

Refining the Position

Finding my thesis position with experiment & research

Initial Friction Definition

Friction as an EMOTIONAL TENSION that may emerge after the hidden conditions behind a seamless experience become visible.

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WHAT'S MISSING	USER	WHICH AREA	WHAT FRICTION	WHAT REMAINS
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FROM WEEK 5-8

Experiments

Provotype

Friction Calories

Provotype

Brain Gym

Provotype

Friction Paywall

Cultural Prob

Who decided that?

Experiments

Details of the experiment

Provotype

- DAILY FRICTION LOG
- SELF SCORING
- FRICTION AS HEALTH GOAL

Friction Calories

Provotype

- RETURNED EFFORT
- CHOOSING INTENSITY
- TRAINER LED

Brain Gym

Provotype

- EFFORT AS CURRENCY
- ANSWER LEVELS
- WAS IT WORTH IT?

Friction Paywall

Cultural Prob

- RETRACING A CHAT
- WHO SUGGESTED?
- REVIEW VS ACCEPTANCE

Who decided that?

Experiments

Insights gained from the experiment

Provotype

- BROKEN FLOW = FRICTION
- CHOSEN ≠ IMPOSED
- CHOICE SHAPES MEANING

Friction Calories

Provotype

- TOO EASY = NO FRICTION
- FRICTION AT THE START
- EFFORT ≠ EFFECT

Brain Gym

Provotype

- WAITING > ANSWER
- FRICTIONLESS = NORM
- WORKING AROUND IT

Friction Paywall

Cultural Prob

- PICKED = MINE
- REVIEW ≠ ACCEPTANCE
- DEFERRED DECISIONS

Who decided that?

FROM WEEK 5–8

From Experiments

**Early experiments explored friction through time and effort;
Now I ask how friction might make delegated judgment visible.**

NARROWING THE SCOPE

Design Question

What forms can purposeful friction take to prompt users to judge for themselves when developing ideas with an LLM?

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Design Question

What was missing in the previous statement

USER

LLM users developing ideas while their criteria are still forming

e.g. students, researchers, or professionals

AREA

LLM-assisted ideation

Before asking / Before receiving

While choosing / After receiving

FRICTION

Purposeful friction designed to make delegated judgment visible and open to reconsideration.

REMAINS

What users chose, why, and what they judged or delegated—explained in their own words after some time has passed

Problem

SCENE

Personal Connection

I could not answer clearly when asked about my word choices and the reasoning behind my claims.

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Seamless Delegation

The LLM framed what to consider, and its polished answers led me to move on without examining them.

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COST

Hard-to-Explain Outcome

The result looks finished but is hard to explain in my own words

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CORE

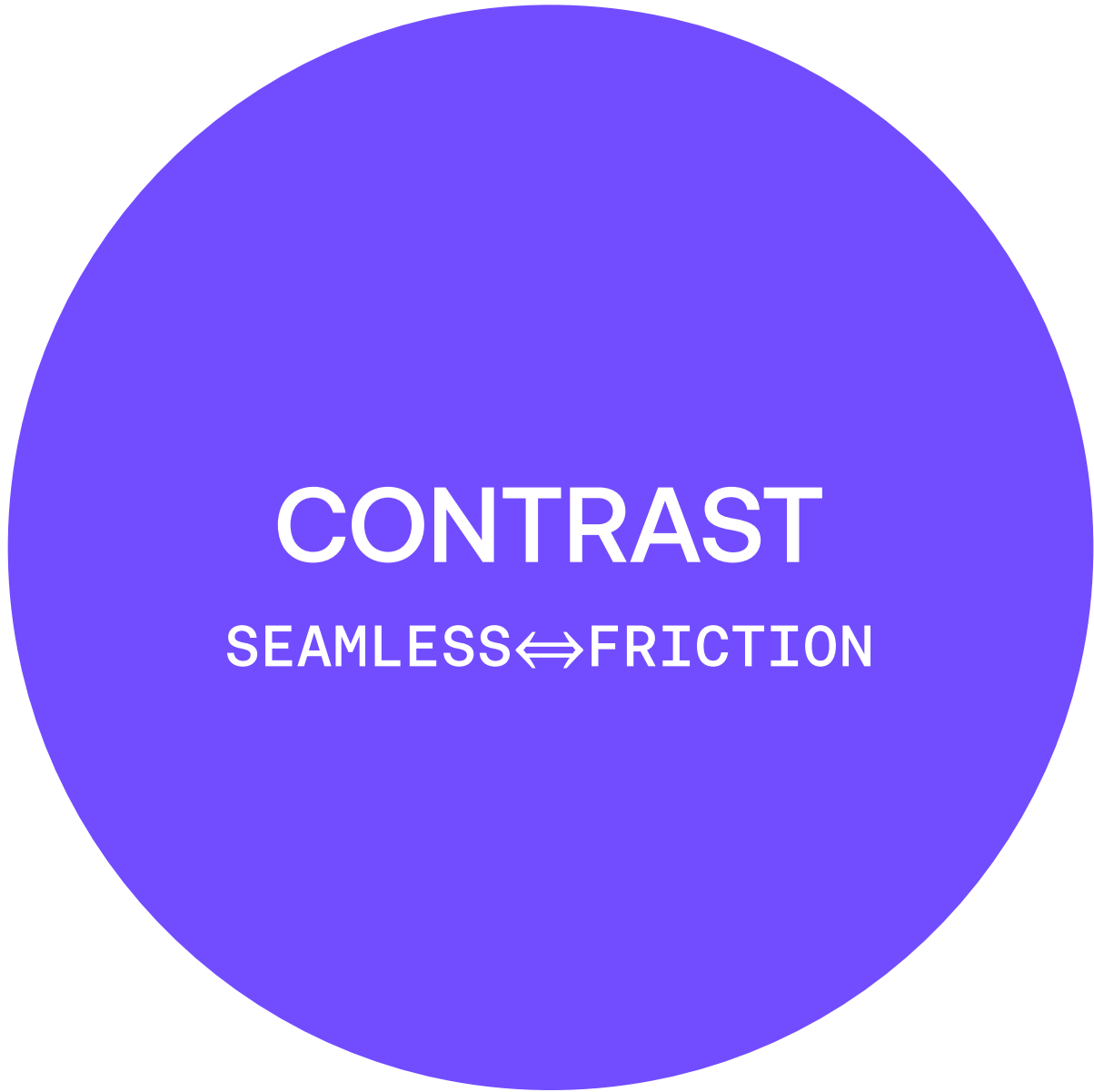
Invisible Delegation

The problem is not delegation itself, but delegation that stays invisible.

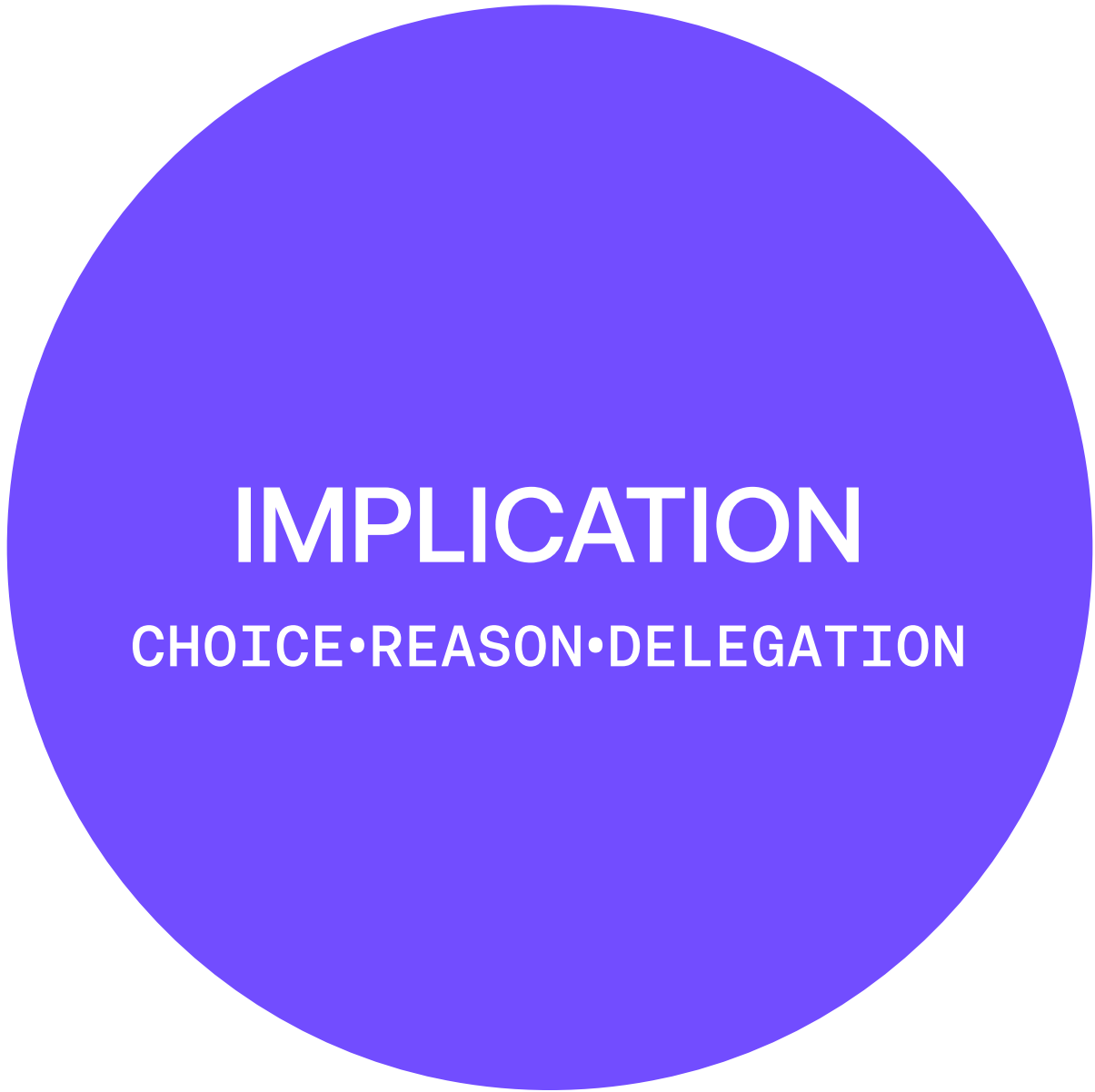
Position



Judgment may be delegated without users noticing during LLM-assisted ideation.



This work explores friction at moments when judgment may be delegated.



Users explain what they chose, why, and what they delegated.

NARROWING THE SCOPE

Mechanism of friction

*Foregrounding

Making specific parts stand out from their surrounding context.

Seamless flow → Pause → Attention shifts from output to judgment
→ Foregrounding* of delegation → Opportunity to judge

NARROWING THE SCOPE

Moments of Friction

A provisional map: each response may shape the next question.

Before Asking

WHAT TO THINK THROUGH & WHAT TO DELEGATE



Before Receiving

THE CRITERIA FOR JUDGING



After Receiving

THE REASONS BEHIND THE CHOICE



When Choosing

THE RANGE OF OPTIONS CONSIDERED



Conditions and Situations

Placement depends on the user’s criteria, not task type alone.

TRANSLATION / CODING

Tasks with established criteria



THIS WORK FOCUSES ON SITUATIONS WHERE CRITERIA ARE STILL FORMING

OPEN-ENDED IDEATION

Tasks with forming criteria

From Revisiting to Recording

RESEARCH / REVISIT

- Review past conversations and research
- Refine the working question

MAP

- Map four provisional moments of delegation.
- Record what was delegated and explainable.

Output: Moment map

DESIGN

- Prototype purposeful friction for selected moments.

Output: Friction prototypes

USE+RECORD

- Use prototypes; keep logs and a diary.
- Revisit choices and delegation later.

Output: Logs and reflections