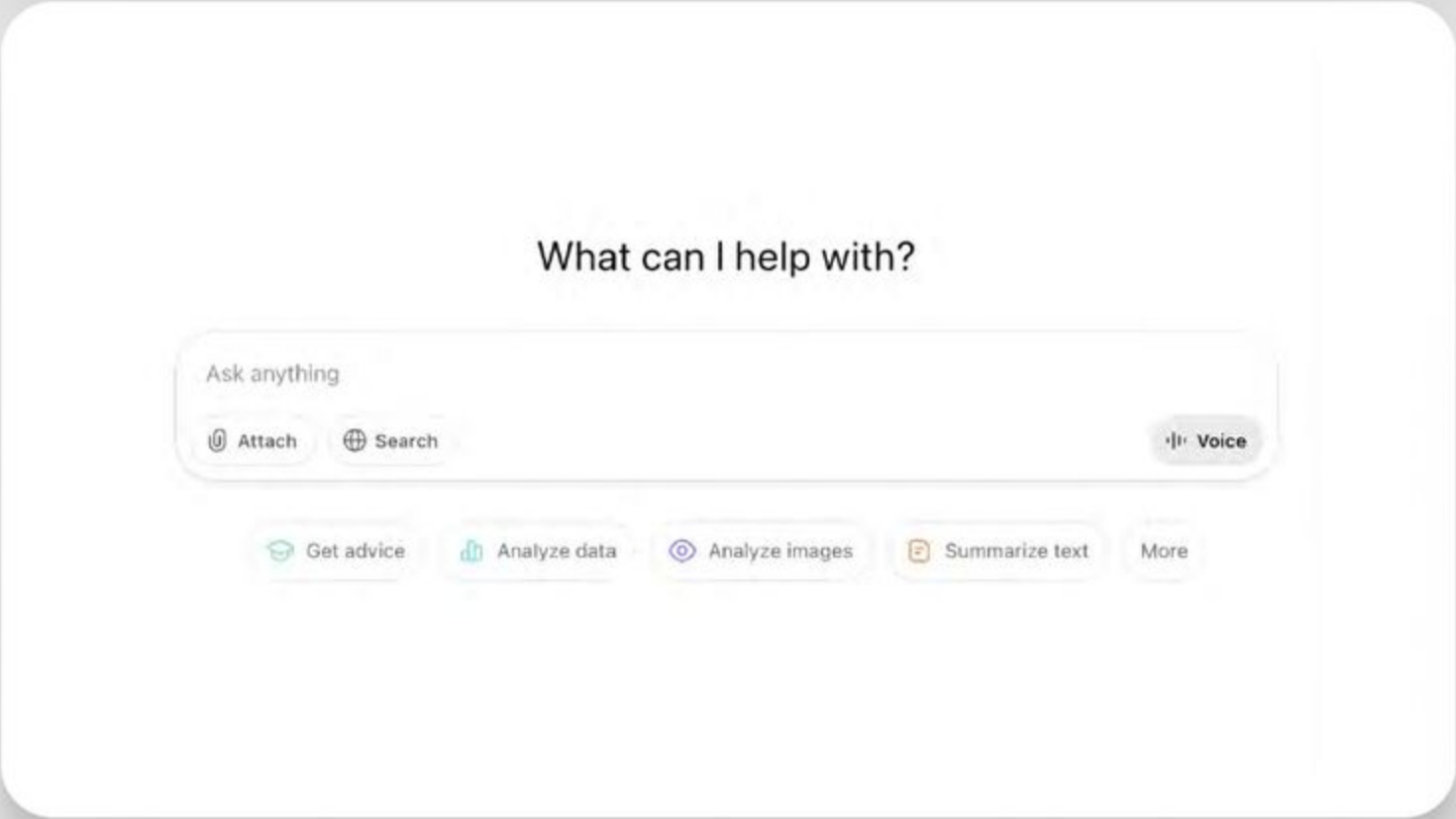
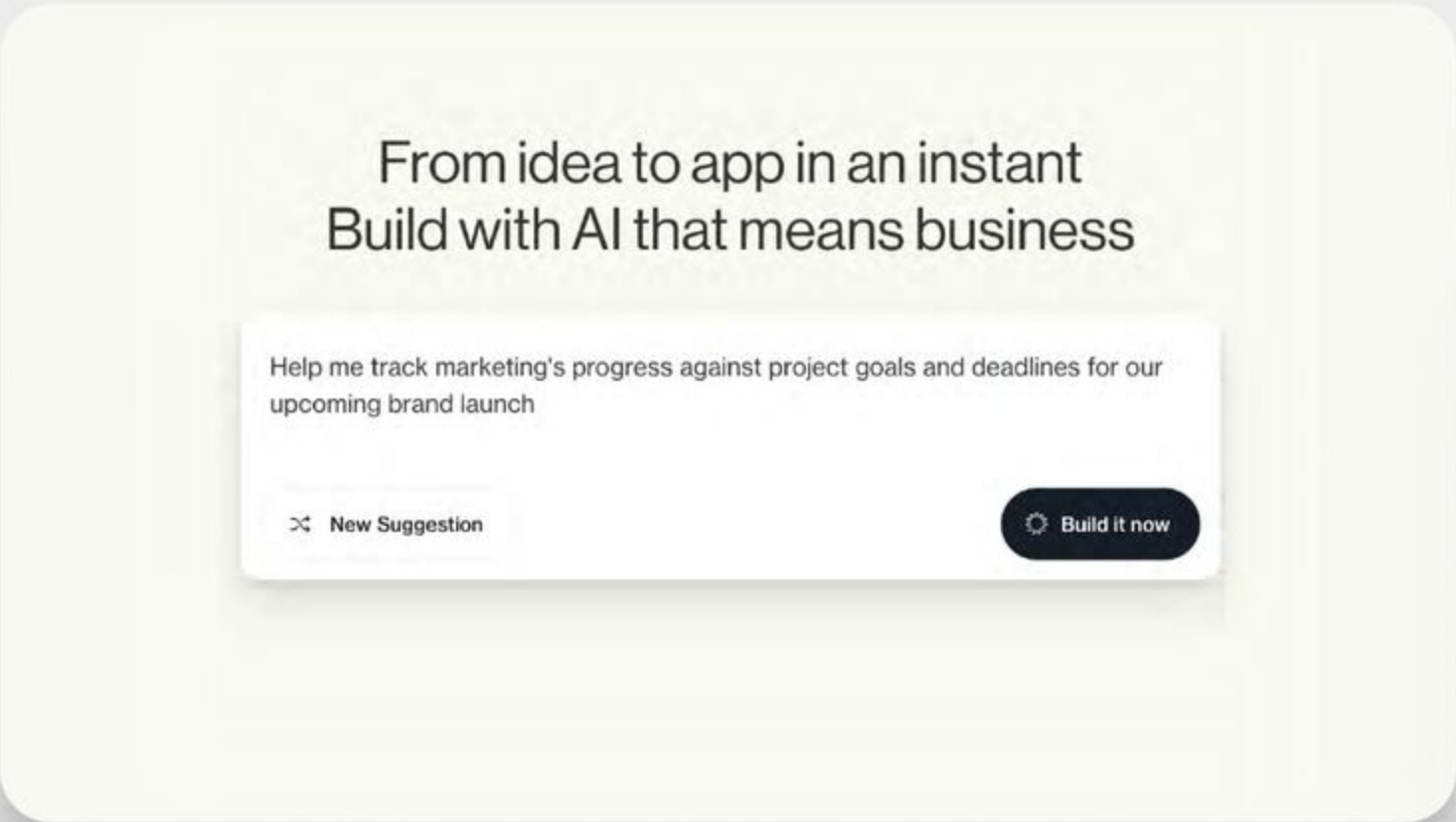
Diagnosis

Why chat breaks

DIAGNOSIS

Six tools. One pattern.

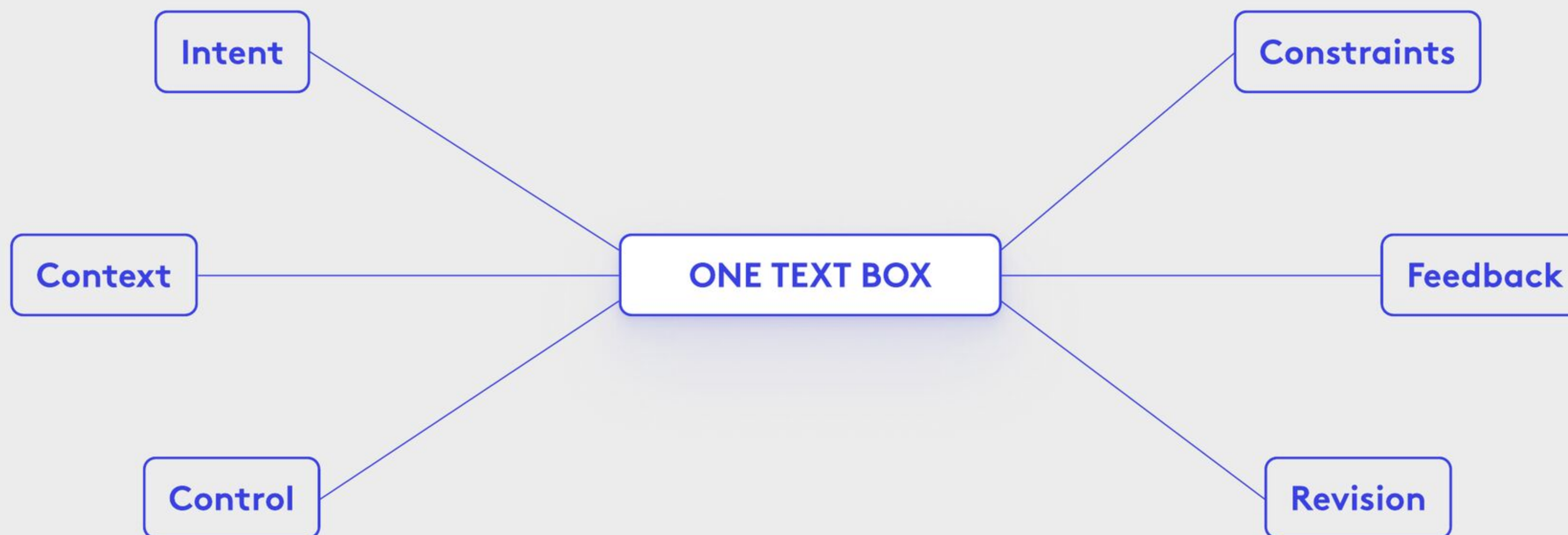
A blinking cursor in a box.



DIAGNOSIS

Chat is a command bottleneck

Chat is powerful. But it compresses too much.



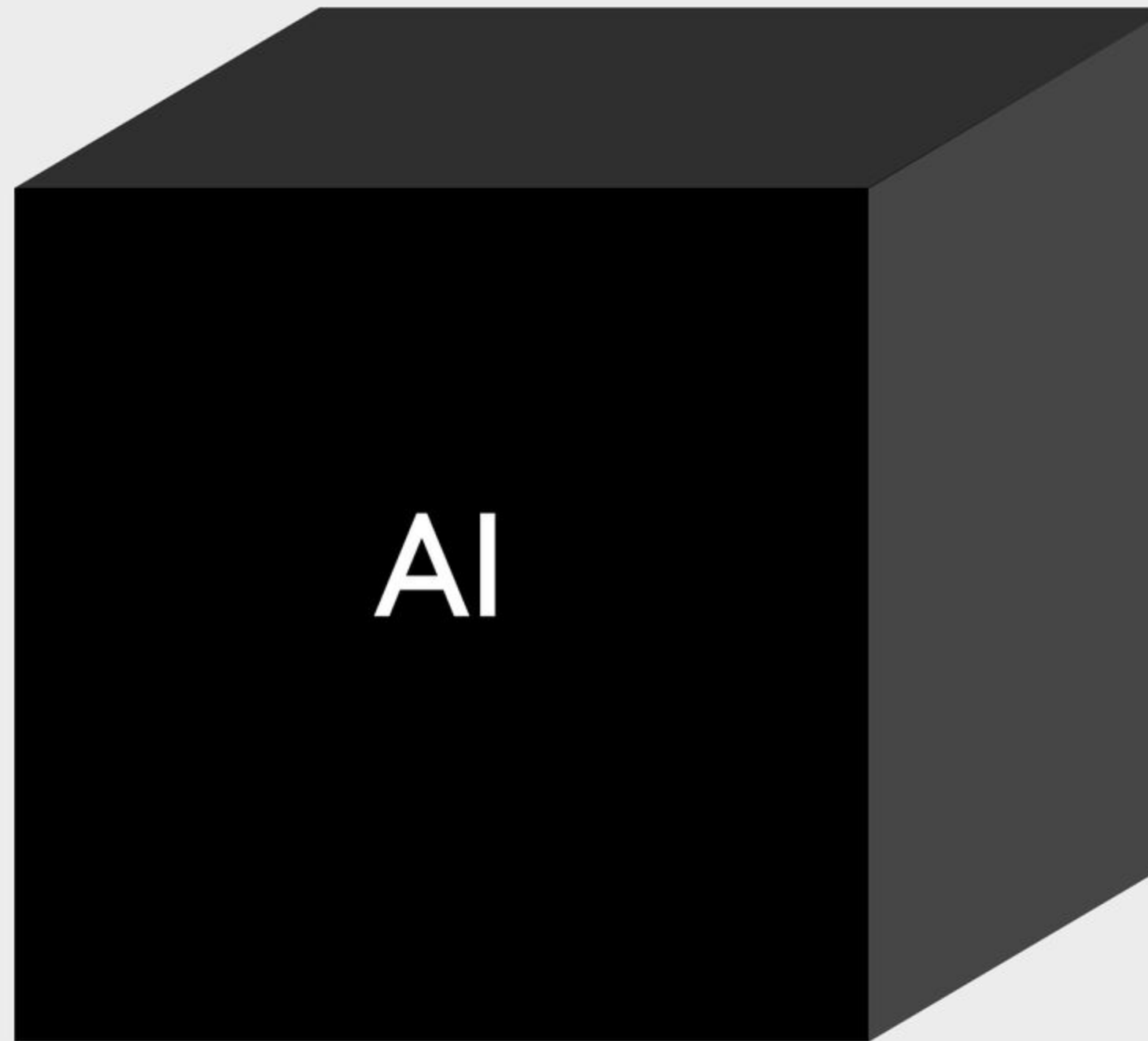
Everything is translated into sequential text.

DIAGNOSIS

AI becomes a Black Box

Lack of Transparency

Loss of Control

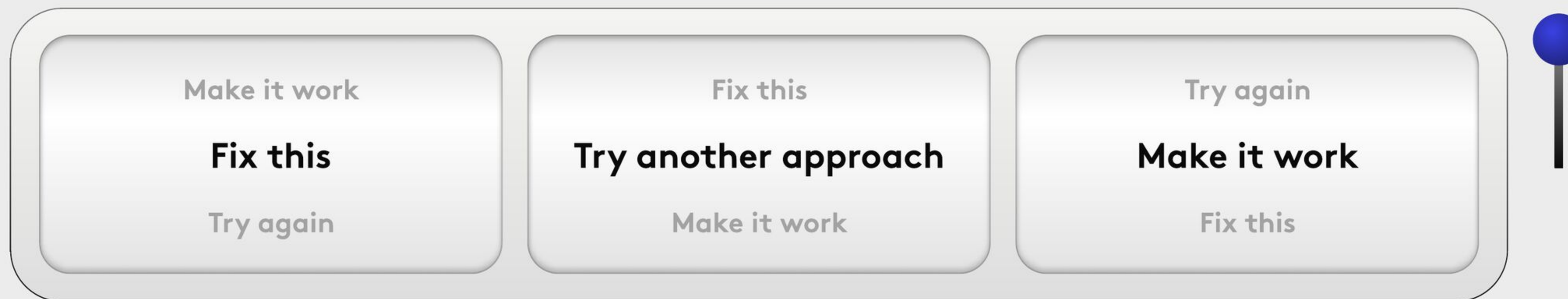


Loss of Judgment

DIAGNOSIS

The slot-machine moment

When AI fails, users often pull the lever again.



Faster output can hide weaker understanding.

Good AI UX should not train users into passive retries.

“The AI we want to see must be
human-centered and dynamic.”

— Dan Saffer

SECTION 03/07

03

Thesis

From Designer to Curator



The Paradigm Shift

Redefining Autonomy: From Execution to Direction



**Command Based
Interfaces (CLI & GUI)**

Passive Tool

Evolution of the Tool



**Generative Artificial
Intelligence (AI)**

Autonomous Partner

Control

Manual Execution

Shift of Autonomy



Curation

Strategic Direction

**Human
Creativity**

Expansion of Creativity



**Augmented
Creativity**



Witzke, Dominik. "Vom Gestalten zum Kuratieren: Autonomie im hybriden Designprozess."
In *Designforschung und KI: Ästhetische Transformation im Zeitalter artifizeller Systeme*.
Wiesbaden: Springer Fachmedien Wiesbaden, 2025. 87-105.

THESIS

Scientific Basis: Augmented Creativity

"Vom Gestalten zum Kuratieren:
Autonomie im hybriden Designprozess."



Augmented
Creativity

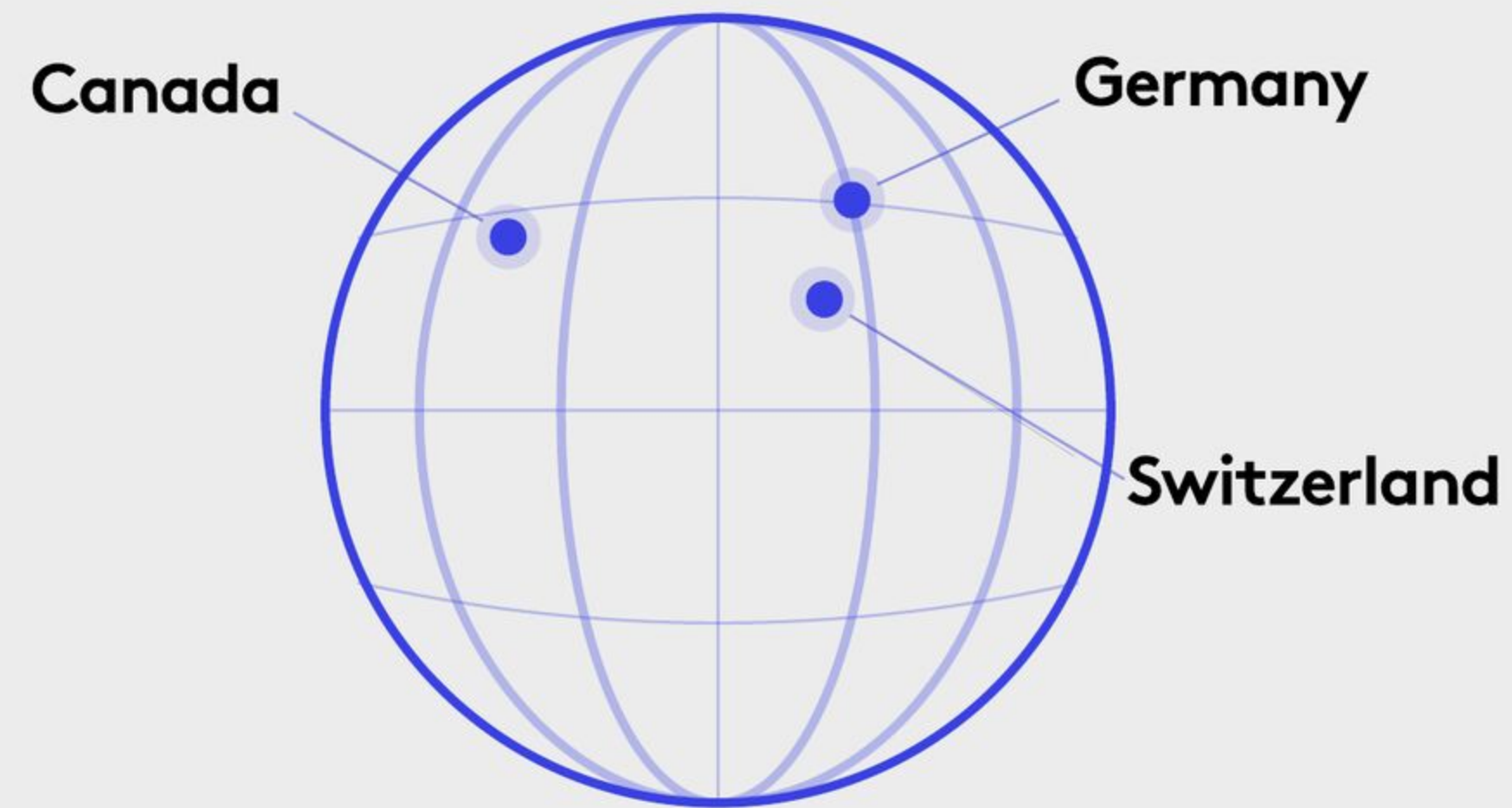


Redefinition of the
Designer Role



Human-in-
the-loop

Method



- 7 senior designers
- 3 countries
- Semi-structured interviews
- 60–90 min each

IP1 Strategic Designer

IP2 Product Design Thinker

IP3 Industrial Designer & CEO

IP4 Senior UX Designer / AI Musician

IP5 Unit Lead, Communications Design

IP6 3D Apparel & Knitwear Designer

IP7 AI UX Researcher & Designer

Analysis: Thematic Mapping → five core themes

Five Themes from the Interviews

1

**Efficiency &
Process
Transformation**

2

**Creative
Autonomy &
Role Shift**

3

**Aesthetic
Innovation &
New Expressions**

4

**Individual Style
& Originality**

5

**Competency
Demands &
Education**

**Today, we focus on theme 02 —
and what it means for you.**

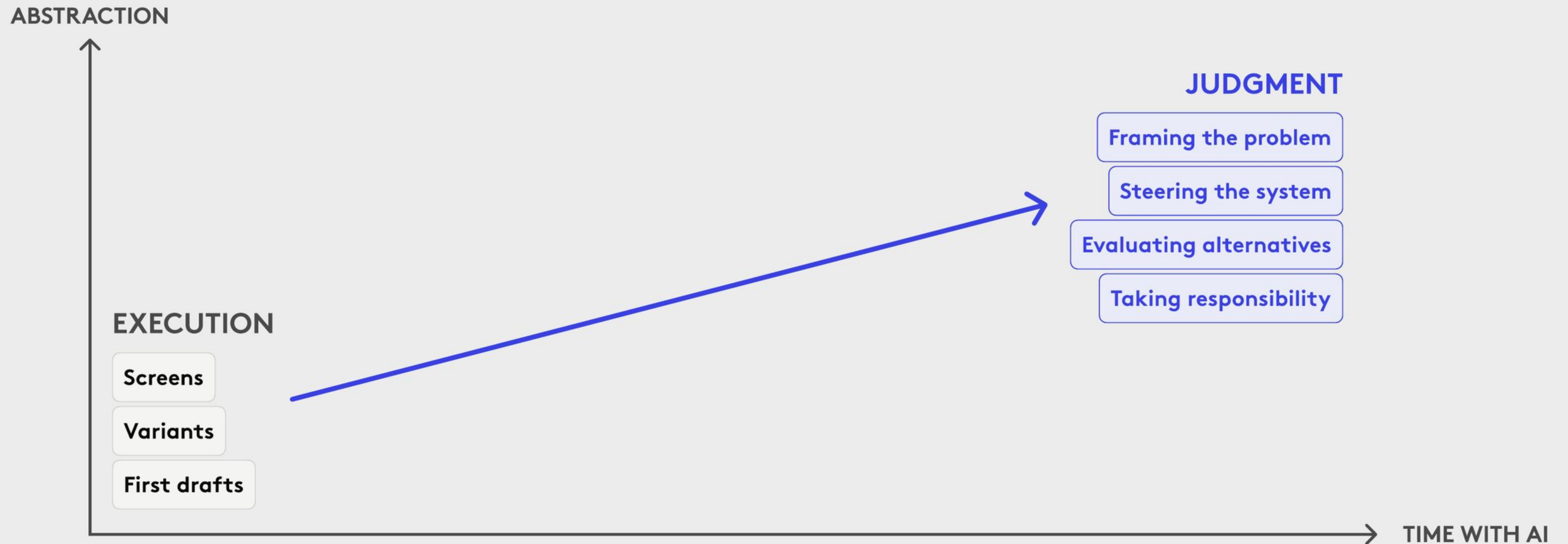
“I now feel more like a **curator** than a pure designer. The AI delivers suggestions, and I decide what gets implemented and how.”

— IP5, Unit Lead, Communications Design

THESIS

AI changes the unit of design work

The work moves up — from execution to judgment.



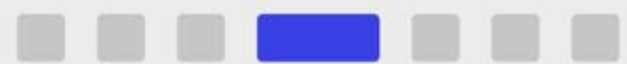
Same craft, higher altitude.

The unit of work is the decision, not the artifact.

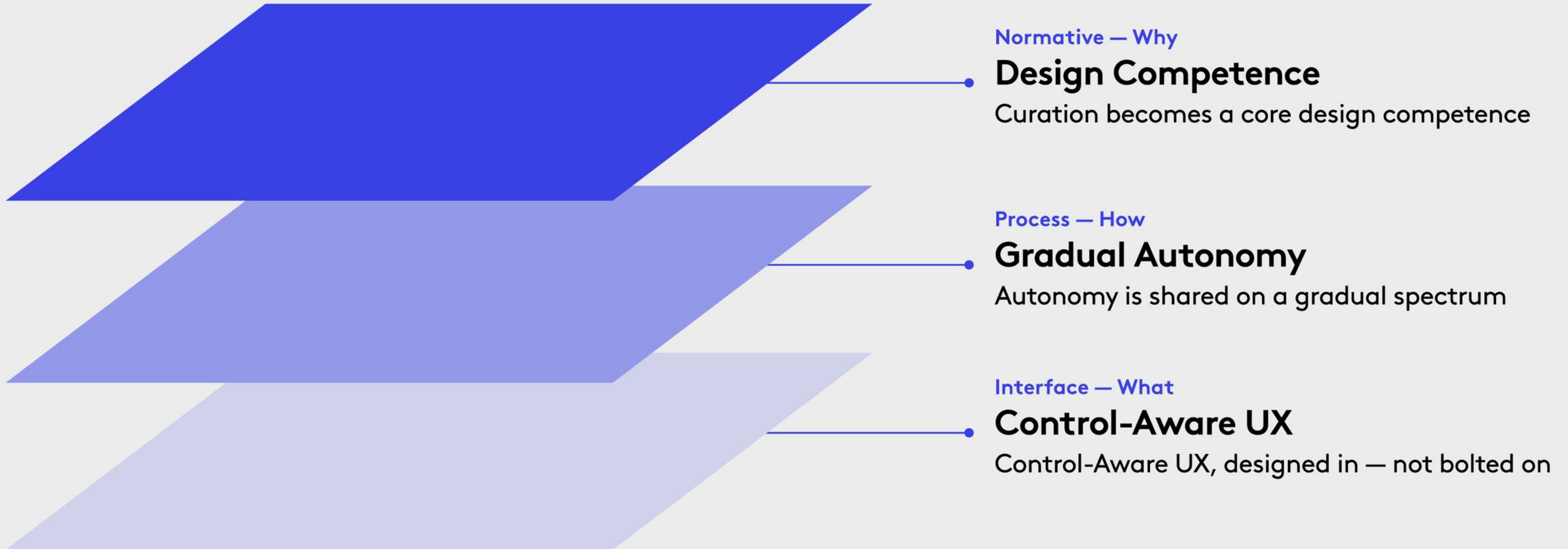
SECTION 04/07

04 Framework

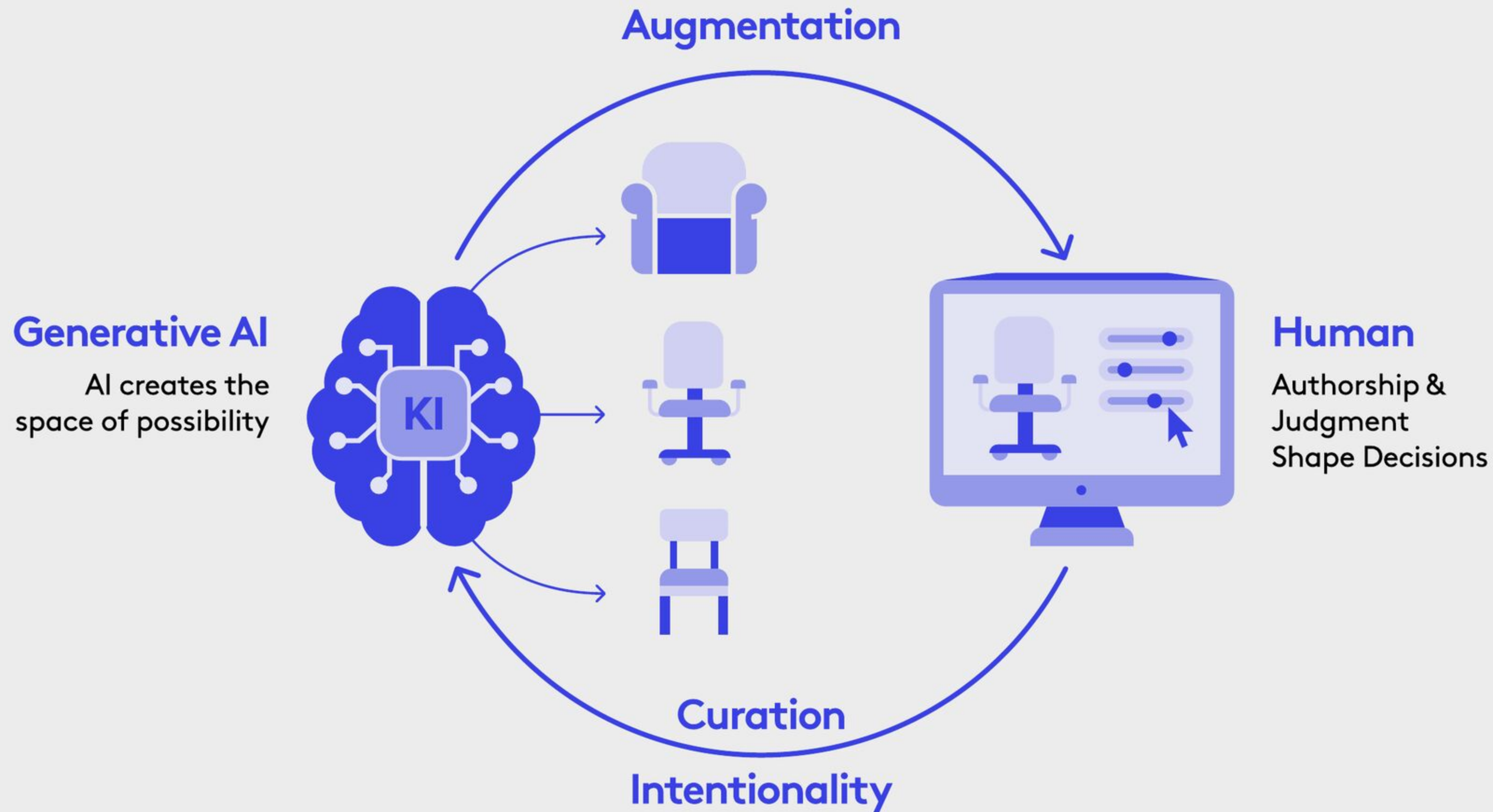
Designing for control



The Solution: A Systematic Three-Layer Model



Redefinition: Design Competence



Augmented Creativity

The New Competence:
Curatorial Activity

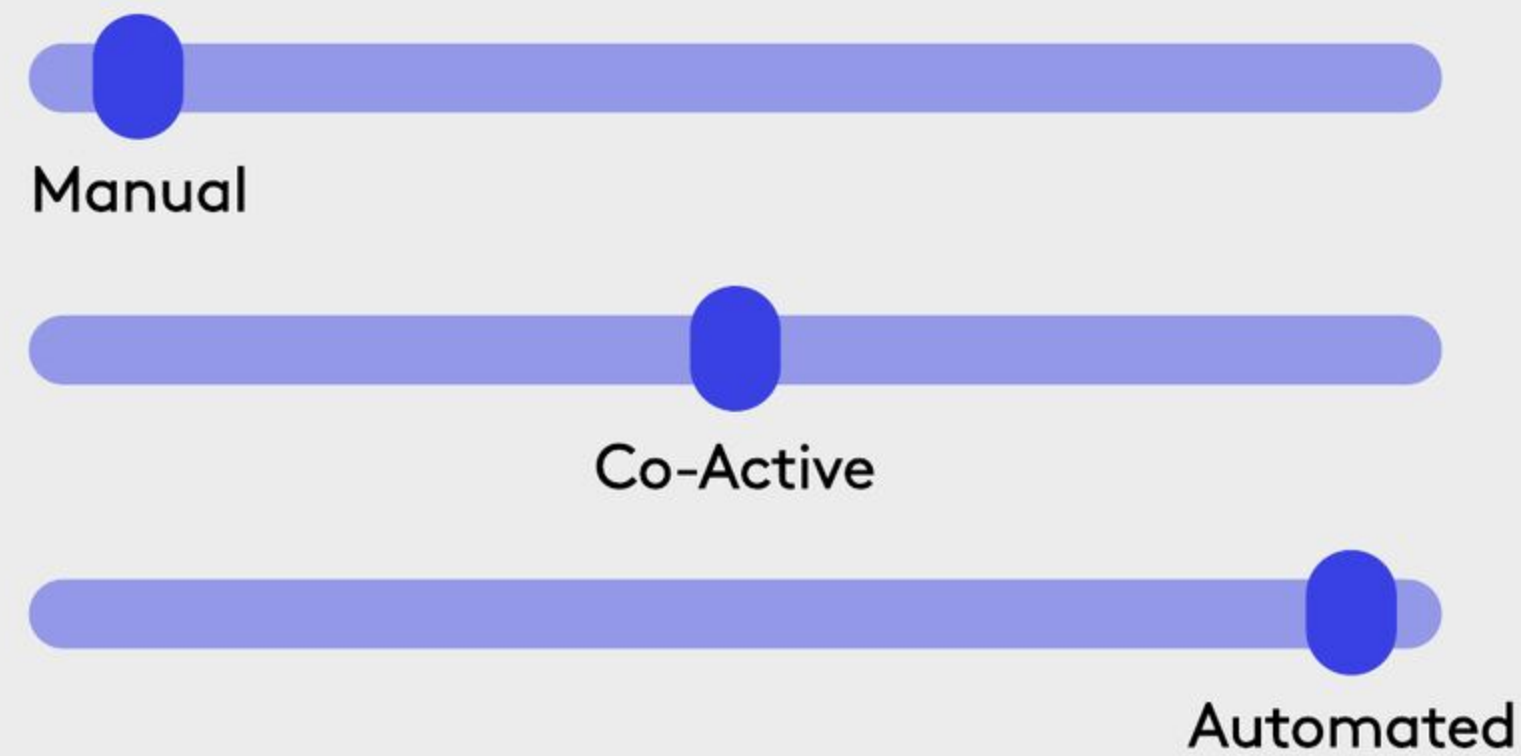
Redefinition: Gradual Autonomy



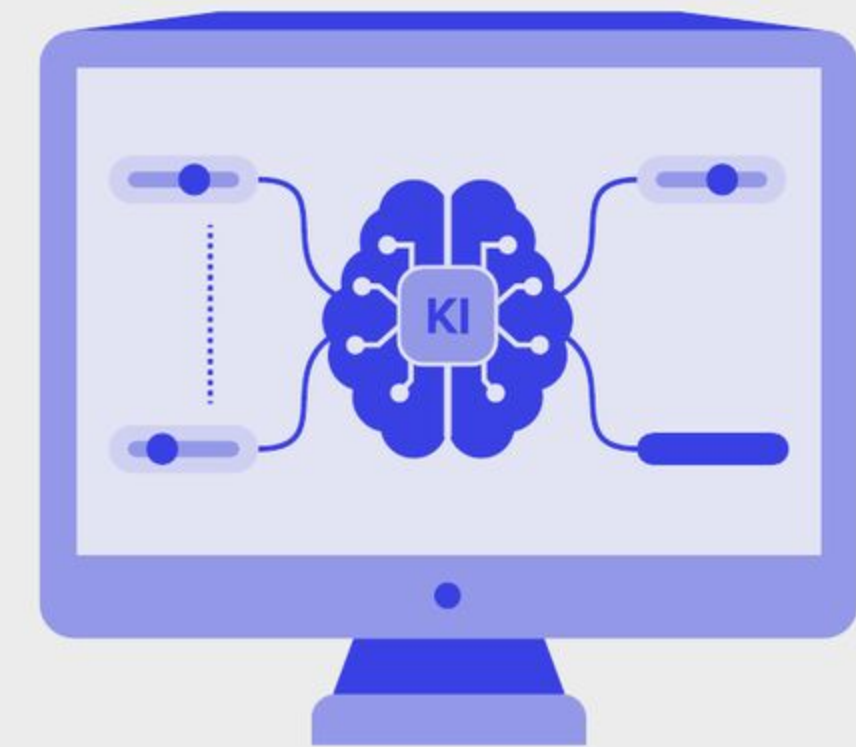
Human Control

Human acts manually
and performs the
detailed work

Human-AI Collaboration



The Spectrum of Collaboration



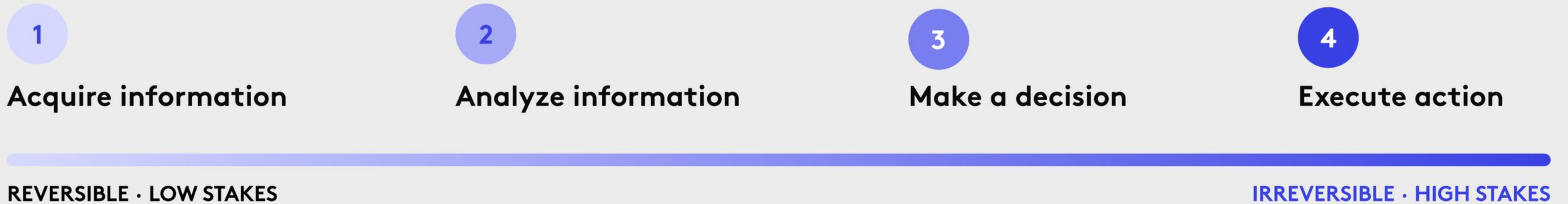
AI Automation

AI acts autonomously
and takes over mass
production

FRAMEWORK

Automation is a design decision

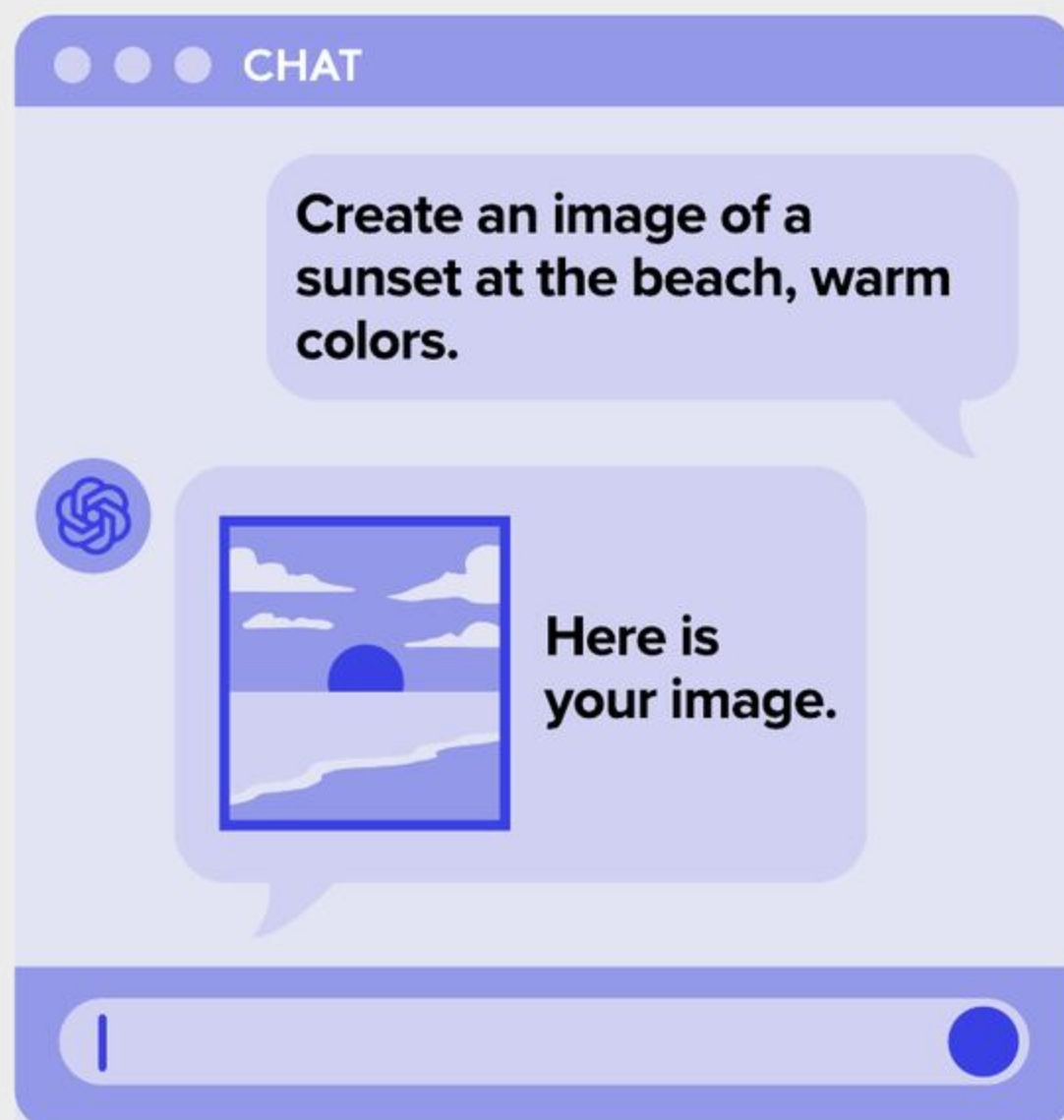
It is not chosen by capability. It is chosen by risk.



The question is not: What can the AI do?

The question is: **What happens if it is wrong?**

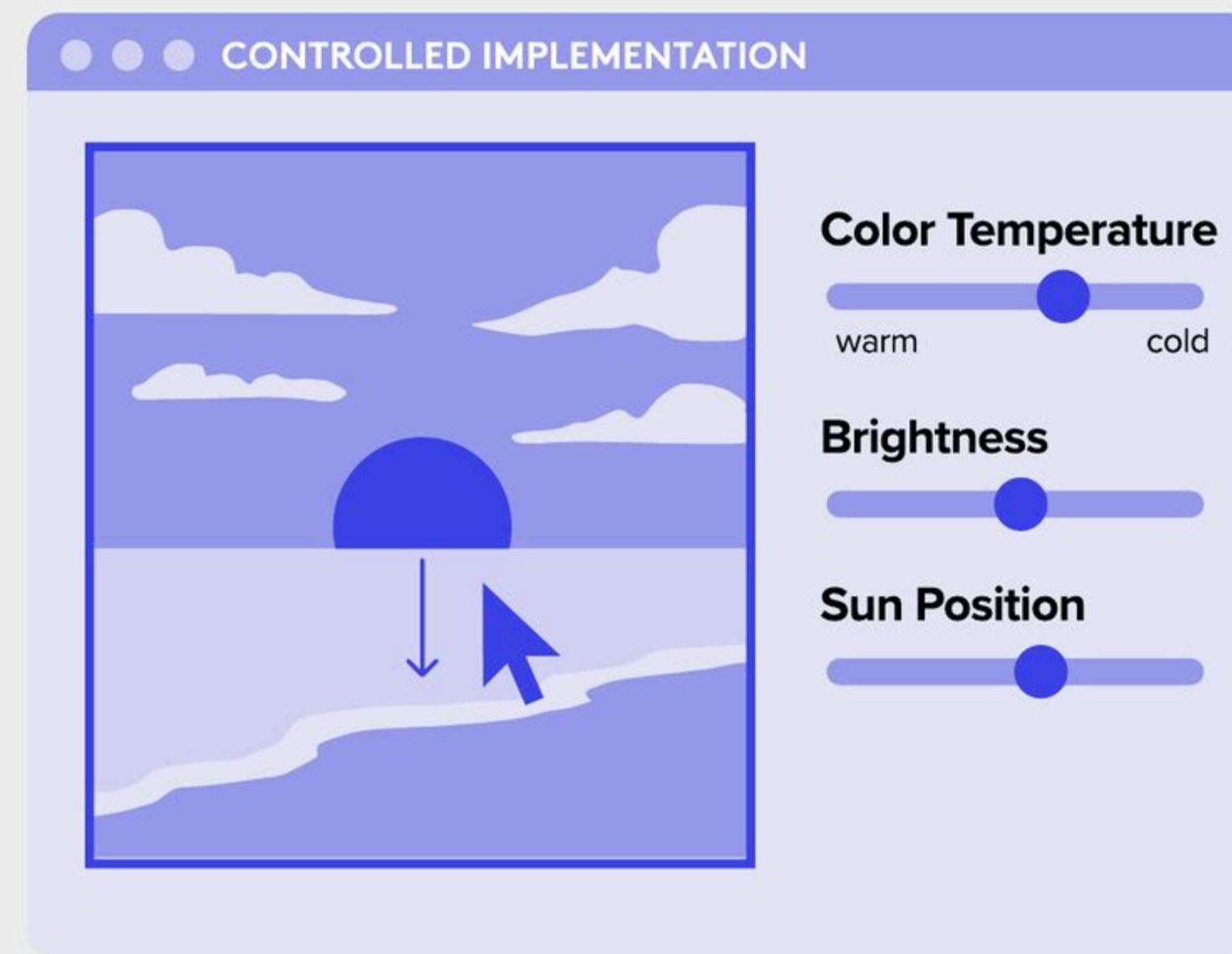
Implementation: Control-Aware UX



Chat

Sequential chat & command pattern.
To change one thing, you describe everything again.

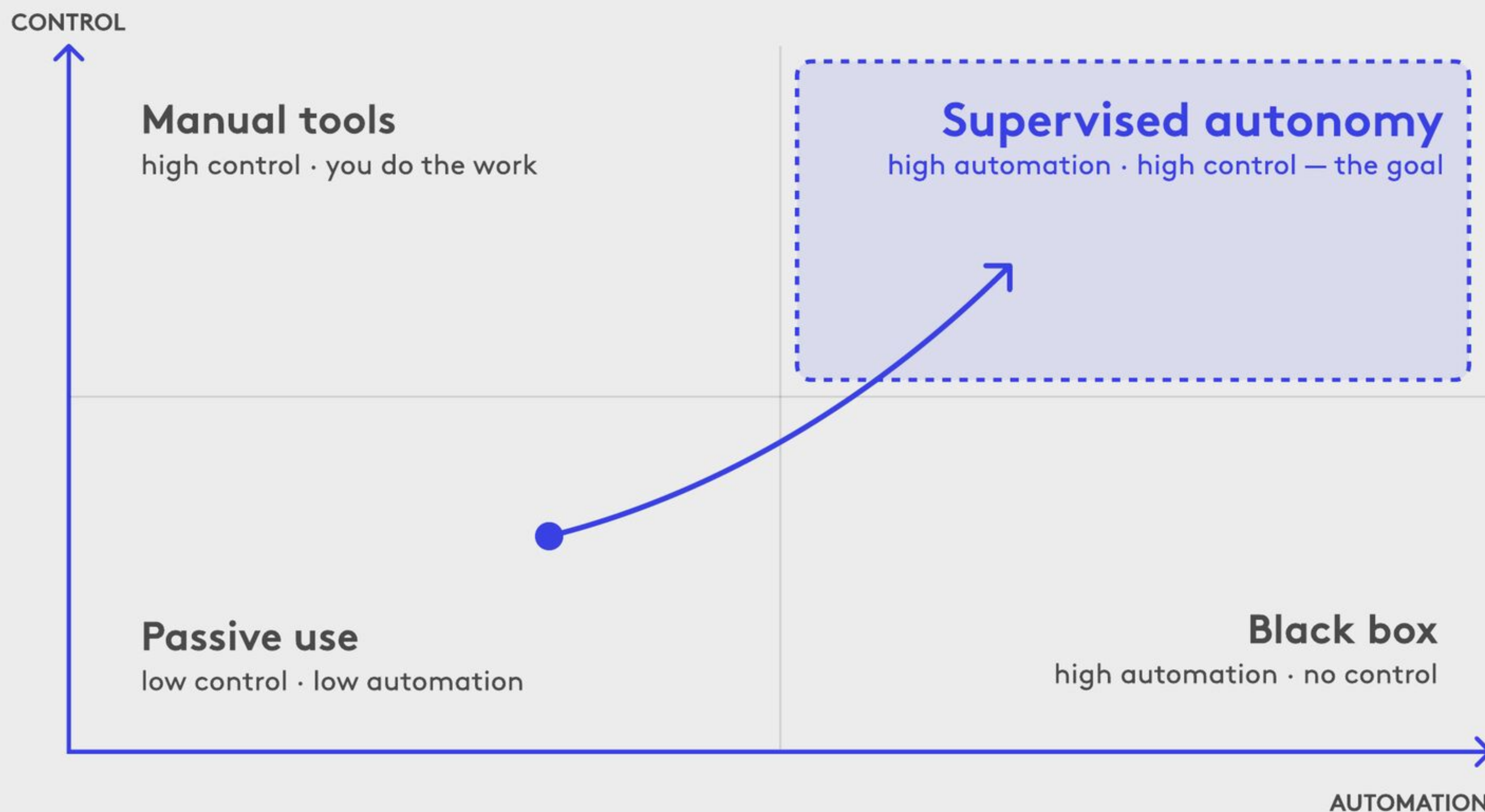
Beyond-Chat & XUI



Controlled Implementation

Visual, directly manipulable parameters.
Change one thing — only that thing changes.

Control is not the opposite of automation



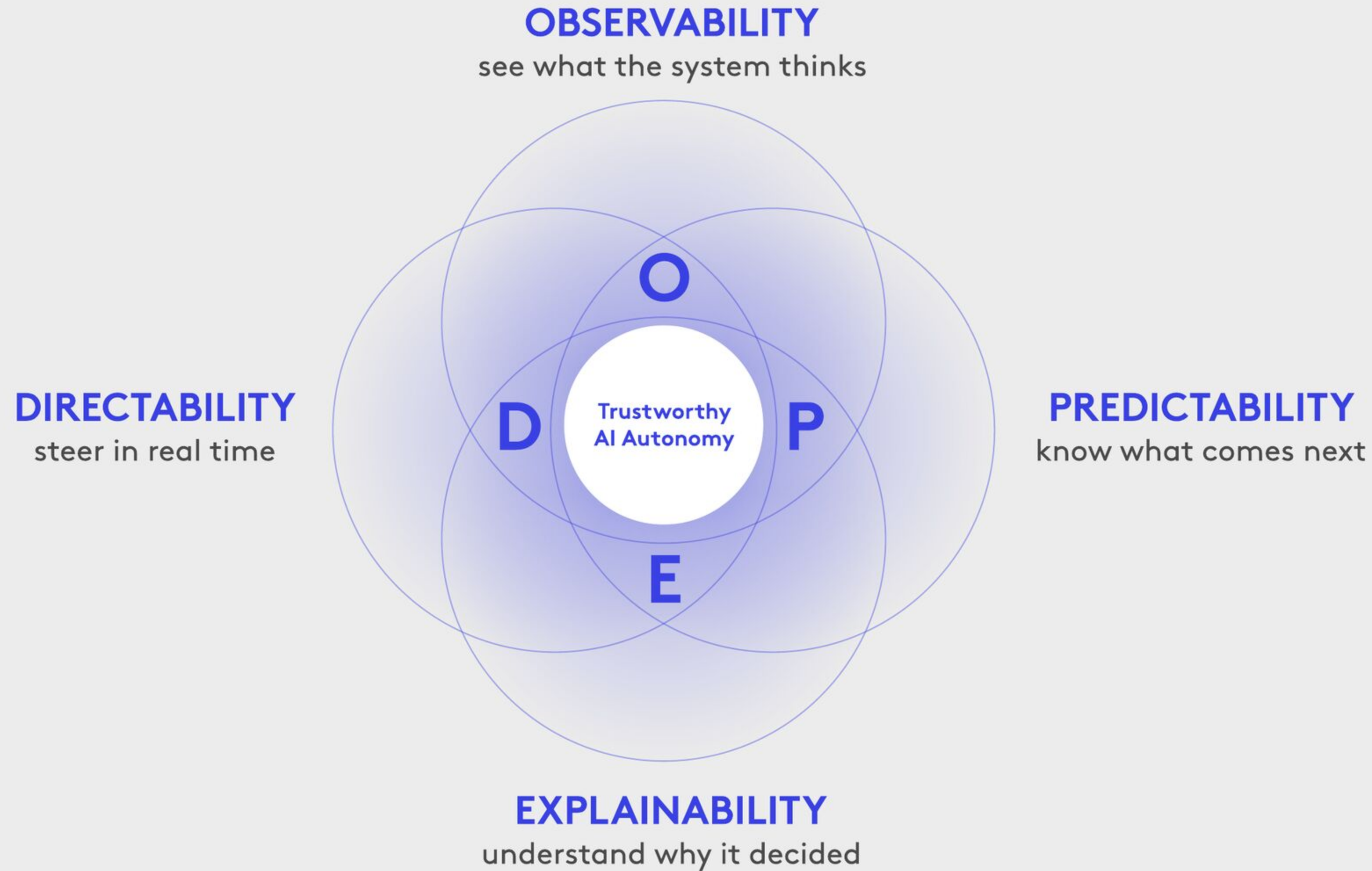
Control means the user can:

- See what the AI is doing
- Understand when to trust it
- Intervene before execution
- Recover when it fails
- Stay capable over time

Observable.
Steerable.
Recoverable.

FRAMEWORK

DOPE: Four dimensions of Control-Aware UX



SECTION 05 / 07

05

Patterns

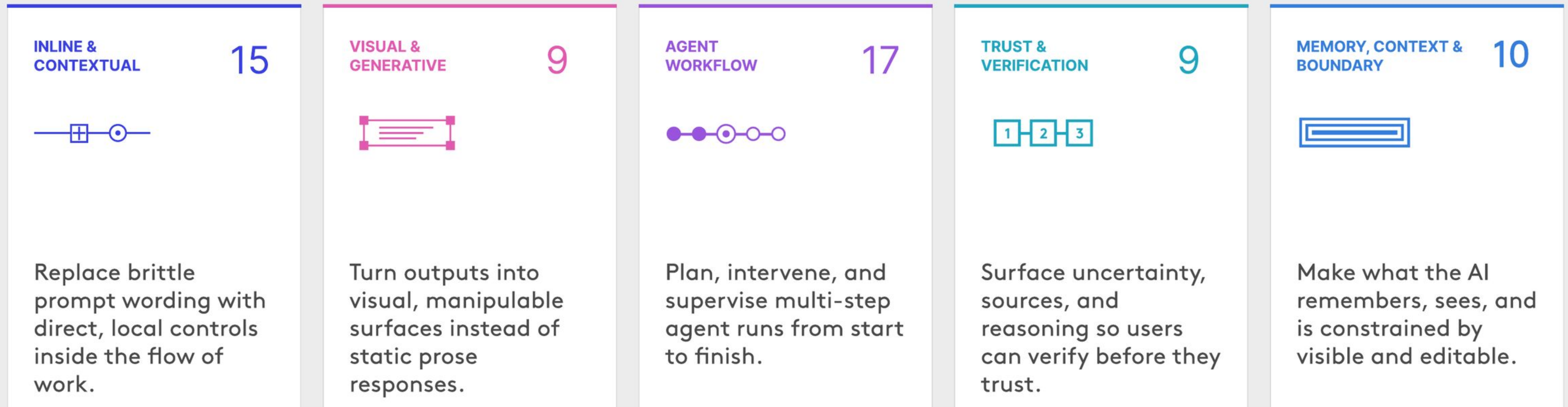
Beyond Chat, live



PATTERNS

The Landscape: Five Lanes of Beyond-Chat Patterns

From a public catalog of interactive patterns I curate.



Five lanes, one framework — DOPE. [Let's look at one from each, live.](#)

● LIVE DEMO

DEMO 1/5

Property Panel

From prompt to parameters.

LANE **01 · Inline & Contextual**

DOPE FOCUS

D O P E

live at beyondchat.design

PROPERTY PANEL · PATTERN 01

16:9

ASPECT RATIO

1:1

4:5

16:9

LOOK

RAW

CINEMATIC

ILLUSTRATION

ON-IMAGE TEXT

STYLIZE

250

● LIVE DEMO

DEMO 2/5

Spatial Canvas

Thinking in space, not a scroll.

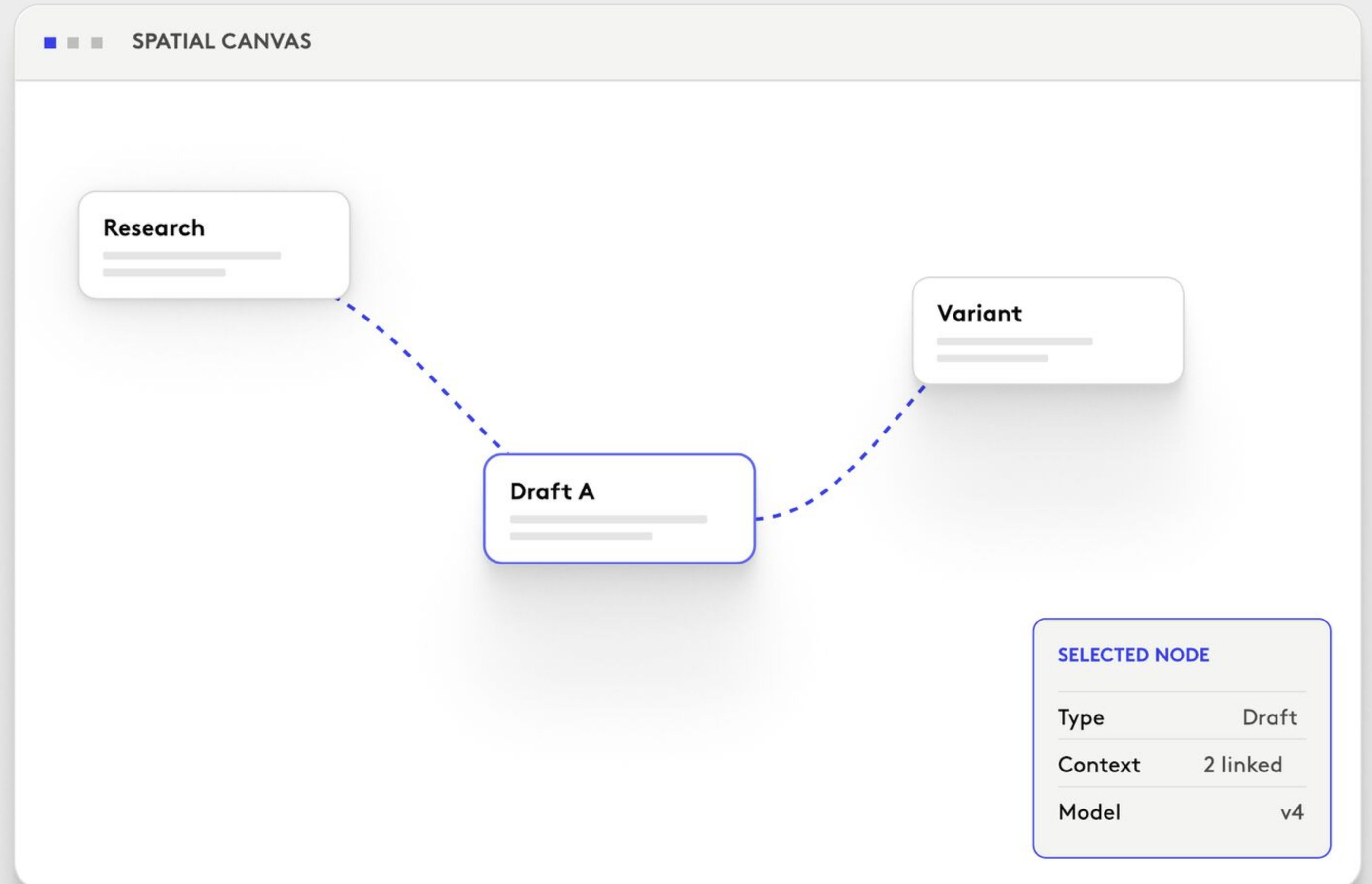
LANE

02 · Visual & Generative

DOPE FOCUS



live at beyondchat.design



● LIVE DEMO

DEMO 3/5

Editable Plan

Agents need supervision
before execution.

LANE **03 · Agent Workflow**

DOPE FOCUS

D **O** **P** **E**

live at beyondchat.design

■ ■ ■ EDITABLE PLAN

⋮ 1 Audit current component library

EDIT

⋮ 2 Draft token migration map

EDIT

⋮ 3 Apply tokens across 14 screens

COMMENT

+ Add a step

Approve & run

● LIVE DEMO

DEMO 4/5

Citation Trail

Trust needs evidence,
not confidence.

LANE

04 · Trust & Verification

DOPE FOCUS

D

O

P

E

live at beyondchat.design

■ ■ ■ CITATION TRAIL

Adoption rose 37% in the first quarter, driven mostly by teams already using design tokens . Retention held steady across both cohorts.

☐ Source A

☐ Source B

☐ Source C



● LIVE DEMO

DEMO 5 / 5

AI Memory

What it knows, you
can see and edit.

LANE

05 · Memory, Context & Boundary

DOPE FOCUS

D

O

P

E

live at beyondchat.design

■ ■ ■ AI MEMORY

ALL

PREFERENCES

PROJECTS

Prefers concise, structured answers

PREFERENCE

Works in design systems & UX research

CONTEXT

Prefers Figma & geometric type

PREFERENCE

Old role: front-end developer

OUTDATED



PATTERNS

From Catalog to Practice

Five lanes. One framework — DOPE.

60 LIVE PATTERNS

INLINE & CONTEXTUAL15



Property Panel

DIRECTABILITY

VISUAL & GENERATIVE9



Spatial Canvas

DIRECTABILITY & OBSERVABILITY

AGENT WORKFLOW17



Editable Plan

DIRECTABILITY & PREDICTABILITY

TRUST & VERIFICATION9



Citation Trail

DEMO 3 · EXPLAINABILITY

MEMORY, CONTEXT & BOUNDARY10

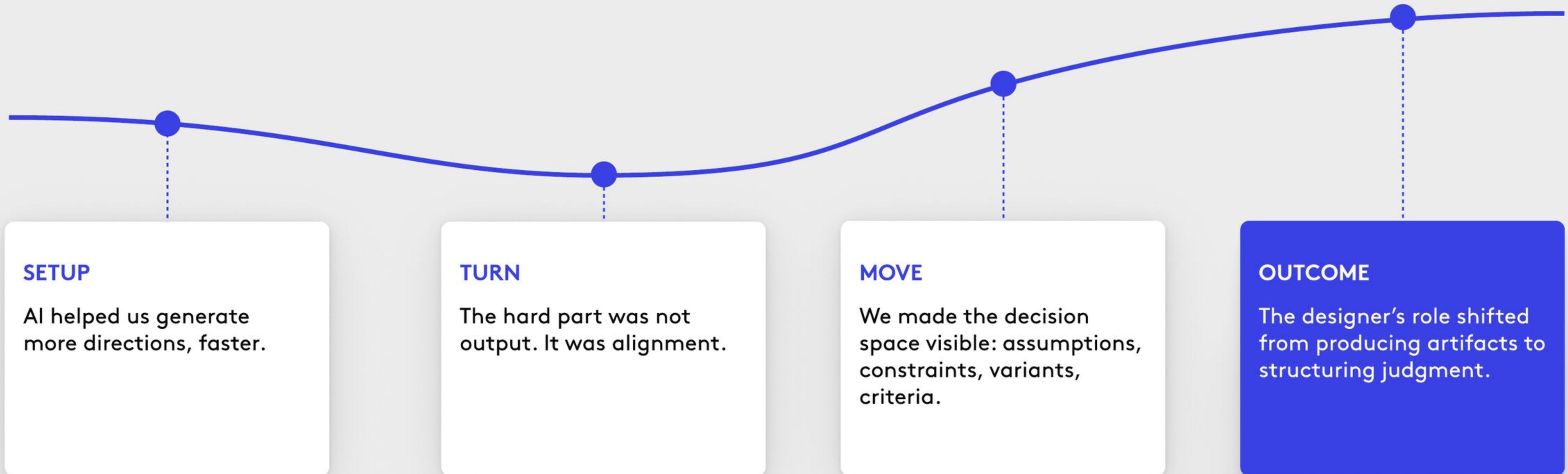


AI Memory

PREDICTABILITY

Explore the full catalog: beyondchat.design

From Practice: One Story from Star



In that moment, design work was no longer to create the next screen.
It was to create the conditions under which the team could decide responsibly.

SECTION 06/07

06 Implications

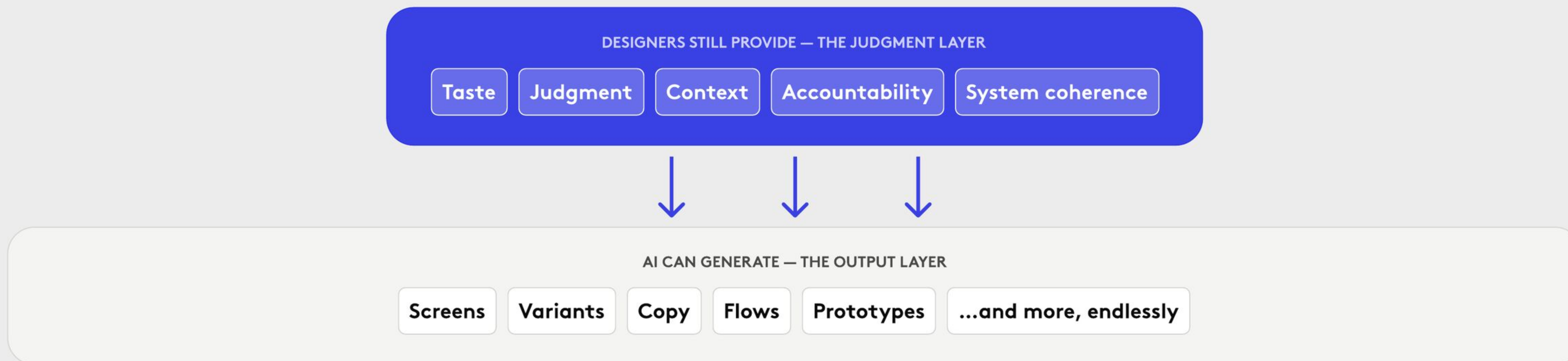
What designers must protect



IMPLICATIONS

What Generative Design cannot replicate

Vibe Design generates options. Designers decide what should exist.

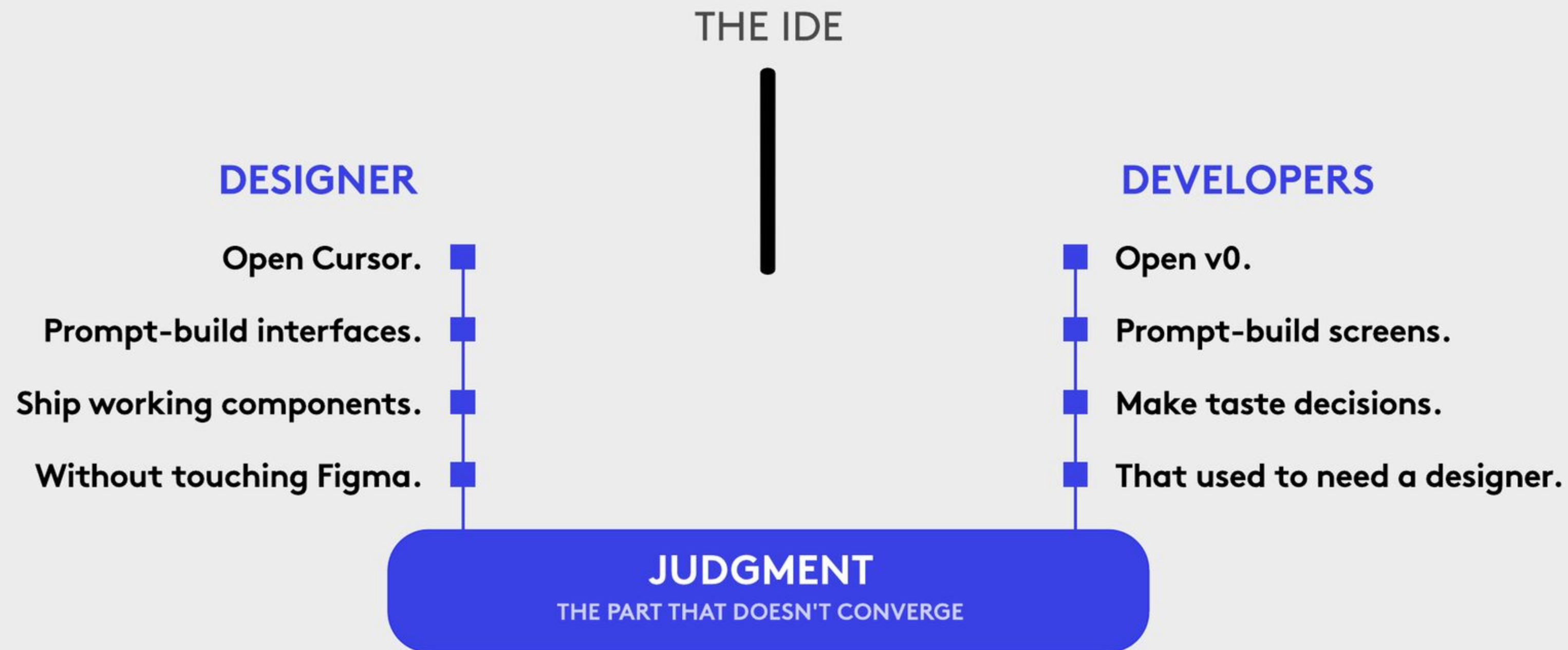


AI widens the output layer. The judgment layer stays human.

Implications

Designers vibe code. Developers vibe design.

The boundary used to be the IDE. That boundary is going.

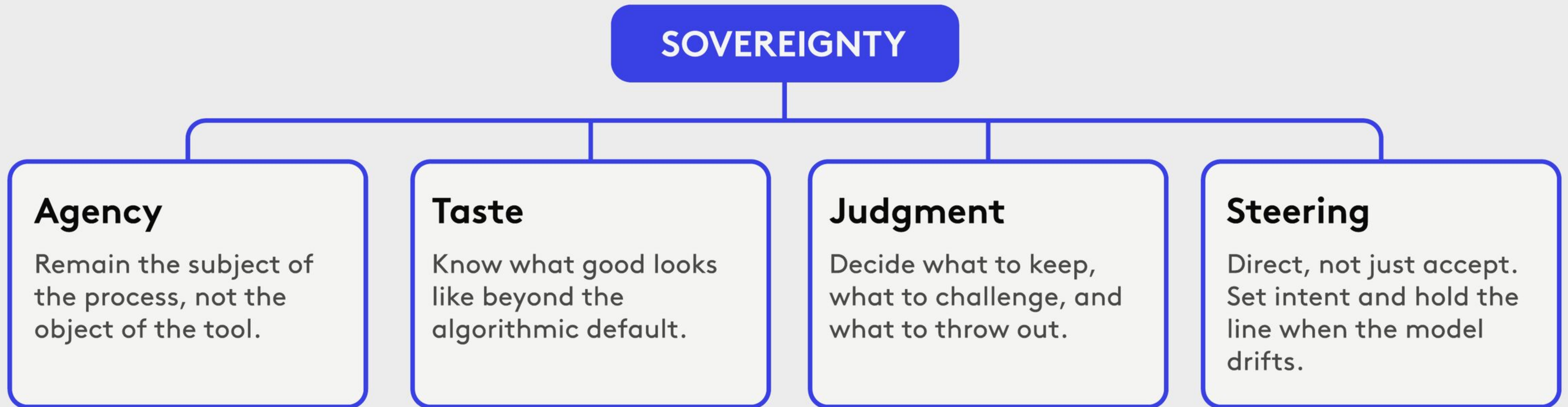


Same work. Increasingly the same vocabulary.
What stays unique is judgment.

IMPLICATIONS

Designer Sovereignty

Agency — to remain subject, not object, of the tools you use.



IMPLICATIONS

The Skills these Virtues Require

What designers need to learn beyond what they already know.

TASTE

Style Maintenance

Actively work against generic AI defaults.

JUDGMENT

Critical Reflection + Trust Calibration

Know when to accept, challenge or slow down.

STEERING

Interaction Literacy + Curation Strategy

Design workflows of selection, revision and control.

FOUNDATION

Computational Literacy

Understand what models can and cannot do.

EVERY VIRTUE-SKILL RESTS ON ONE FOUNDATION.

IMPLICATIONS

Hold • Learn • Let AI Accelerate

What changes in your daily craft — and what does not.

Hold

What stays uniquely yours

- ⌵ Concept and intent
- ⌵ Taste and craft sense
- ⌵ Ethical judgment
- ⌵ Relationship to context

Learn

What's newly required

- ⌵ Computational literacy
- ⌵ Trust calibration
- ⌵ Control-aware evaluation
- ⌵ Curation as workflow

Let AI Accelerate

What AI now does better

- ⌵ Routine first drafts
- ⌵ Mass variants
- ⌵ Format translation
- ⌵ Repetitive composition

IMPLICATIONS

Every AI tool trains its users.

It trains what they notice, what they trust, what they question, what they stop practicing — and what they become good at.

So the question is not only what the AI can do —
but: **what kind of designer does this tool create?**

RISK

The cost is measurable.

If we delegate thinking to AI, our own thinking measurably weakens.

47%

less brain activity in AI-assisted users compared to peers writing unaided.

83%

couldn't later recall key claims in their own AI-written texts.

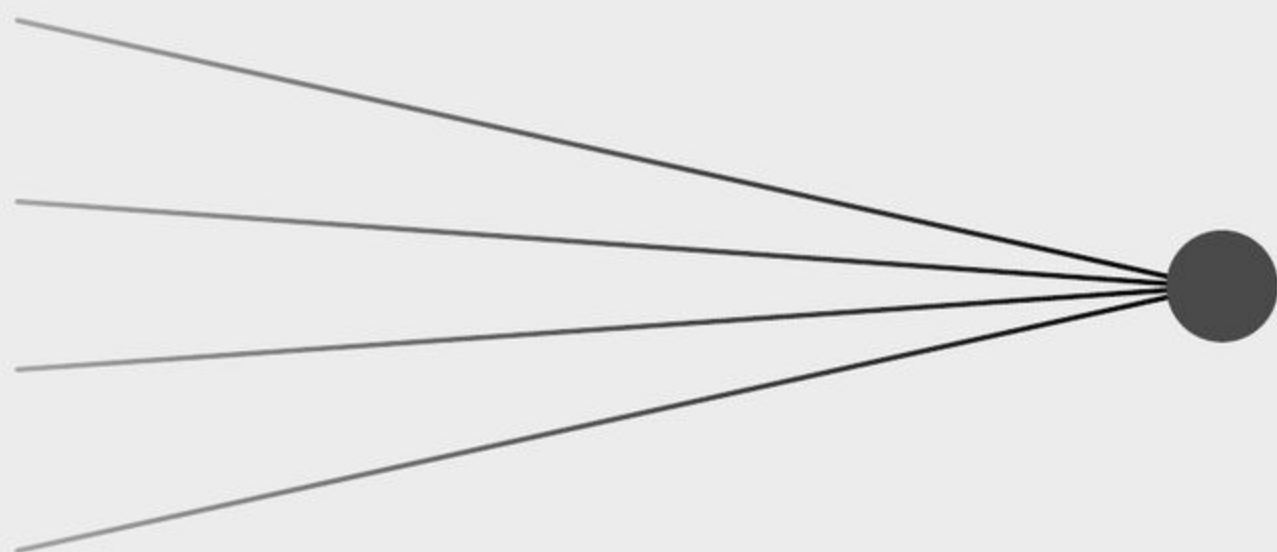
"The user becomes a spectator of their own output."

IMPLICATIONS

AI mastery is personal practice

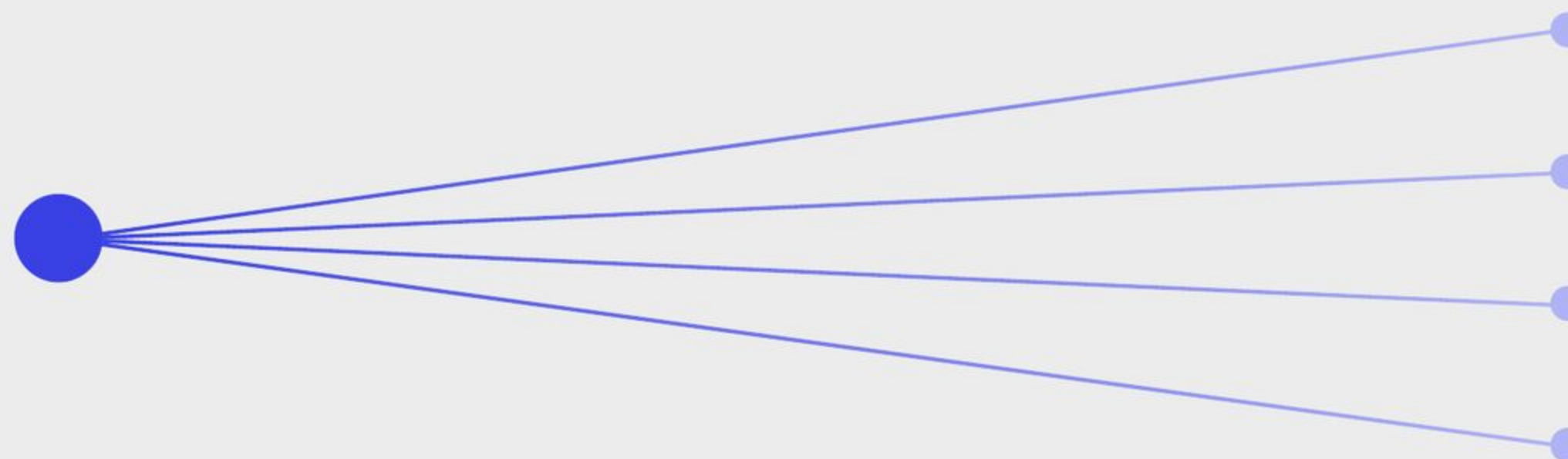
CLASSIC TOOLS

You learn the tool's logic.



AI TOOLS

You bend the tool toward how you think.



Mastery becomes:

PERSONAL

DIVERGENT

UNFINISHED

**Your taste, critique, domain
knowledge and mental models
matter **more, not less.****

OUTLOOK

Where this goes next

My current research and where you can follow.



NOW · PRACTICE

AI & product strategy at Star

Applying the patterns in real product contexts.



LIVE & GROWING

The pattern catalog

60 interactive Beyond-Chat patterns at **beyondchat.design**.



NEXT · ACADEMIC RESEARCH

Control-aware interfaces

Designing for **graceful intervention** in agentic systems.



SECTION 07/07

07

Discussion

What should design education prepare you for?



DISCUSSION

Pick one AI tool you use or know. What is it training you to become?

01 What does it make faster?

02 What skill might it weaken?

03 What control would you add to make the user better, not just faster?

3 min alone · 5 min pair-share · 10 min plenum

SYNTHESIS

Synthesis: Empowering Human Autonomy

Two answers, one architecture.

THE INTERFACE ANSWER — DOPE

D

Directability

Intervene and override.

O

Observability

Understand system state.

P

Predictability

Anticipate behavior.

E

Explainability

Verify reasoning.

Augmented Creativity

control-aware interfaces
× sovereign designers

THE HUMAN ANSWER — SOVEREIGNTY

A

Agency

Subject, not object.

T

Taste

Know what good looks like.

J

Judgment

Decide what enters the world.

S

Steering

Direct, don't accept.

Designing AI Without Losing the Designer

Q&A



Dominik Witzke

linkedin.com/in/dominikwitzke

hello@dominik-witzke.de