

PROMPTLESS — Project Description / Statement of Intention

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Project title: PROMPTLESS — *Physical Interfaces for Human-AI Visual Co-Creation*

PROMPTLESS is a residency project about making AI-assisted image creation more physical, understandable, and social. Instead of typing a prompt, participants use a small tactile controller with knobs and buttons. Each movement changes a live visual system in the browser: composition, density, movement, distortion, and the balance between direct human control and AI-assisted image material. The result is a simple but expressive interface where creation becomes something you can touch.

During the residency I want to build the first working prototype and test it in a real shared environment. The project sits between interactive art, physical computing, and visual design. It is not a finished product arriving fully defined; it is a clear concept with room to adapt to the local context, space, and people. Depending on what emerges during the stay, the outcome could take the form of a small installation, an open studio setup, or a live demonstration with audience testing.

Community exchange is an important part of the process. My plan is to engage with the local community in three simple ways. First, I would like to open the process early through an informal studio introduction, showing the concept, sketches, and the controller prototype. Second, I would like to host a small hands-on session or artist talk about tactile interaction, browser visuals, and human-centered uses of AI in creative work. Third, I would like to invite people to a final public test session or presentation, where visitors can try the interface and share feedback. These moments are meant to keep the project open, accessible, and shaped by real interaction rather than developed in isolation.

The working process will move through setup, build, integration, testing, and documentation. I will bring my own laptop and lead the concept development, interaction design, visual system, prototyping, and documentation. The residency would support the first public version of the work and help me understand how people experience authorship, play, and agency when AI is approached through touch rather than text.

In the longer term, PROMPTLESS is the starting point for a broader body of work around tactile interfaces, creative coding, and participatory visual systems. The residency would make it possible to turn the current concept into a concrete and shareable prototype.



Figure 1: Illustrative visual: tactile interaction with the PROMPTLESS prototype.



Figure 2: Illustrative visual: community testing and exchange around the prototype.