

When I was asked to lead design for the new People magazine app for Dotdash Meredith in 2024, I dove deep into all the newly available tools and our relationship with OpenAI to see how I could optimize my workflow and do better smarter and faster. The app launched to become #1 in the App Store. I've been using AI to sketch and prototype new products as ideas have been coming to me since then. These are some of them. We've reached an inflection point in creativity.

The moderate and the second second

AlTools

ChatGPT - trend mapping, insight generation, personas, PRDs, Tech Specs & pitch decks

Gemini - breadth-first research, live web grounding, and scanning across multiple sources for quick comparisons

Claude - narrative flow, scenario mapping, brainstorming

NotebookLM - deep analysis of documents, contextual knowledge extraction

Figma Make - natural language UI builder with live editing and fast iteration

Glide - natural language UI builder for mobile apps

Builder.io- natural language UI builder for mobile apps

Workflow

Al-Augmented UX Workflow

→ Prototype (low/high fidelity) Sketch/Design Ideation Iterati Validate as Generate solution directions, early design ideas Structure content and flows, validate logic Move ideas into tangible testable designs orkshop synthesis/stakeholders, SMEs, users • IA suggestions: Cluster content into logical categories. Wireframe → mockup: Al converts sketches to Figma layouts. Script di rainstorming flows: Generate multiple versions of a user flow or interaction model. • Flow validation: Ask AI to stress-test a flow ("What happens if the user Auto-populate with realistic data: Generate diverse user names, Automat retching UI ideas: Convert text descriptions into rough wireframes or visual sketches. cancels at step 3?"). Sentime photos, text blocks. aming / content ideation: Quickly produce brand language, microcopy, or naming directions. Accessibility checks: Flag jargon, readability, or WCAG issues in early copy. · Design variations: Rapidly explore visual themes. NotebookLM Figma Make Figma Make Glide Claude Builder.IO ChatGPT Imagine three alternative Design [feature/product] for rate 15 different ways Create low-fidelity wireframes Here's a draft sitemap for an elder-Build an interactive prototype Turn this sketch into a Figma Review this interaction models for an (XYZ) three different user personas: could complete [specific mobile wireframe with material usability iss for a [app type] that prioritizes care platform. Suggest showing the complete user tracking app: one built around [persona A], [persona B], in our interface [accessibility/speed/simplicity] improvements for navigation clarity. journey for [specific task] sessions. C design patterns. chat, one around a dashboard, [persona C]. Show how each themes, ass and one around gamification. concept differs in priorities, medium/lov might we redesign Design a mobile-first layout for Here is a proposed flow for booking Create a clickable prototype Populate this prototype with Sketch out the flow of each in features, and tone. the top 3 fix lematic user flow] to [specific user task] with clear a doctor's appointment in a that demonstrates [key realistic sample data for 10 bullet points. ce cognitive load? visual hierarchy telehealth app. Identify potential interaction] with proper different users, with gender/ failure points, edge cases, and feedback states ethnic diversity. Analyze the storm micro-interactions Generate X alternative Reimagine [product/feature] as places where users might get Use the user scenarios (or transcripts could delight users during concepts for [product/app/ if it were designed by [brand/ confused or drop off. Suggest fixes Design an MVP with the PRD) I've provided to design a testing a tra cific action] feature], each with a distinct product/domain]. Provide 3 highest value user scenario moments of mobile first application approach. Summarize each in that will elicit the most concepts. eg - "Design an Given this list of 25 features and delight, or d gn 3 alternative 2-3 sentences with one online learning platform as if it Re-design (XYZ) app to better responses in a usability study content items for a student portal. them to spe arding flows for a mobile were (1) TikTok, (2) IKEA, and defining visual or interaction address these user needs cluster them into logical navigation screens. (3) Duolingo. What interaction gs app targeting Gen Z categories. Propose intuitive labels patterns or aesthetics carry that would be clear to both firstover?" time and returning users. action concepts, user flow alternatives, micro-interaction ideas, information architecture options i Wireframes, user flow diagrams, content blocking/business modeling, Mid-fi prototypes, multiple style variations, auto-filled sample data, - user scenarios, creative brief usability testing demos, stakeholder presentation materials, developer layout explorations

handoff specs

Just Enough

The sketches are "just enough" to convey the purpose and function of each - and just enough to share and test.

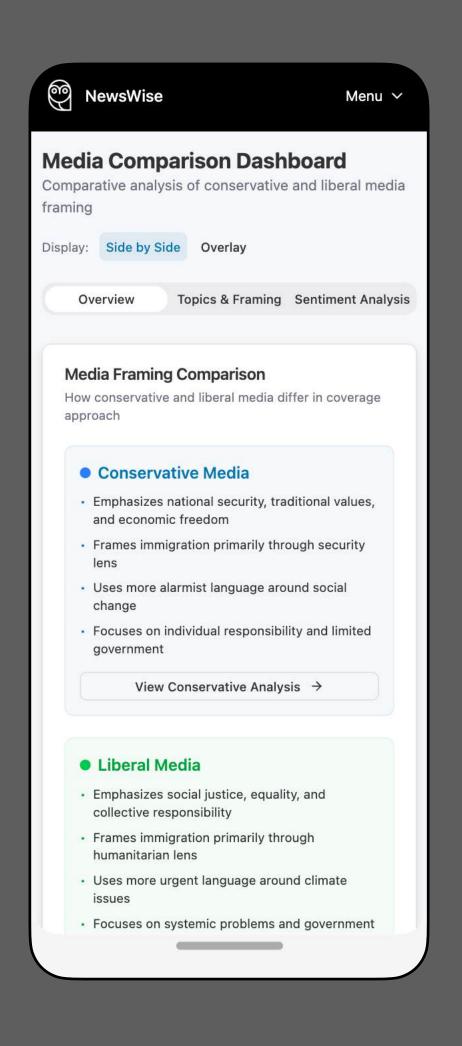
The News

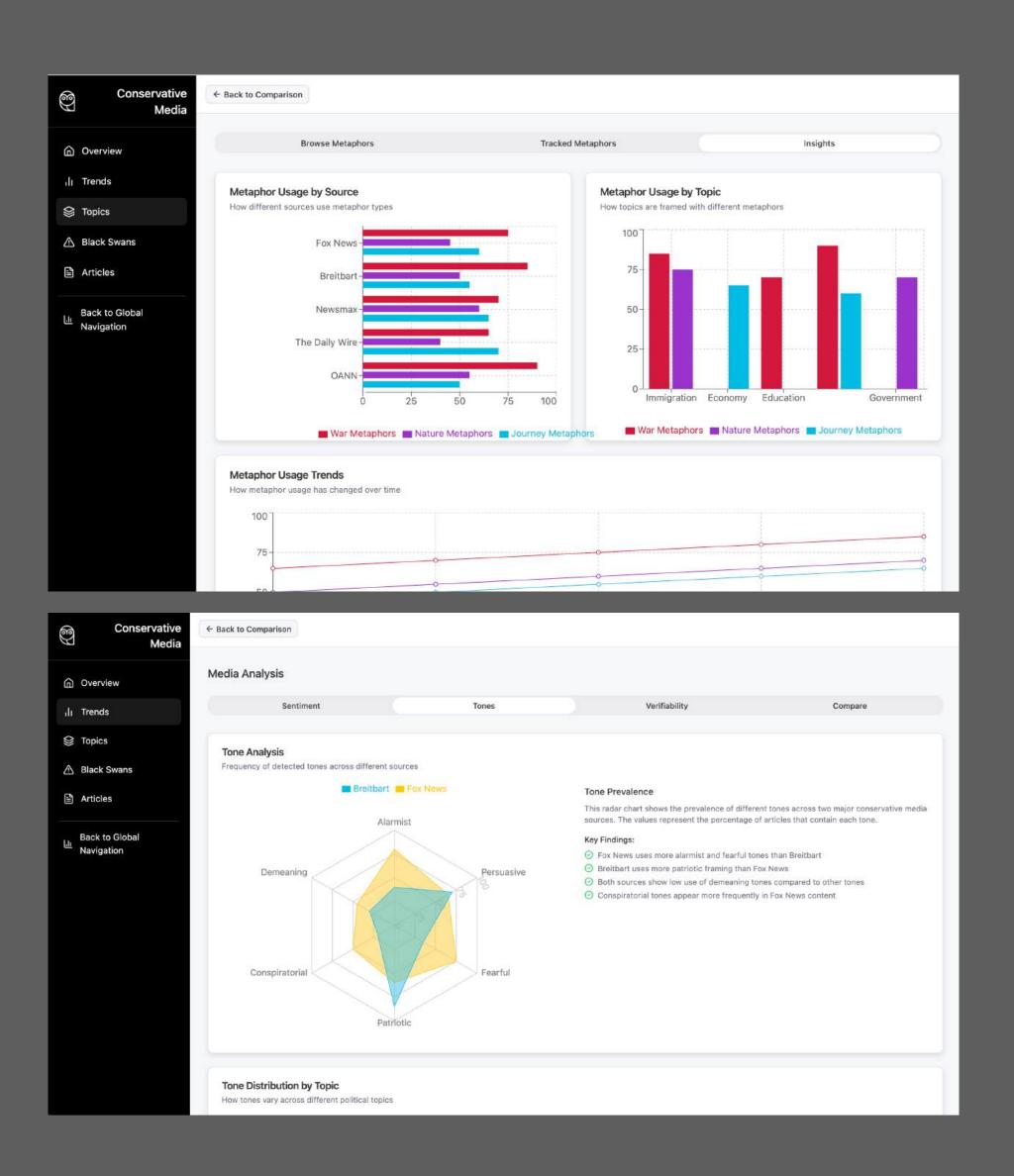
My research while at Dow Jones/The Wall Street Journal and Dotdash Meredith revealed the challenges publishers have encouraging readers to read articles. The following designs/prototypes are meant to help readers engage more deeply with the news they read.

NewsWise

A sentiment analysis tool for the news

As a student of anthropology interested in linguistics, I built this prototype to help me understand sentiment, framing metaphors and splitting language being used by both conservative and liberal media sources.

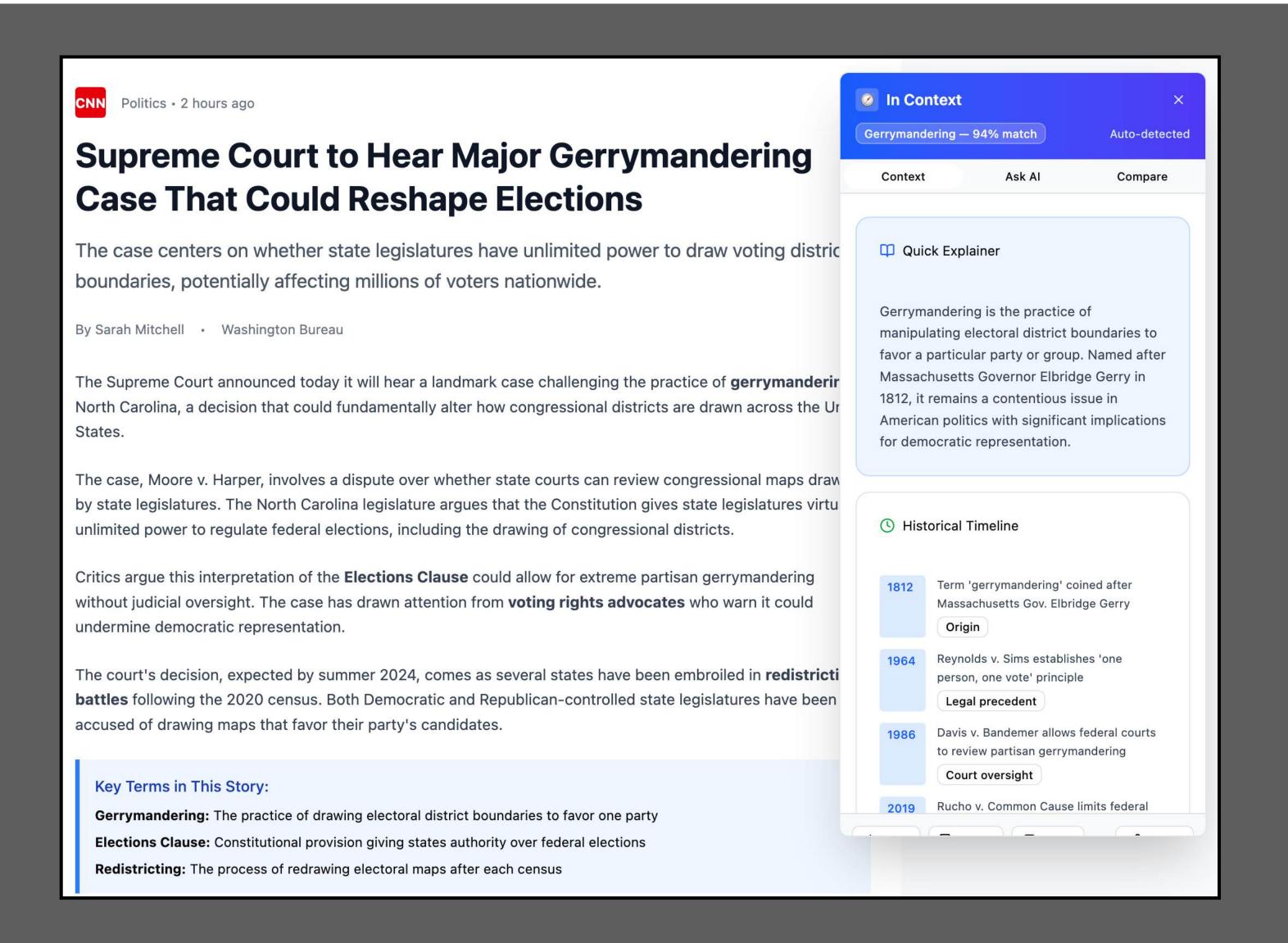




InContext

Giving the news of the day some historical context

Many readers, including myself, read a news article without understanding historical context or precedence. What happened before? What led to this? I created this browser extension for Chrome to help readers become better informed.

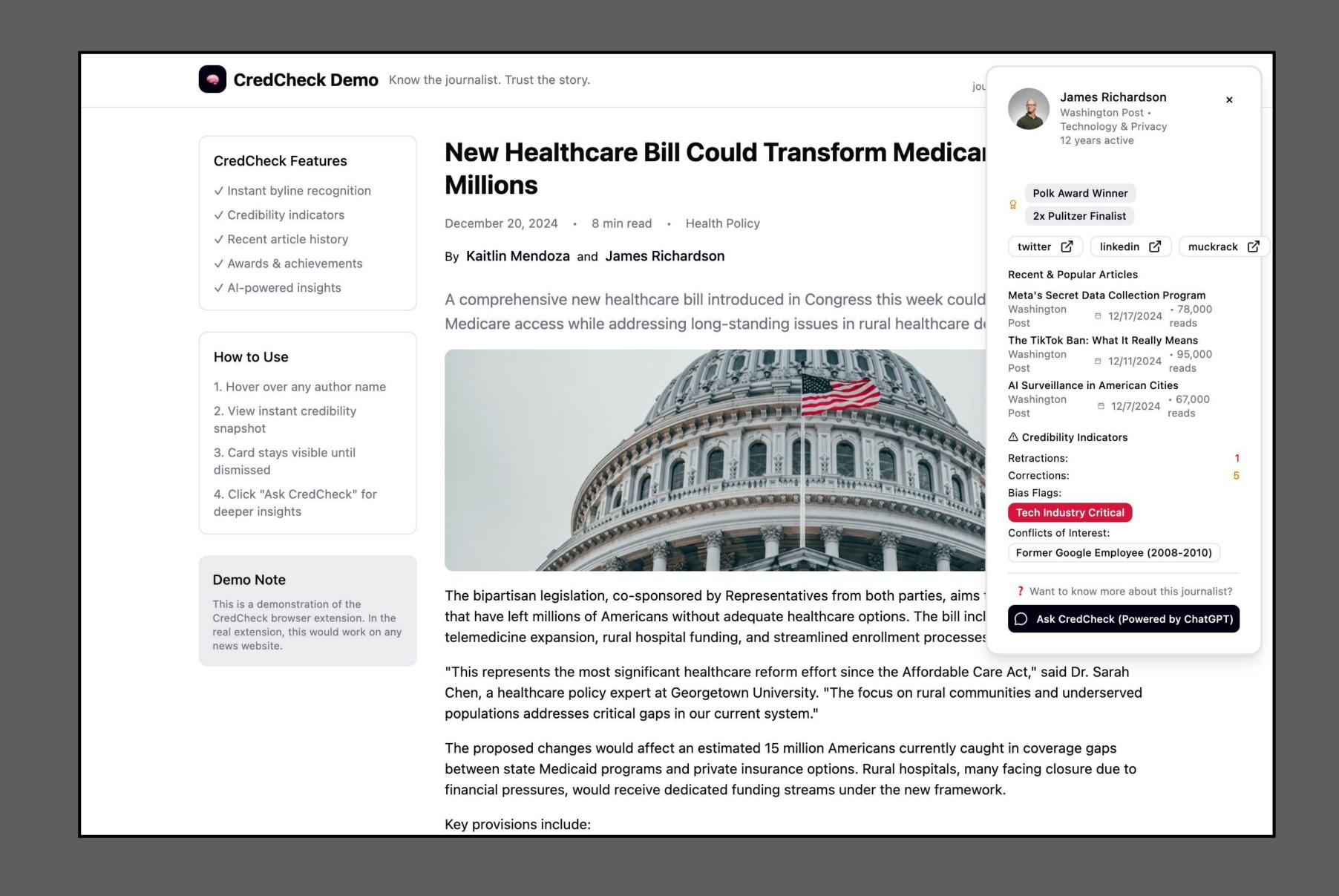


CredCheck

Who wrote this article? Why should I trust them?

A Chrome plug-in.

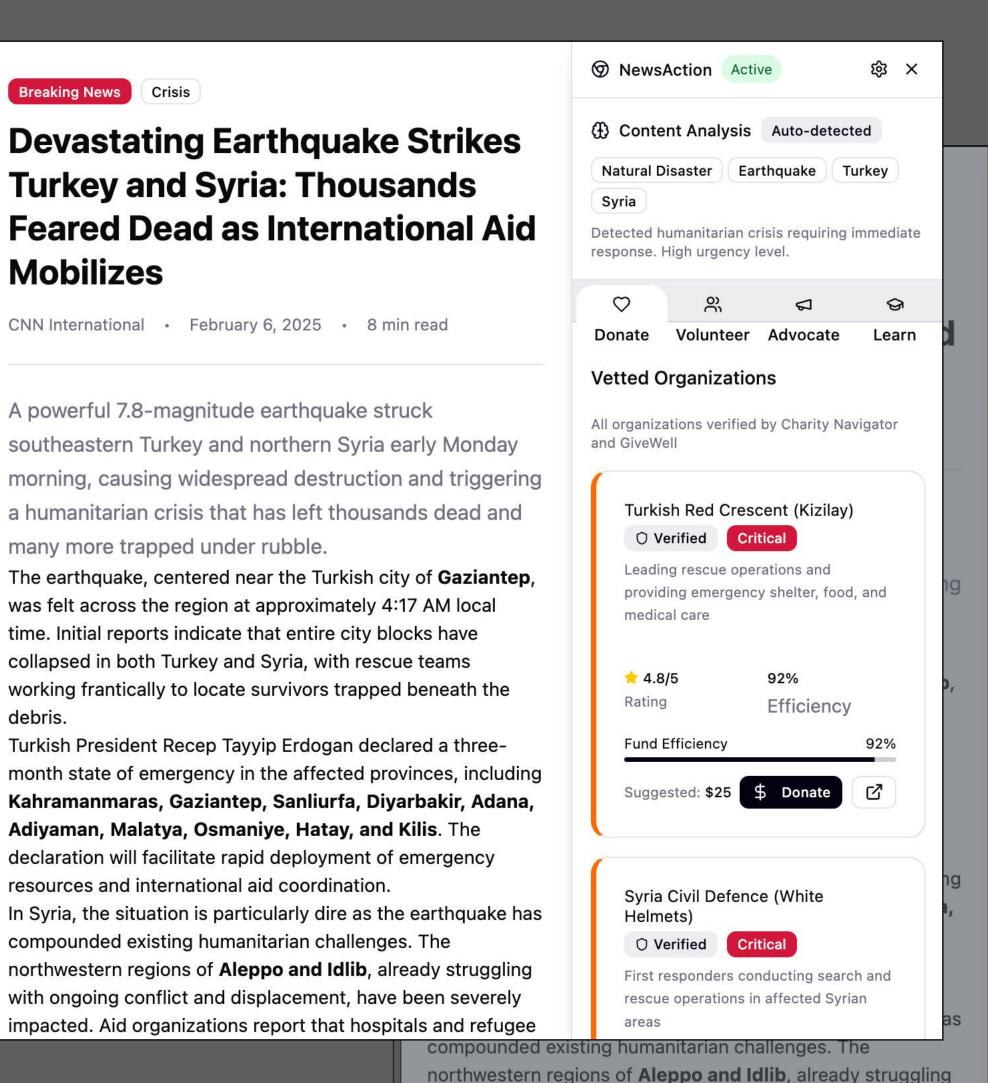
Oftentimes, I'd like to
check the credentials of a
journalist. Are they
qualified? What have
they written before? Any
retractions? What else
have they written?



NewsAction

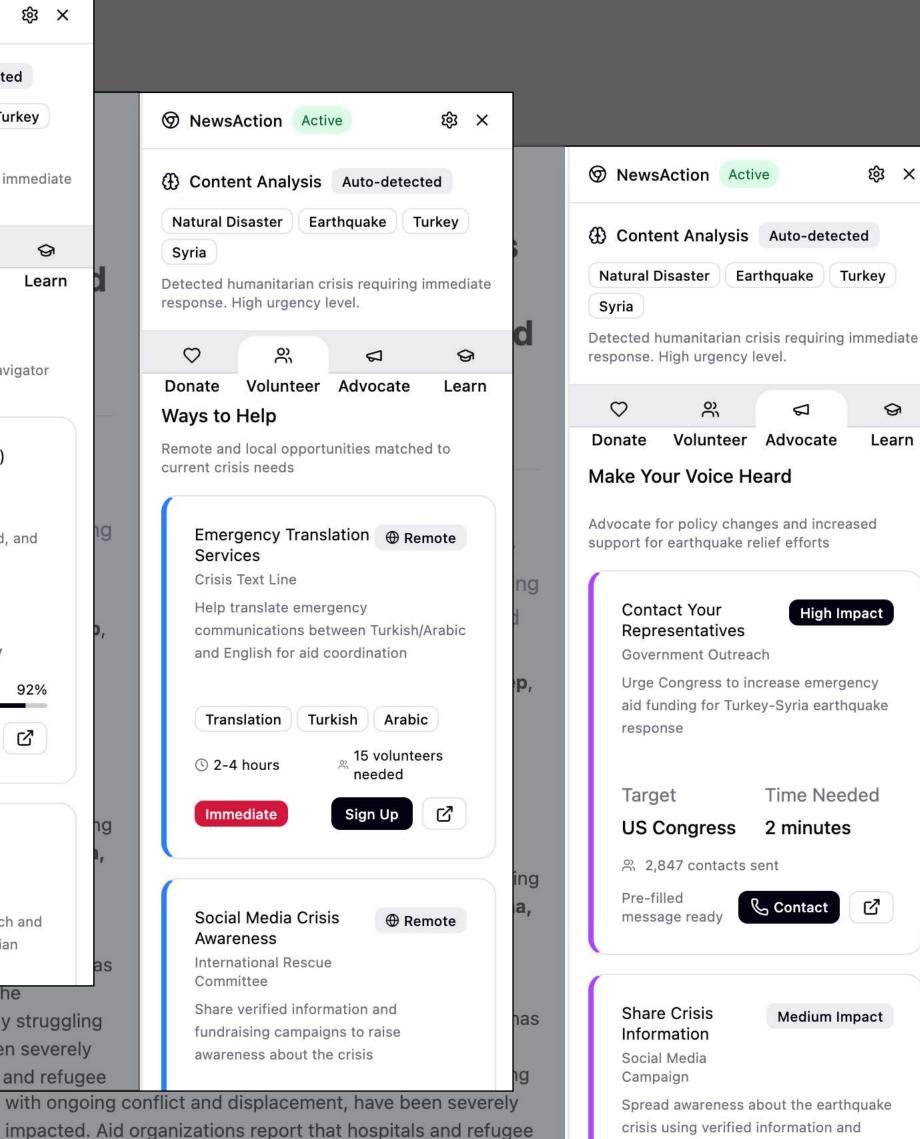
Turning News Reading Into Charitable Action

NewsAction is a Chrome extension that analyzes news articles and instantly suggests ways to help—from donating to relevant charities to finding volunteer opportunities. It transforms the helpless feeling from reading tragic news into concrete action with just a few clicks.channeling your concern into real impact.



with ongoing conflict and displacement, have been severely

impacted. Aid organizations report that hospitals and refugee



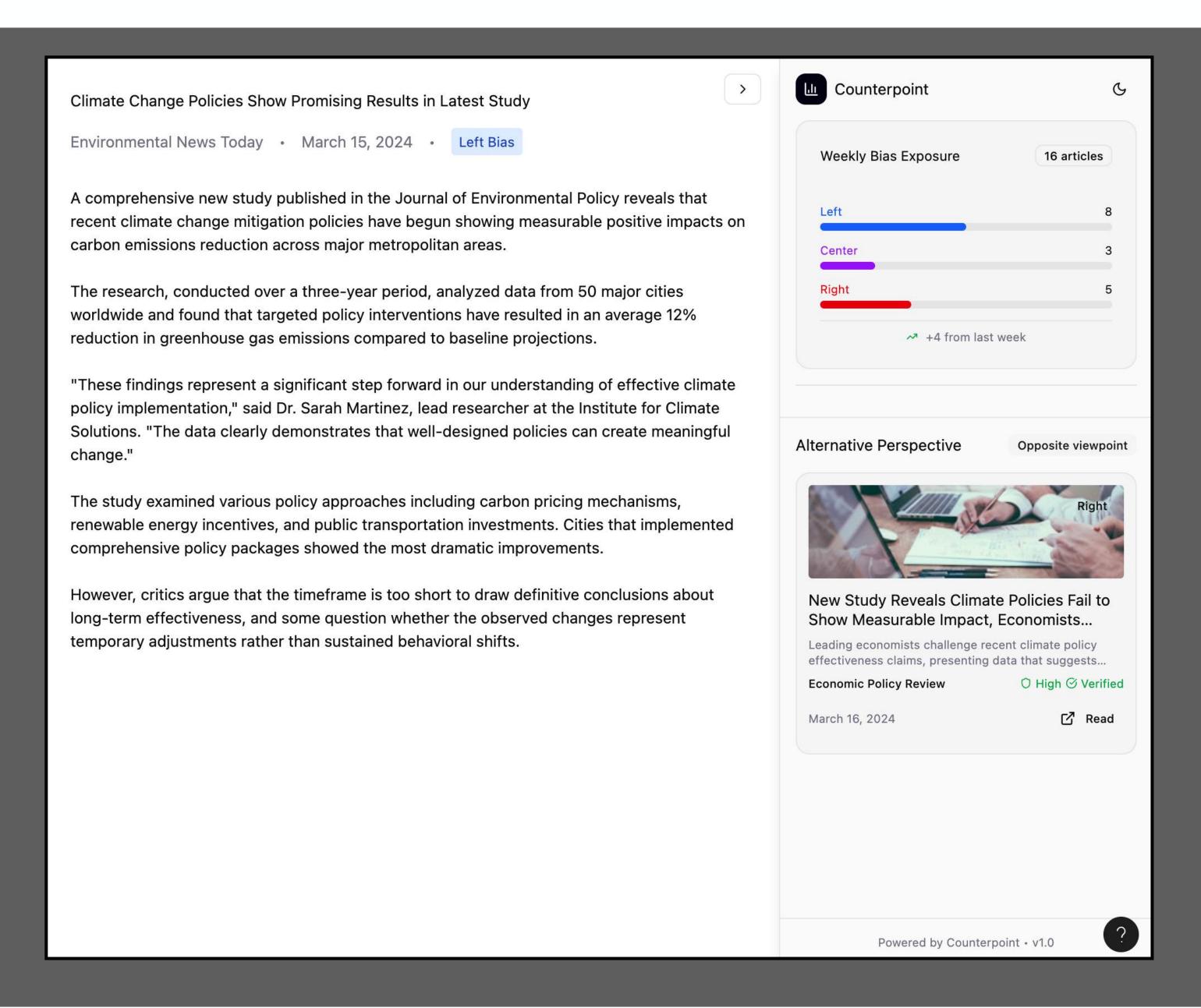
(A)

Learn

Counterpoint

What is the other side saying?

A browser extension for Chrome to help readers better understand the historical context of a news event.



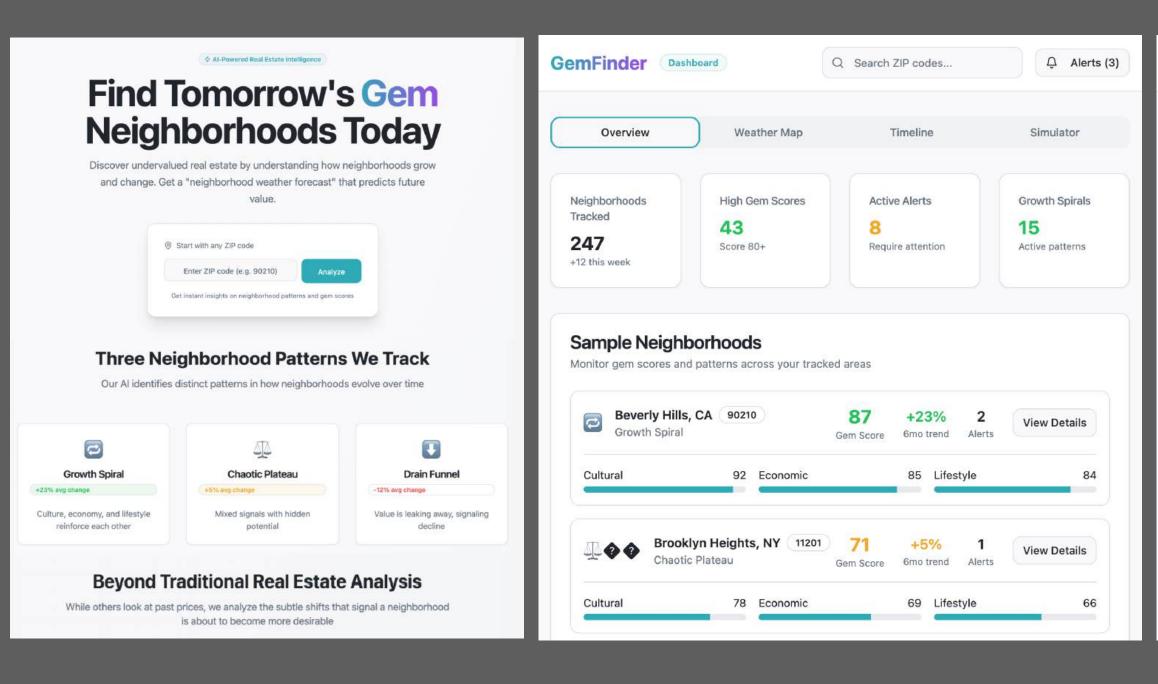
Others

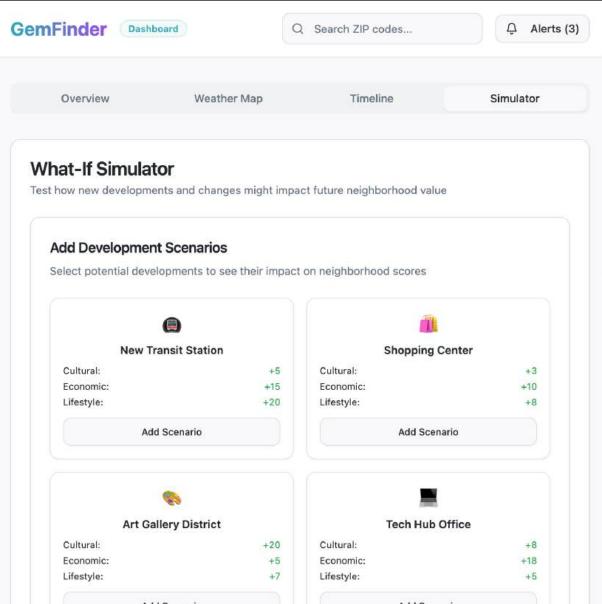
Beyond news and publishing, I experiment with AI in new domains—real estate discovery, music, sound, and storytelling. These projects test how design and technology together can spark fresh possibilities.

GemFinder

Uncovering real estate opportunities

Beyond the personal pocket listing of a real estate agent, I wanted to understand what signals might be used to alert a home buyer or investor to an out of the ordinary property that might be overlooked but that might have superior investment potential.

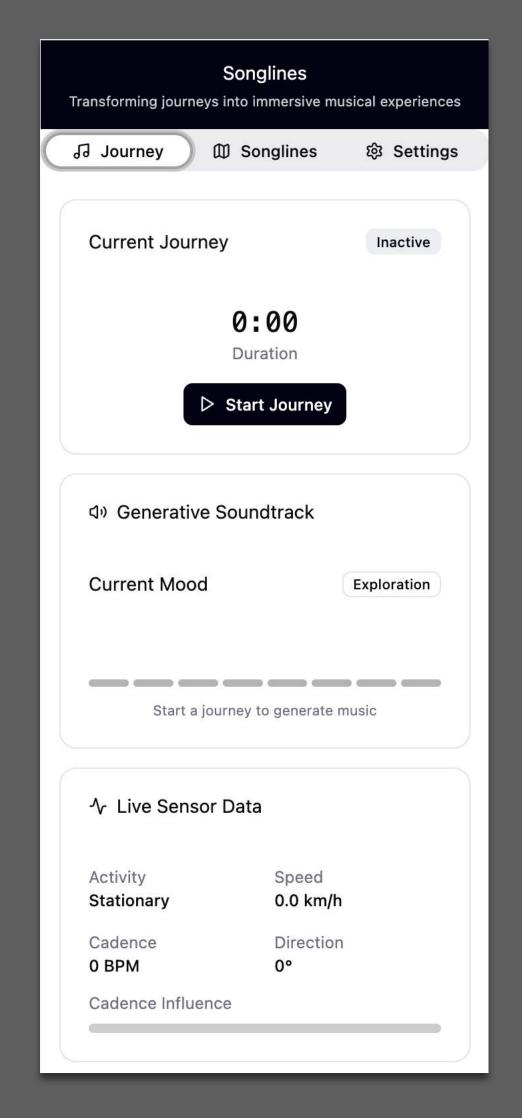


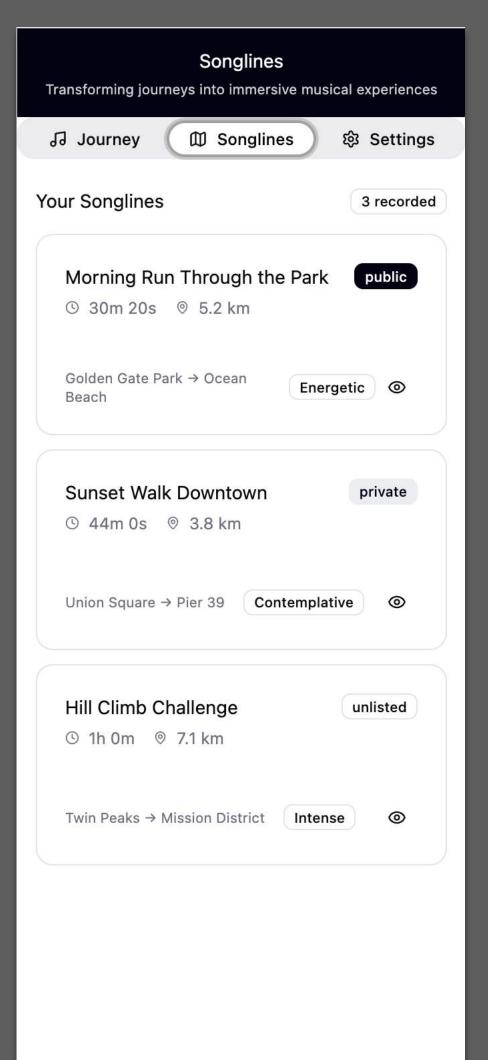


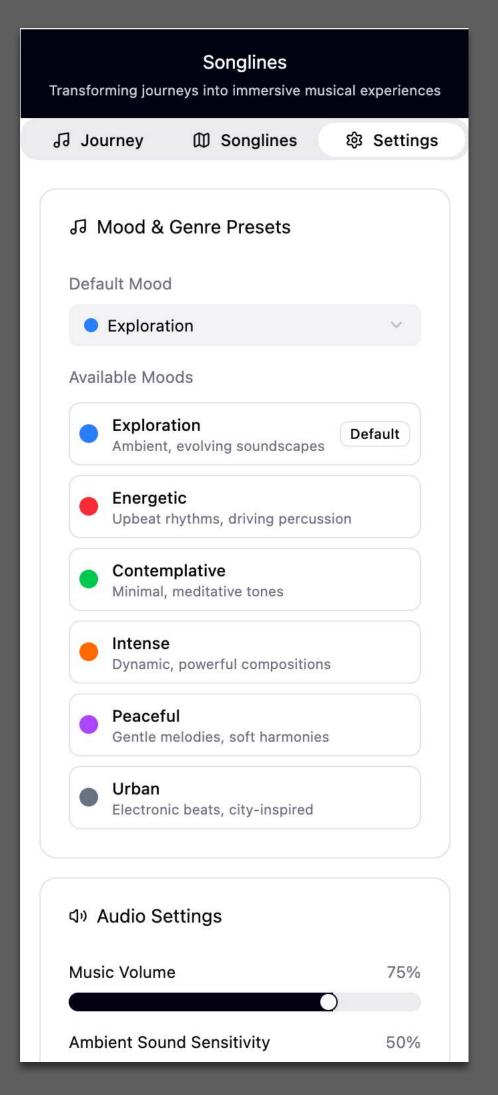
Songlines

A GPS enabled music generator

SongLines turns movement into music. Inspired by Aboriginal songlines, it transforms your pace, direction, and rhythm into a living soundtrack that shifts as you travel. Each journey becomes a unique song you can revisit or share —a map written in melody and motion.



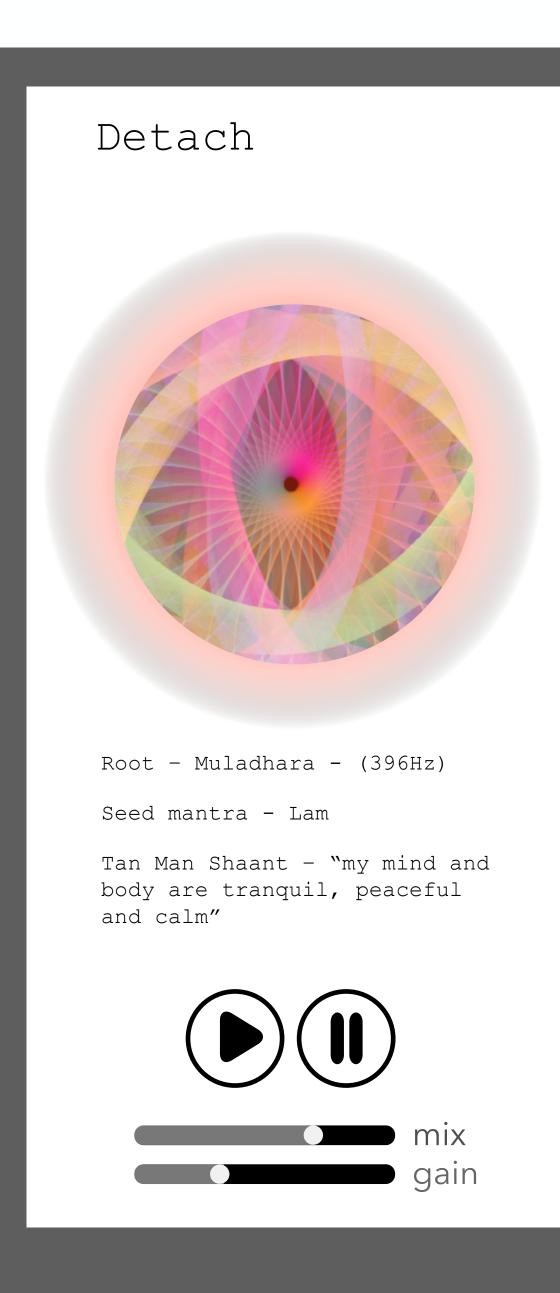


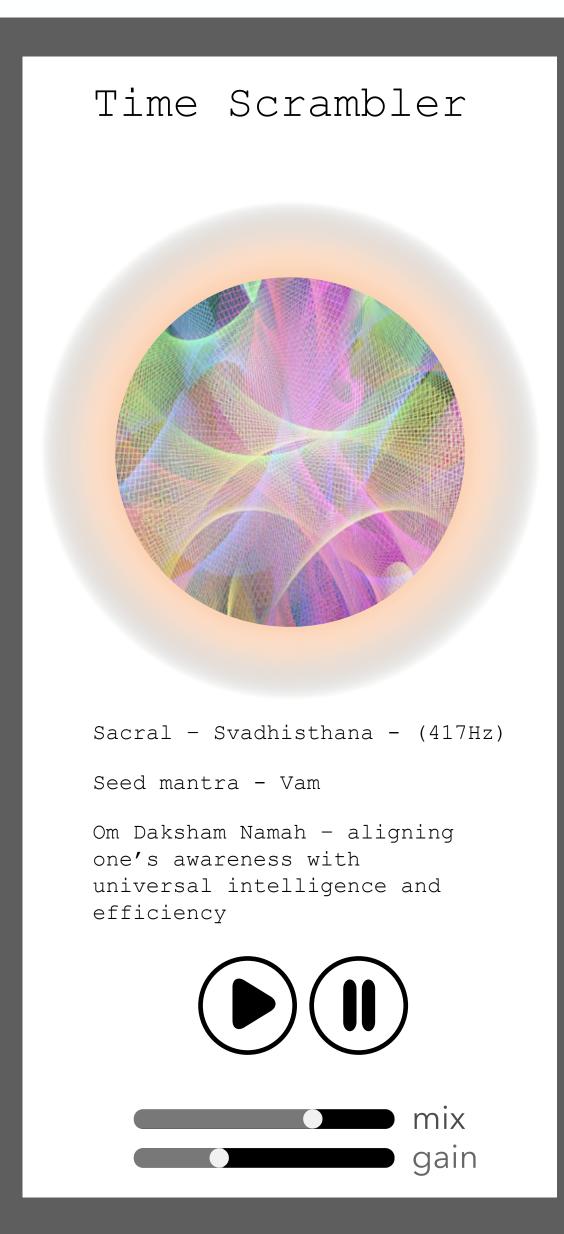


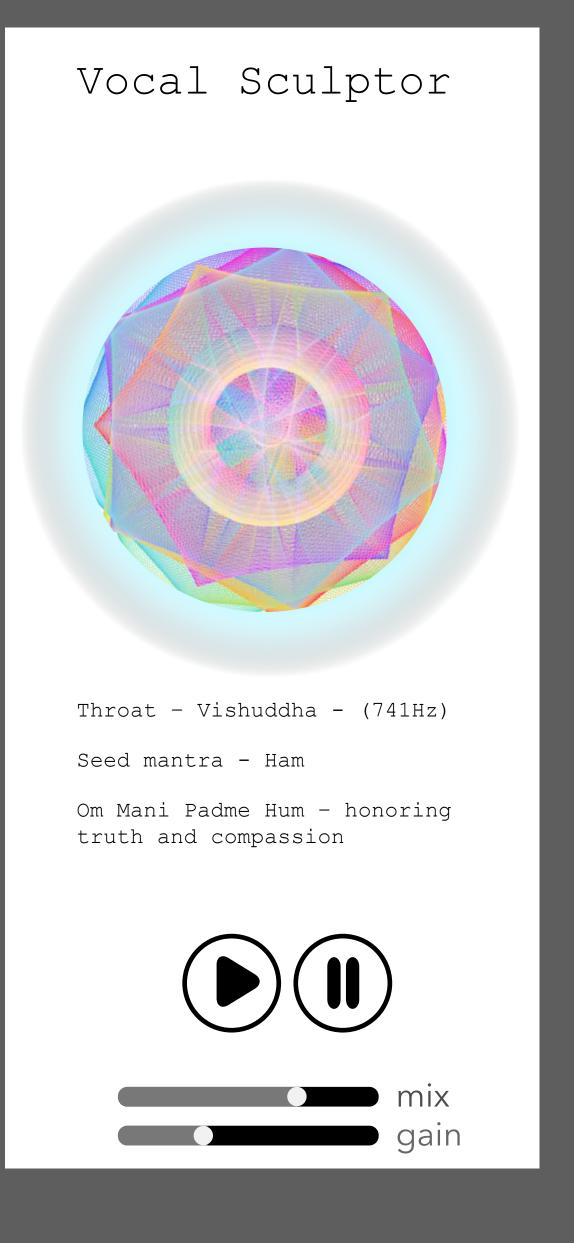
Listen Again

A reactive sound app

Listen is a reactive sound app using your onboard microphone to mix live sounds in your environment with generated frequencies and visuals. There are 7 settings (three are pictured here) that range from ambient to more beat driven.

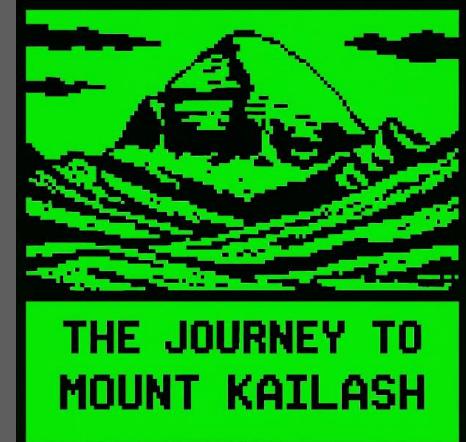


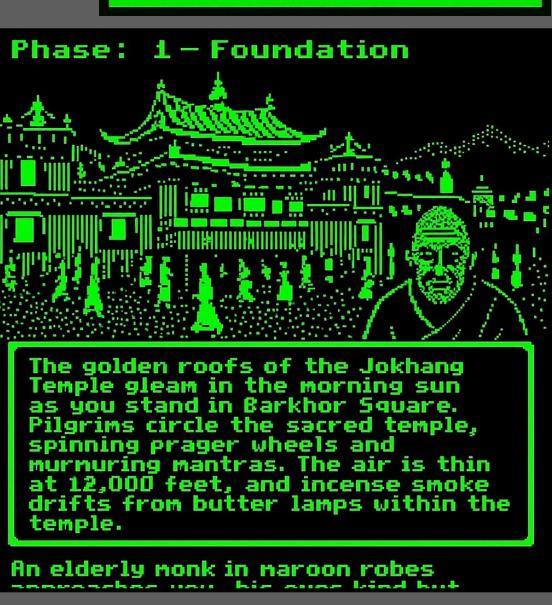




The Journey to Mount Kailash

The Journey to Mount Kailash is a text-based adventure game based on the gameplay of **The** Oregon Trail where players undertake a spiritual pilgrimage from Lhasa to Mount Kailash, learning authentic Tibetan Buddhist teachings while respecting cultural traditions of the region.







from Lhasa

An elderly monk in maroon robes approaches you, his eyes kind but penetrating. Prayer beads click softly in his weathered hands.

Atisha speaks:

"I am Atisha, child of the dharma. I see the seeking in your eyes - you wish to undertake the great journey to Mount Kailash. But tell me, what brings you to this sacred path? Your motivation will shape everything that follows."

Player Choices:

Choice 1: "I seek liberation from my own suffering and the endless cycle of rebirth."

- Stat Changes: Wisdom +10, Discipline +5,
 Motivation = 'liberation'
- Atisha's Response: Atisha nods approvingly: "Good, you understand the first noble truth life contains suffering. This is the foundation. But remember, seeking only your own liberation is like trying to save yourself while your mother drowns. Still, we must start where we are."

Choice 2: "I wish to develop bodhicitta - the compassionate mind that seeks enlightenment for all beings."

