

## DESIGNING MACHINE LEARNING

A Multi-Disciplinary Approach

# Great Design



# Geographic Design



# Genius Design



# Generative Design



# Traditional

Artist

Builder

Actor

**Athlete** 



# Traditional

## Generative

Artist

Curator

Builder

Architect

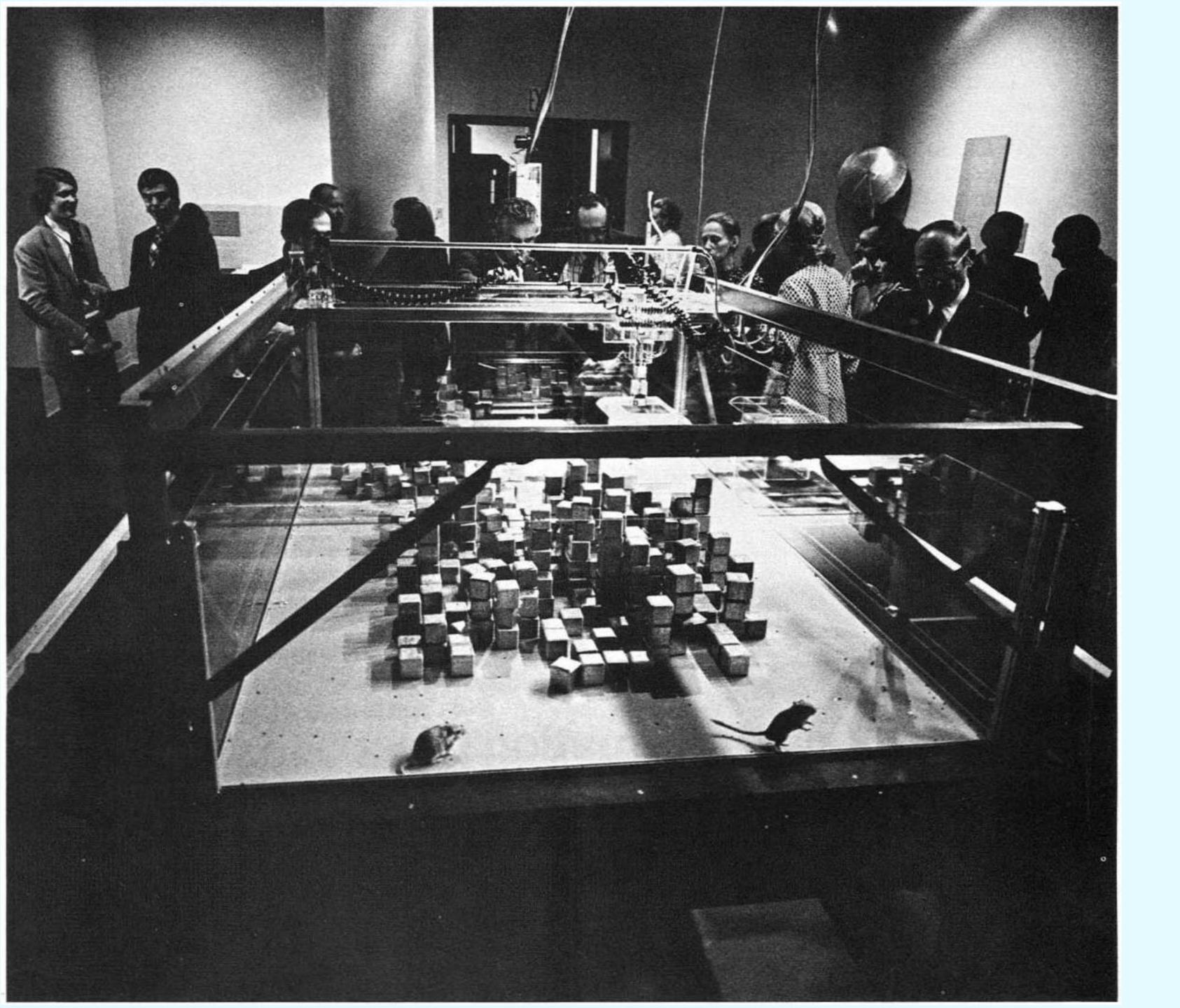
Actor

Director

Athlete

Coach

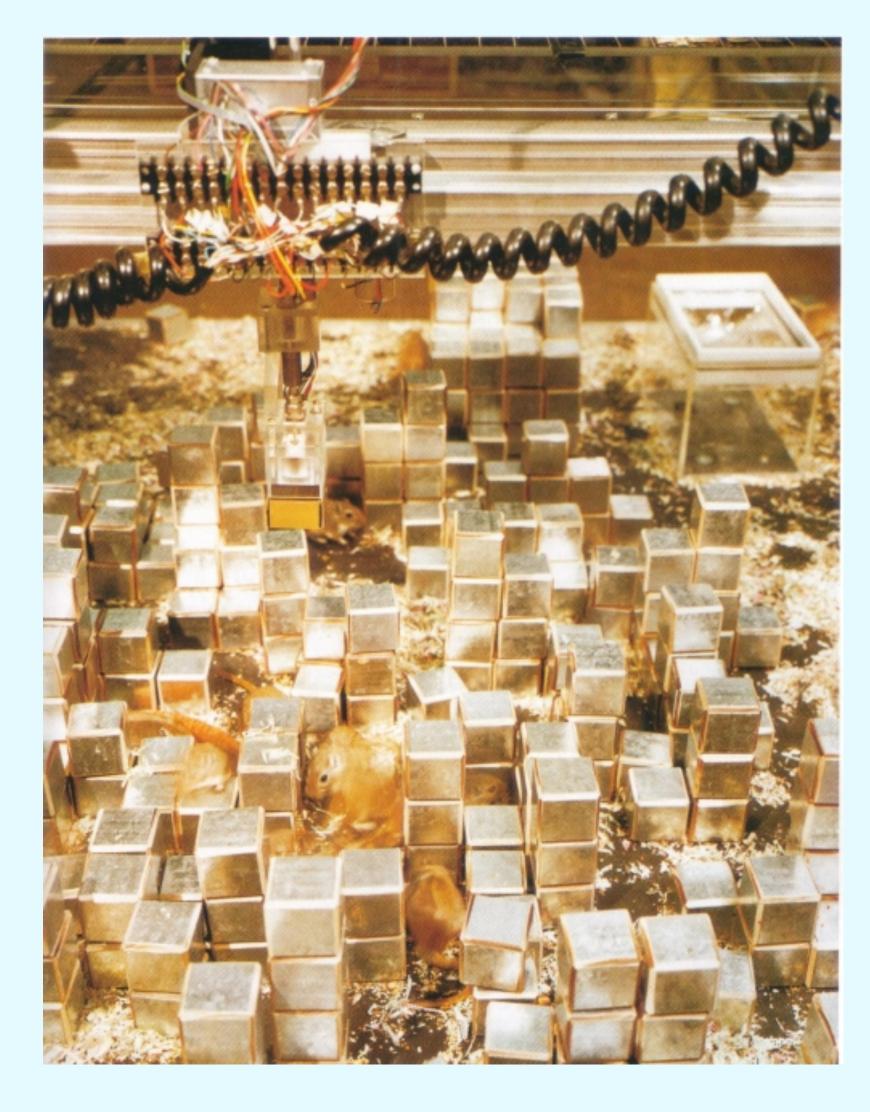




# SEEK (1970)

Nicholas Negroponte & Architecture Machine Group (MIT)







Examine design as dialogic between human and machine.

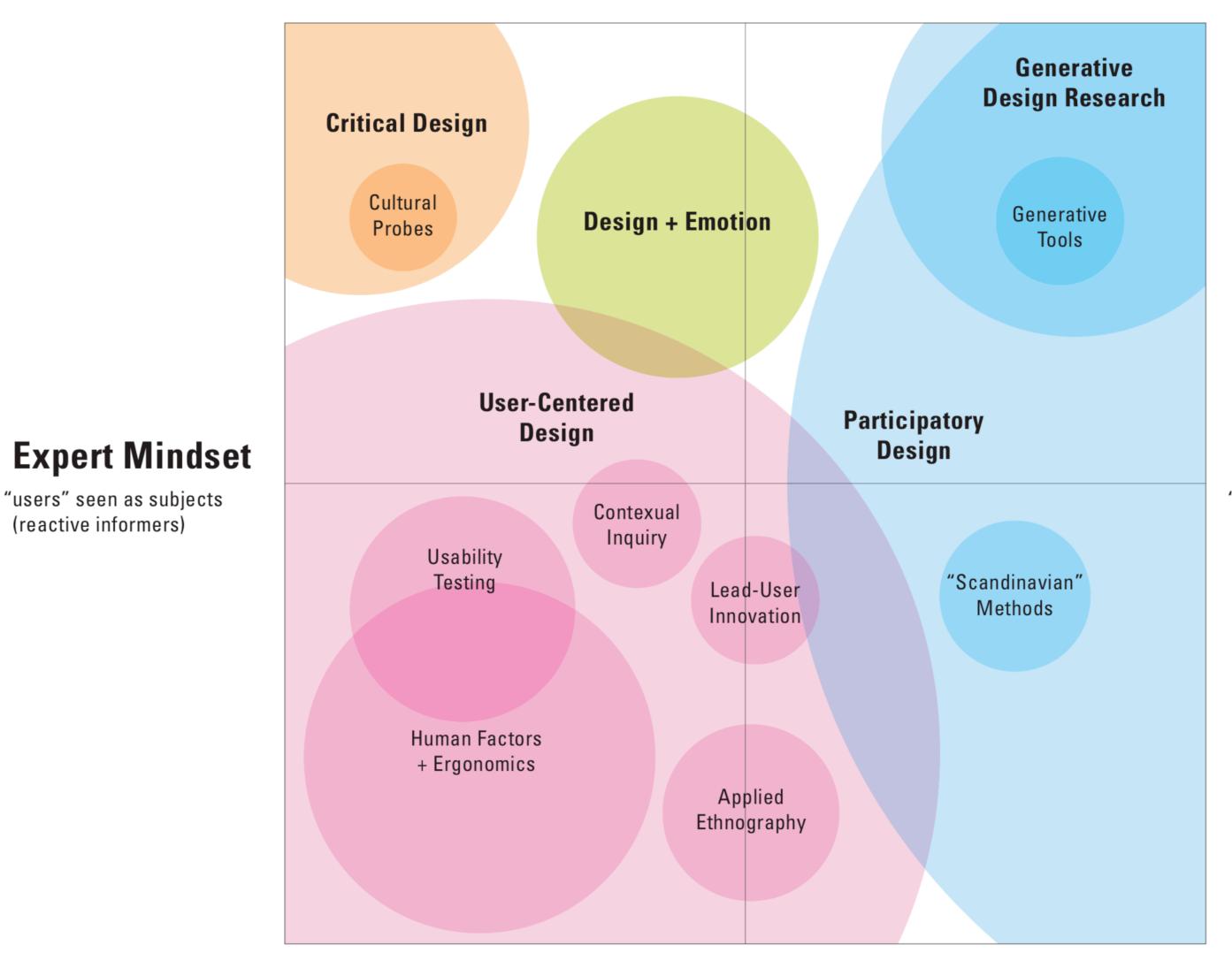
Who is the architect?



# Generative Design By Example



## **Design-Led**



"users" seen as subjects

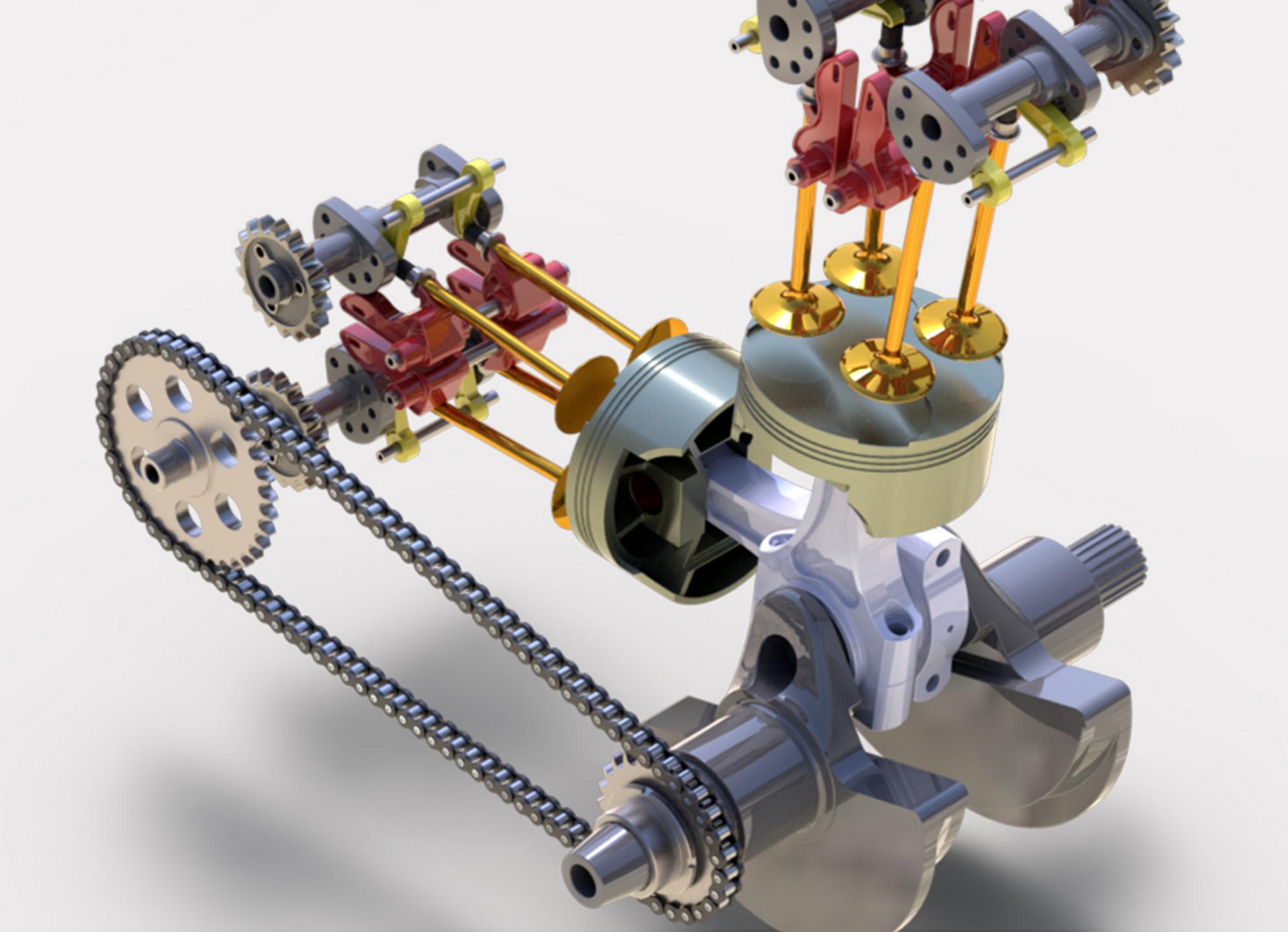
(reactive informers)

## **Participatory Mindset**

"users" seen as partners (active co-creators)

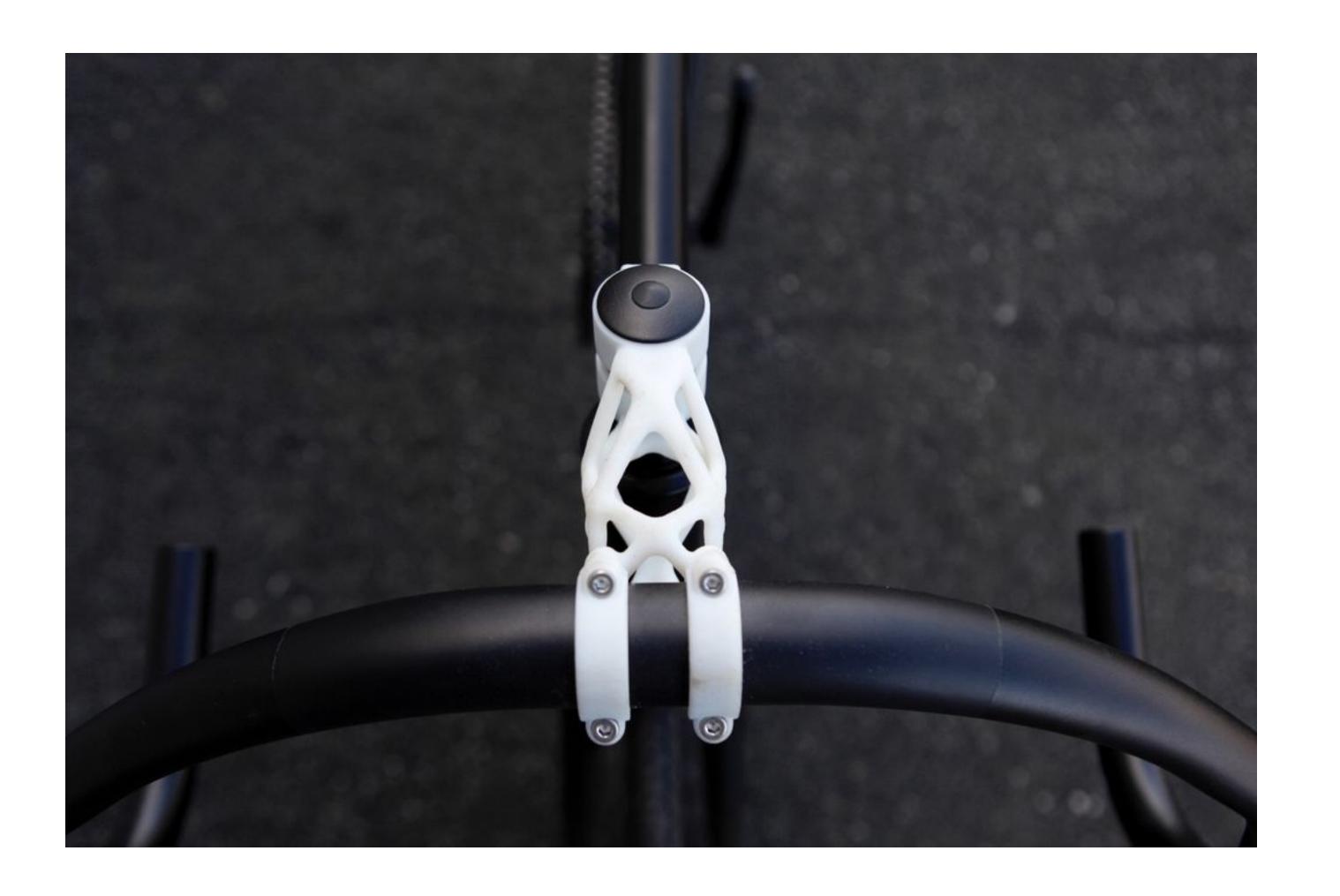
Research-Led





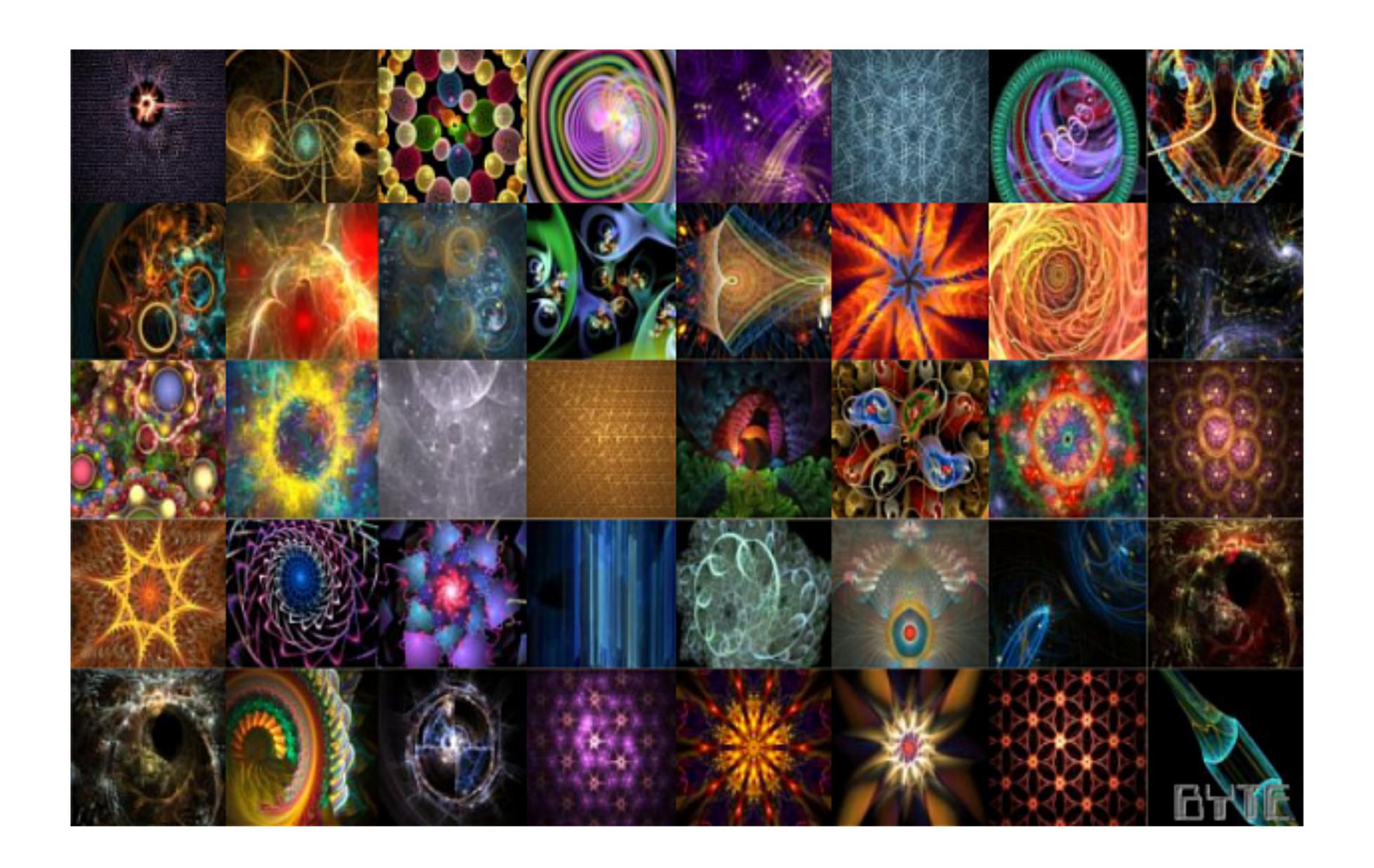












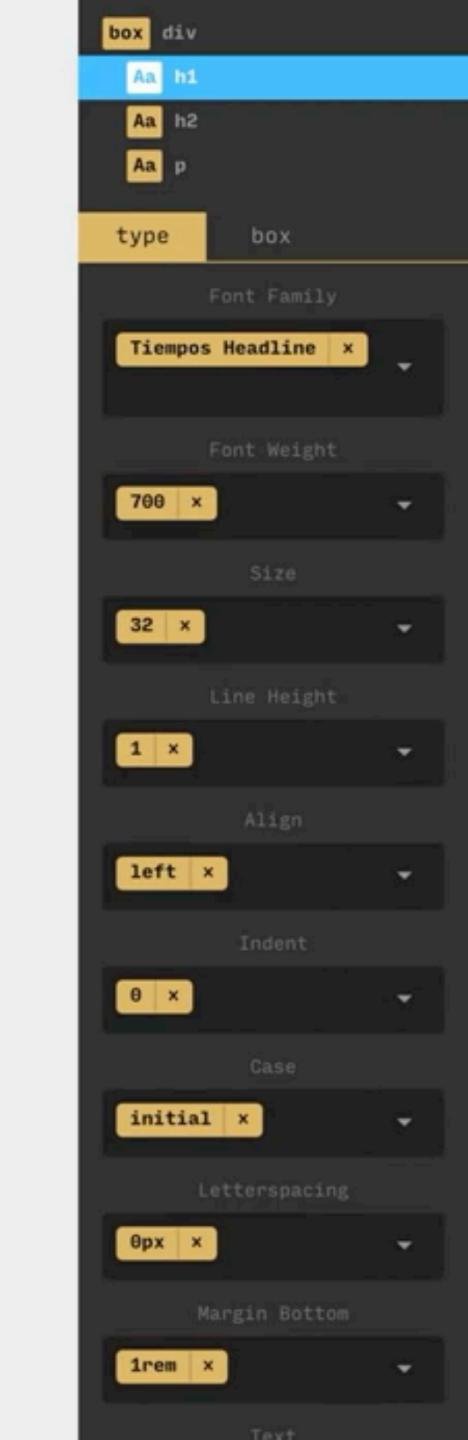


Artboard 1 select ✓

## **Declarative Design Tools**

### Design is a process of divergence and convergence...

We receive a project brief, a set of constraints, and set about exploring all the ways to satisfy them. Through the course of a project we branch, we diverge, we come up with options and then we solve by using the sum of our team's experience as designers, stakeholders and humans to pick the optimal solution.





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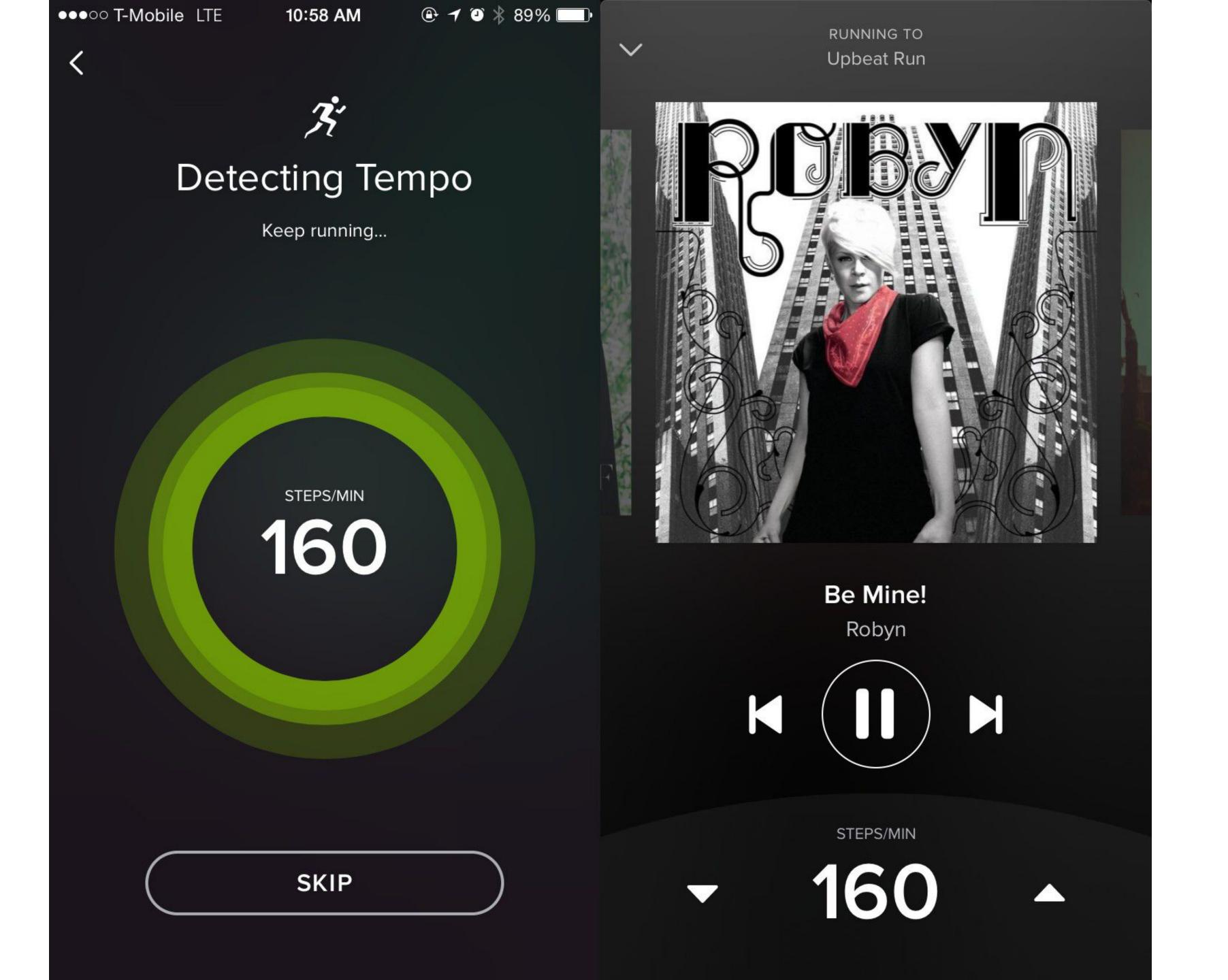






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# Design Configurations In flow-charts



