

Topic:

Delegating Agency to AI

Format:

A short physical interactive experience

Goal:

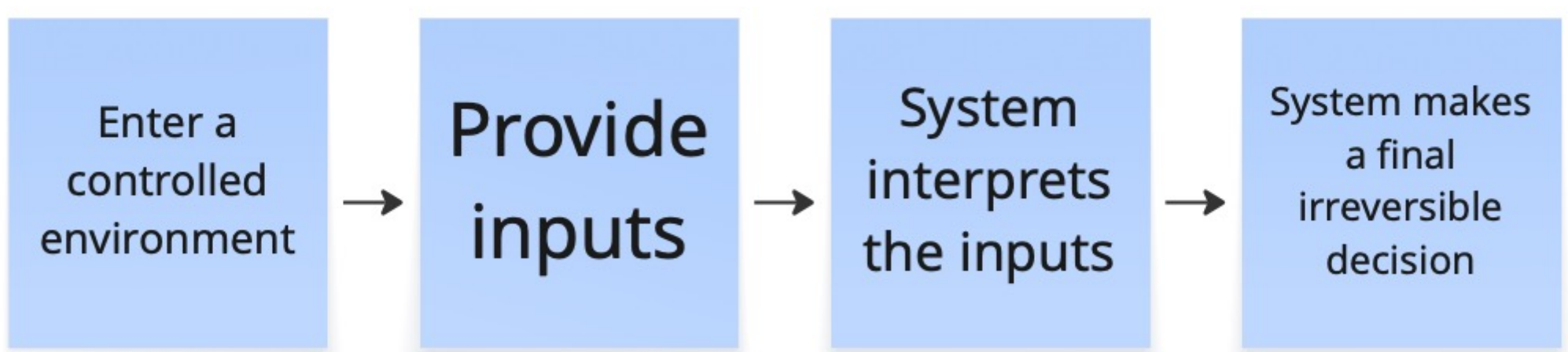
To provoke discussion about:

the tension between optimization and self-determination

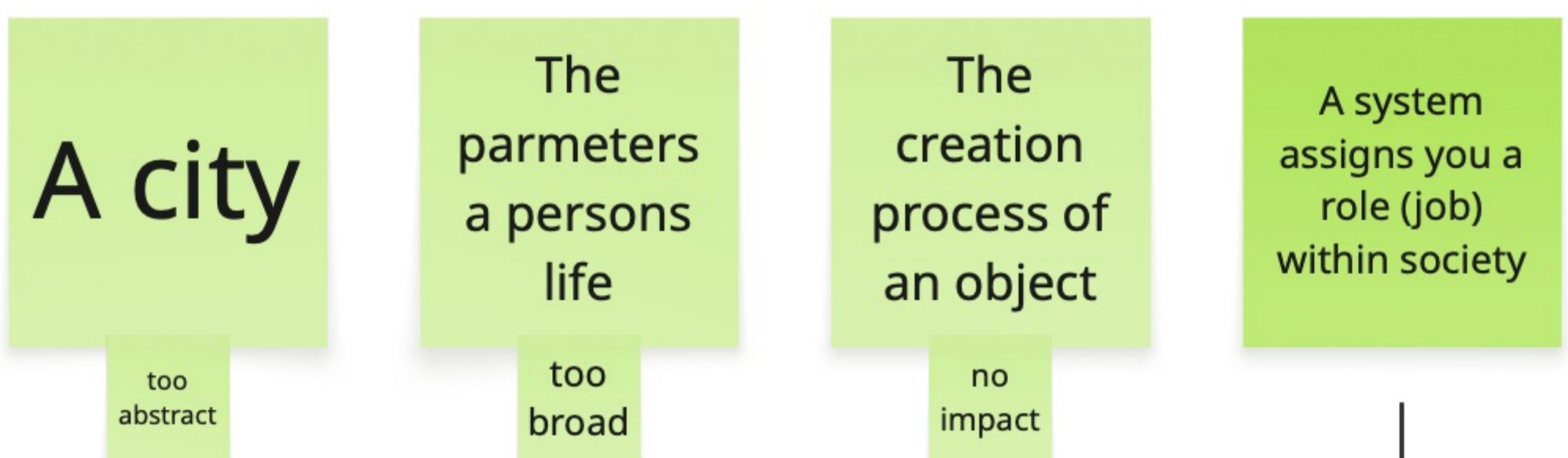
the trust placed in non-human systems

the consequences of delegating decision-making

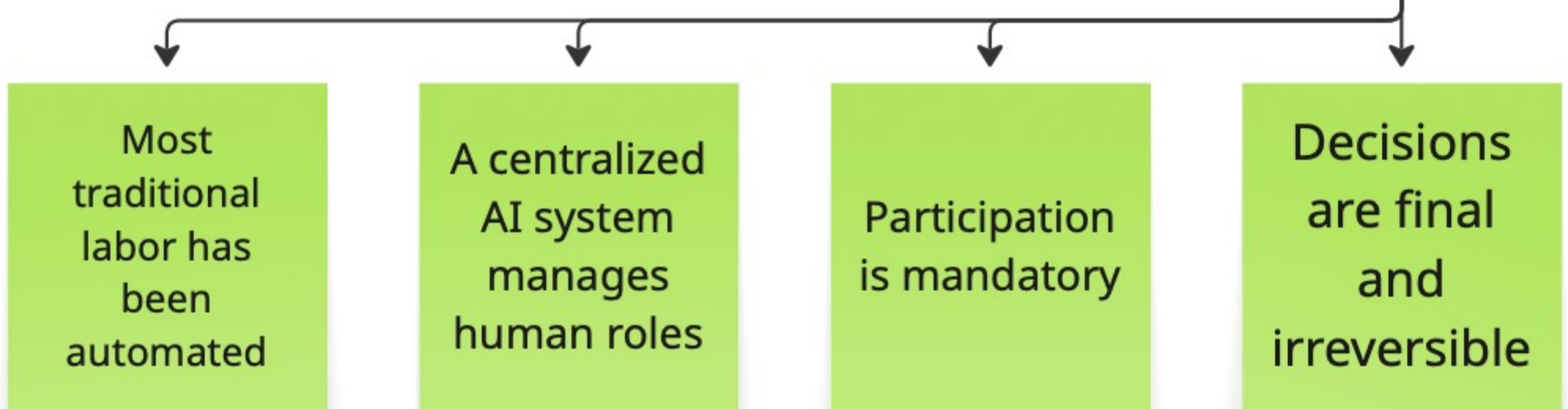
Experience Outline:



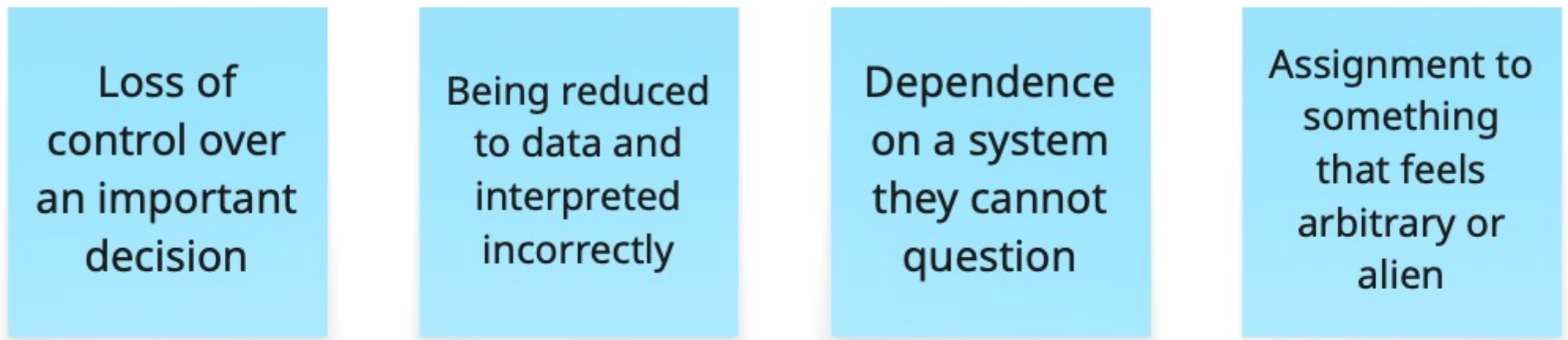
Ideas for what is controlled:



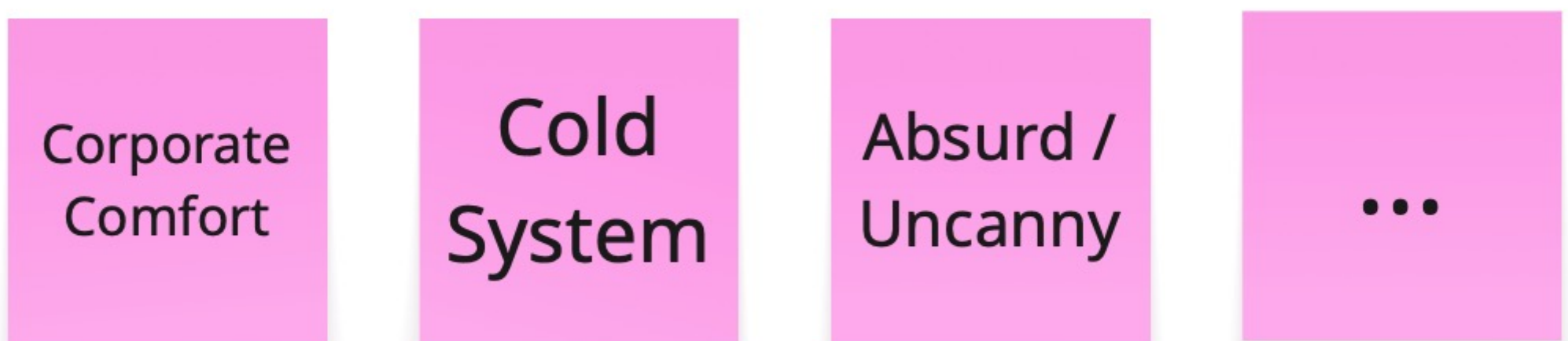
Context of the interaction:



what the person feels:



Appearance:



Questions:

Does it make sense to define the structure of the experience first, and develop the narrative within that or should the story drive the structure more strongly at this stage?

Does the "job assignment" scenario clearly communicate the idea of delegating agency, or does it distract too much toward "future of work", are there better alternatives from my original ideas or anything else that comes to mind?

How abstract or speculative should this world be for the idea to land? Closer to reality, or more exaggerated and fictional?

Which tonal direction best communicates the loss of agency? (Likely based on the chosen frame)