

Class 12: LLM User Supported Task Prototype

- Review: Last Class
- Homework 5 Studio

Review: Last Class

Review: General LLM Prototype Advice

- Start with a clear idea of the user task or interaction you want to prototype.
- Start small and gradually increase complexity as needed (smaller models, shorter prompts, etc.)
 - Select a model that is appropriate for the task and your resource constraints.
 - Design a system prompt that provides clear instructions to the model while keeping it concise.
 - Try to minimize the interactions with the LLM. (Only what's necessary.)
- Test your prototype with real users to gather feedback and iterate on the design.

Homework 5 Studio

Homework 5

- Design and implement an app prototype that uses an LLM to support a user with a task.
- Plan the components needed to implement the design.
- Rapidly prototype your app using coding assistants (e.g. GitHub Copilot).
- Publish the prototype app.

Homework 5: Example Scope



Activity: Homework 5 Partner Design

Pair up in groups of 2.

For the next 10 minutes, share your homework 5 app idea and sketch out some prototype ideas with your partner(s).

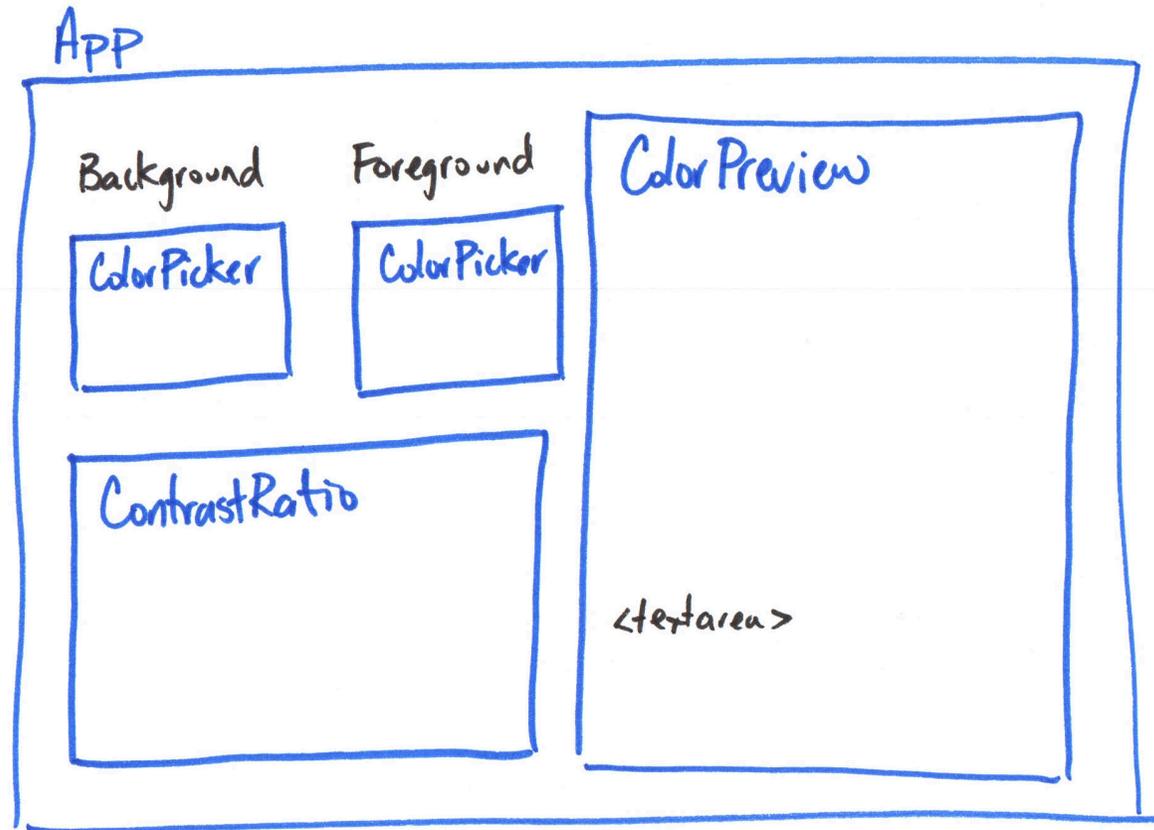
Swap and let your partner(s) share their homework 5 app idea and sketch out some prototype ideas with you.

Activity: Homework 5 Design

Incorporate the best ideas from the partner design session into your final design.

Draw your final design on your handout.

Homework 5: Component Planning



Activity: Homework 5 Component Planning

Plan out your components for your homework 5 prototype on the **back** of your handout.

Pair-Programming with a Coding Agent

Primary Learning Objective: Use GitHub Copilot to assist you with the implementation of your prototype app.

You should **direct** the agent, not let it make the decisions for you.

This is the difference between **novice** and **expert** use of LLM coding agents.

Discussion: Who's Making the Decisions?

It makes the decisions: Make an app that has button with emojis on the main screen that when clicked, generates a colorful animation that is representative of the selected emojis.

You make the decisions: Create a component for a button that accepts an emoji as a prop and displays the emoji on the button.

Next, style the button to use a transparent background and small rounded corners using TailwindCSS.

Homework 5 Studio

What's Next?

Thursday: Homework 5 Studio

Thursday: Homework 5 due