

Generative AI in UX/UI design

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Use of AI Declaration Statement:

AI was used for finding related academic research and information. The possibility to formulate thoughts and concepts with novice knowledge, helped to learn relevant terms, that were then used to look for more specific academic research material. Furthermore, it was used to challenge the written text, by asking for feedback and critics. Last but not least, AI was used to rephrase sentences and proofread.

Keywords

generative artificial intelligence, ideation, generative user interface

Abstract

Background:

This paper presents insights from a student project conducted within the "Intelligent Machines" module of the Digital Management program at Hyper Island. The project was in cooperation with Samhall.

Method:

Generative artificial intelligence (AI) was utilized during the initial design and development phases. The study documents the process of using AI to understand project objectives, generate innovative ideas, and create graphical user interface (GUI) prototypes, contributing to a better understanding of AI's role in design.

Result:

The findings highlight the strength of generative AI in the ideation phase, enabling the generation of diverse ideas. However, they also indicate the current limitations encountered with specific generative UI tools.

Conclusion:

Generative AI can enhance design efficiency and creativity but poses challenges that require thoughtful management. Designers should employ AI collaboratively, fostering innovation while maintaining critical oversight. Achieving successful integration demands balancing benefits with ethical considerations and addressing biases, thus advancing design practices in the digital age.

Introduction

This paper is written for UX/UI designers that are interested in the application of generative AI in the design process. Specifically, in generating ideas and prototypes. It explores how those tools can enhance the quality and speed of design work and is therefore also of interest for businesses like Samhall.

The paper is structured into four sections. The first section reviews literature from the perspective of a design-researcher. It tries to incorporate a broad set of literature from the perspective of computer science, businesses and design. It gives clarity about the terms and functionality of AI, how generative AI models work, as well as explains various tools used in the process of the project.

The second section proposes how generative AI can be used to design and develop prototypes. Potential benefits and values with this technologies will be outlined and a critically reflected on an ethical, social and privacy level.

In the third section the process is discussed and it is shown how the decision-making was shaped by the application of the proposed tools. The analysis will be informed by insights gained from simple prototypes, providing a clear foundation for the high-level concepts explored in this study.

In the fourth and last section a critical reflection on my experiences working with machines, software, and hardware technologies to develop solutions is stated. I will examine the potential disruptive impacts that these current and emerging digital technologies might have on both society and my own professional practice.

Artificial Intelligence, Machine Learning, Neural Networks and Deep Learning

In this chapter, an introduction to AI is given. It is not covering the underlying mathematics but abstracting it to allow the reader to understand implications in the application of AI.

Artificial Intelligence (AI) is characterized as the capability of machines to emulate human intelligence and cognitive functions, such as problem-solving and learning (Sarker, 2021; AI vs. Machine Learning vs. Deep Learning vs. Neural Networks | IBM, 2023). This definition is one of many available, as elucidated by Collins *et al.* (2021). Notably, the academic community has yet to establish a definitive definition. To achieve AI, machine learning (ML) is employed, an algorithm specialized in pattern recognition (França *et al.*, 2021; Thantilage, Le-Khac and Kechadi, 2023). França *et al.* (2021) emphasize the significance of substantial data for ML algorithms to discern patterns. These patterns can encompass various domains, including visual tracking, text classification, and object tracking (Singh, 2023).

A notable advantage of ML is that developers do not need to explicitly program a rule set; instead, the machine autonomously determines the rules through decision trees and linear regression (Deep learning vs. machine learning, no date; Sarker, 2021). ML finds applications in a diverse range of problems, from product recommendations on e-commerce platforms to medical diagnoses in the healthcare sector (Sarker, 2021b; Taye, 2023). Taye (2023) highlights that ML algorithms can be trained on limited datasets and require human intervention during this process to yield accurate results. Sarker (2021) further notes that as the dataset size increases, ML algorithms encounter a performance plateau. This is where deep learning emerges as a solution. Deep learning is defined as the training of multi-layered neural networks to make predictions and decisions (Hashana *et al.*, 2023). While deep learning necessitates more data for training compared to ML algorithms, its primary advantage lies in its ability to learn from raw, unstructured data and rectify its own errors to enhance its performance (Taye, 2023). Hashana *et al.* (2023) underscore the role of deep learning in the development

of tools such as ChatGPT. Deep generative models exhibit diverse strengths and weaknesses (Bond-Taylor *et al.*, 2022). Generative Adversarial Networks (GANs), proposed by Goodfellow *et al.* (2020), are among these models. They fall into the category of generative AI, which is an deep learning algorithm, that can generate content like text, images, audio or any form of data (What Is Generative AI?, 2023).

Due to the architecture of deep learning algorithms and the collection of data, they encounter several challenges when being applied to real-world applications. Those challenges include the limited diversity of responses, the accuracy and completeness of the generated content, consistency, and the potential for bias (Tyagi and Rekha, 2020; Akter *et al.*, 2021). Aslan (2021) gives the example of only using British accents for the training of a voice recognition model would lead to a technology that has trouble understanding Indian accents.

Deep learning technology is utilized in applications such as ChatGPT (Hashana *et al.*, 2023) and can be employed to generate user interface designs (Nguyen *et al.*, 2018; Zhao *et al.*, 2021). Framer AI and Galileo UI are services that provide this functionality.

The impact of generative AI on the economy is substantial, as it has the potential to significantly enhance productivity (Chui *et al.*, 2023). Al Naqbi, Bahroun, and Ahmed (2024) further emphasize that the interest in generative AI's ability to improve employee productivity has been steadily increasing over the past few years.

Generative AI in the design process

In this chapter we will look at how generative AI can be used in the design process to understand the client brief, brainstorming ideas and generate UI designs for the following project. Furthermore, we look into how this can be relevant for the chosen organization.

The project, that is used as a reference, was done in collaboration with Samhall. Samhall hires people with different disabilities, educates them and finds the best matching job at regular companies, where they can start working ('In English | Samhall -

Sveriges viktigaste företag', no date). The goal is that the employees leave Samhall after a certain time and get employed by a regular company. The project's goal is to help Samhall in this process by streamlining and digitalizing it, specifically in the introduction phase. It is important to know, that Samhall is not using any existing digital tools and did not provide the possibility of talking to staff and clients. Therefore, the following suggestion is focusing on a situation where a project starts without any legacy tools and no possibility of user testings.

Empathize and Define

Understanding the problem is an essential part of the design process. AI algorithms can process vast amounts of information, uncovering patterns and insights that might be missed by human analysis (Csernyei, 2024). One can ask tools like ChatGPT to analyze the client brief and generate follow up questions. Or using it to do user research by listing user's pain points, creating personas or generating interview questions (Soegaard, 2024). The use of ChatGPT supports the designers in identifying the problem and offers broader perspectives when working collaboratively with AI tools (Papachristos et al., 2024). This allows designers to empathize with unknown situations much easier and faster. In the case of the collaboration partner Samhall, it could be used to generate personas of people with certain disabilities and asking them questions.

Ideate and Prototype

At some point, when designers have the feeling of having understood the problem, the next challenge is to come up with ideas that tackle this problem. Tools like ChatGPT can be a helpful tool to do so (Tholander and Jonsson, 2023; Papachristos et al., 2024). It can be used to propose solutions on different levels, from the general strategy down to what specific features a hypothetical app should have. This brainstorming functionality is especially useful, when the designer works on his own, as it can help bringing in an other perspective and eliminate biases.

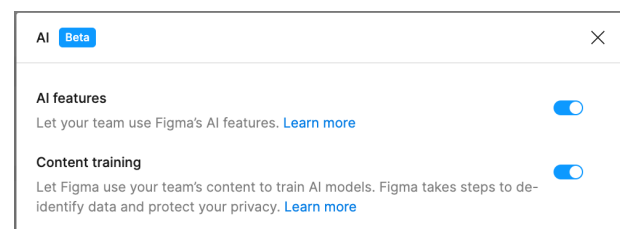
But one is not limited to the generation of text. With the help of DALL-E or mid-journey images can be generated (Kwon, Jung and Kim, 2024). Those images can be used to develop a concept or an idea. Through describing, an image of an idea or vision can be generated within seconds.

This is considered to be of great value according to Kwon, Jung and Kim (2024). A potential benefit of using pictures, compared to text, is that they allow for more interpretation (Papachristos et al., 2024). And sometimes they completely miss the intention of the designer leading to a "creative friction" that inspires (Tholander and Jonsson, 2023).

Last but not least, AI powered tools can be used to generate prototypes of first ideas. Those prototypes help tremendously in the decision making process (Coutts, Wodehouse and Robertson, 2019). Tools like Framer AI or Galileo AI can be used to design prototypes of UI's from a prompt. Normally, the crafting of UI designs is manual and time-consuming labour (Troiano and Birtolo, 2014). This rapid generation of prototypes brings not only the benefit of saving time, but also of not being limited to a few prototypes or ideas but quickly iterate through multiple ideas and concepts.

Ethical, Social and Privacy Issues

There are also certain issues when working with AI in the design process. Although it is true that working with AI can increase the diversity of ideas it can also result in the opposite outcome when not using it carefully. As described in the first chapter, the output of an AI heavily depends on the data used in the training process (Akter et al., 2021). Speaking of material comes a privacy and social issues. A lot of generative AI models are trained on private or copyrighted data (Balaji, 2024). For example Figma, a famous UI design tool, uses work from designers to train their AI models as can be seen on the provided screenshot from the program (Figma AI Content Training Settings, 2024). This



Figma AI Content Training Settings (2024)

data is then used to further train their model, making it superior compared to models that cannot use the same set of data (Radsch, 2024).

Besides unfair market circumstances, AI service providers also face privacy issues. Liu *et al.* (2021) explains that it is possible to infer sensible training data. This is especially harmful, if confidential data is used for the training of deep learning models.

Applying AI

In this chapter the process of our project is explained and discussed. With visual examples, evidence is shown of using tools and techniques to ideate and create, test and prototype of a solution for Samhall.

The project was handled by an interdisciplinary remote team, consisting of four members, including me.

Generating ideas

I started using AI in the process to understand the client brief. To do so, a tool called BoltAI was used, which is a wrapper for different AI models.

The first prompt to ChatGPT-4o was the instruction to propose ideas for a digital tool for Samhall, but before answering, asking clarification questions on the brief, which was also provided in the request (Appendix B, 2024).

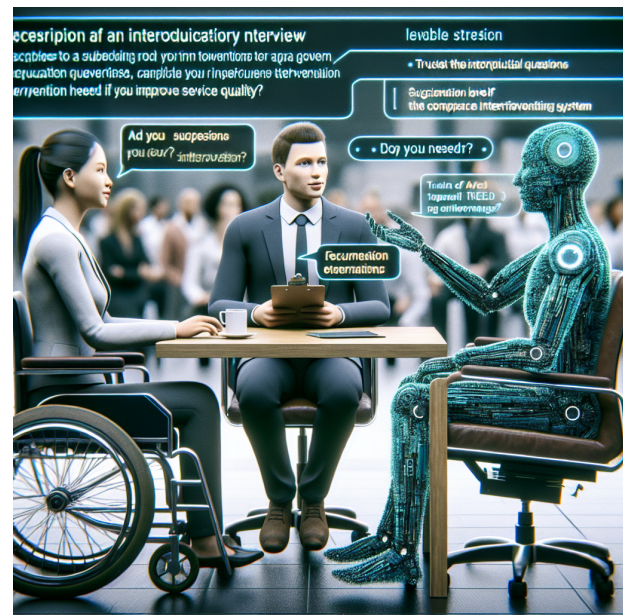
The generated clarification questions were very good and aligned well with what the team was thinking. When we got the answers from the client and feed them back to the AI model, six ideas got generated (Appendix B, 2024). The presented ideas were all heading in a good direction. They were rather described at a surface level, but provided a good starting point for discussion.

When the ideas were presented to the team, the response was not very engaging. Every team member had a lot of ideas on how to tackle the challenge. But we had troubles deciding for an idea and start drafting a solution.

Generating images

At one point in the process, out of frustration due to a lack of progress, I started generating images with DALL-E 3, that could show a vision for the potential future at a Samhall interview process. The used prompts and generated images can be found in the appendix C (2024).

When I shared them with the team the reaction was much more engaging, compared to the previously generated ideas in text form. There were statements like “Samhall cannot afford something like this, we need something simpler like an app” (referring to DALL-E 3 transcription of interview by AI) or “we must make sure people are not treated like this” (referring to DALL-E 3 cognitive test).



DALL-E 3 transcription of interview by AI (2024)

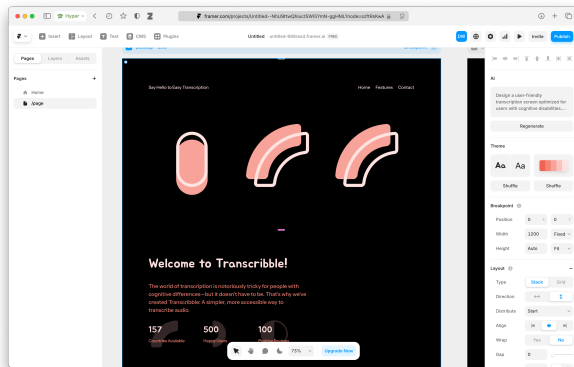


DALL-E 3 cognitive test (2024)

Generating Prototypes

We agreed on building an app that helps Samhall organizing the introduction process, I tried to gen-

erate different first drafts using framer.com and it's AI functionality with a prompt (see Appendix A). Unfortunately, the results were not what was expected. Instead of delivering a screen of an audio recording app, with transcription functionality, a generic landing page advertising for a transcription app was created (see Framer AI Result 1 with con-



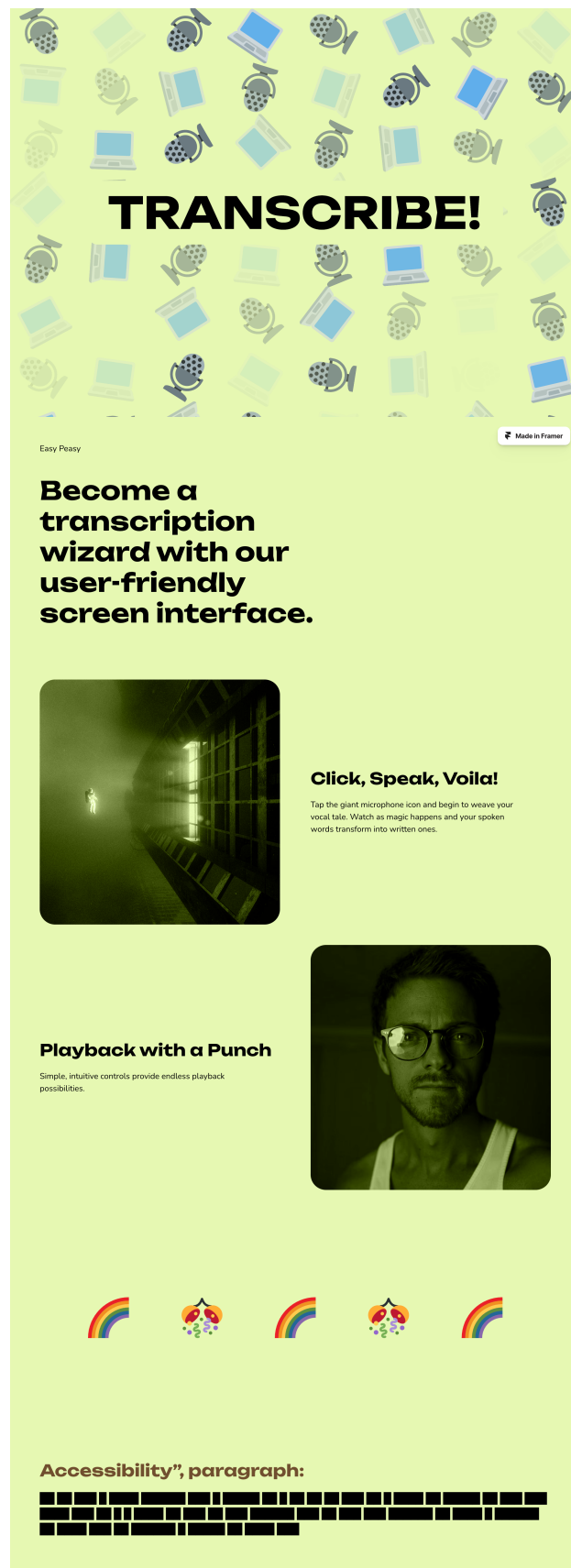
Framer AI Result 1 with context (2024)

text, 2024). Even after changing the prompt, the results stayed the same (see Framer AI Result 2 full screen). I quickly realized, that I expected something from the AI that it was not intended or trained for. Framer is a website builder and most likely the underlying AI's goal is to support users creating websites.

Therefore, I switched to another tool, called Galileo AI, which is available under <https://www.use-galileo.ai>. With the same prompt used as before (see Appendix A) the result, visible in the image Galileo AI Result 1 (2024), was generated.

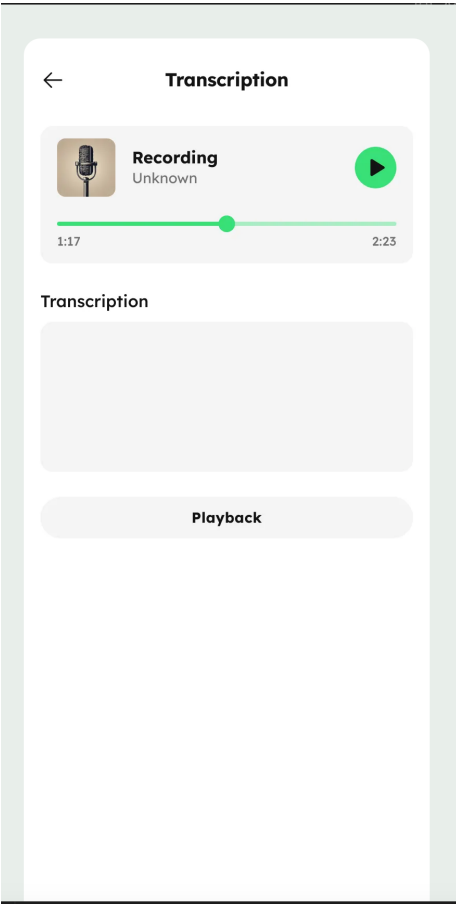
The result much more matched my personal expectations. Nevertheless, the generated concept lacks some depth. It is very simple and not a very elaborated screen. It lacks looking beyond the request and suggesting styles, texts or elements, that inspire me as a designer for further improvement. I assume that the reason for this behavior, is lack of reference or training data. When the instructions is used to generate a mobile e-commerce store for pottery, the generated results are much richer, as can be seen on the image Galileo AI result 2 (2024). I assume again, that there are much more e-commerce designs existing than audio recording and transcription designs, which can be used as training material for the AI.

To summarize this chapter we learn that it is crucial to use the right AI model for the job. Some models



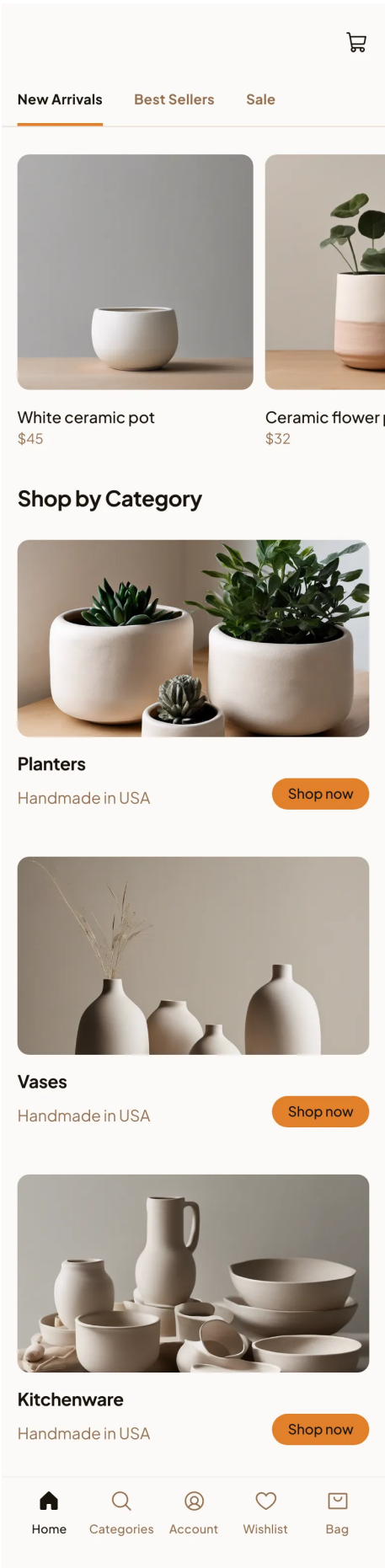
Framer AI Result 2 full screen (2024)

are simply not trained to accomplish certain things. Furthermore, we need to acknowledge that solving specific problems, which are unique or very context dependent are harder to solve for AI's than standardized problems. The tested tools lack the

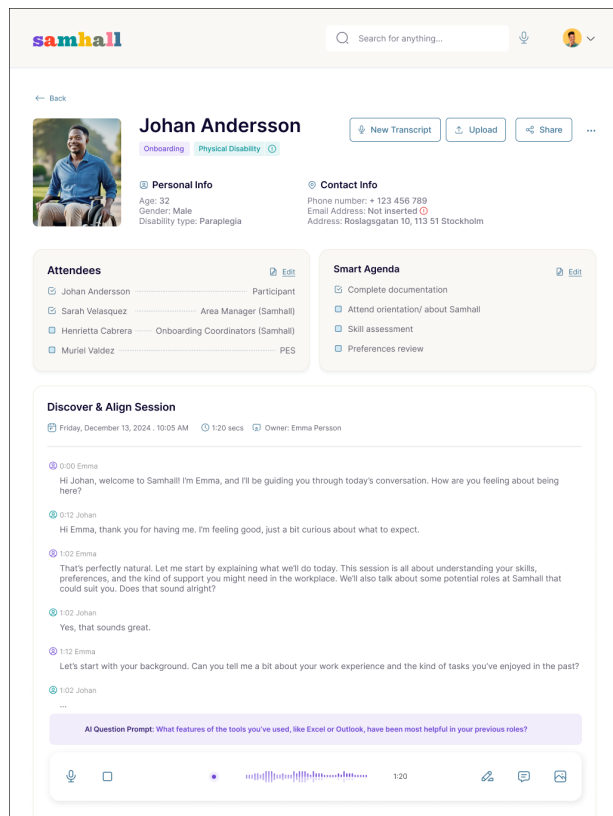


Galileo AI Result 1 (2024)

possibility to provide context to a prompt. Last but not least, it is hard to come to a specific result, when using prompts to generate designs. It takes a lot of time to write down detailed instructions. At a certain point it is faster to manually start crafting the prototype in a UI design tool. Nevertheless, the tools are very helpful to start ideating and have something to build on. The final UI designs of the prototype can be found under appendix D (2024). When the generated UI designs are compared with the Figma Final Design 1 (2024), it becomes clear that they are much richer in terms of detail. This is the result of many decisions based on a lot of information and context known to the designers.



Galileo AI Result 2 (2024)



Figma Final Design 1 (2024)

AI and I

In this chapter, the impact of generative AI within design practice is critically examined, highlighting both its transformative potential and the disruptive implications for design professionals and broader societal contexts.

Generative AI becomes increasingly integral to modern design workflows. Not only enables it designers and project teams to ideate and challenge ideas quickly, but also to visualize concepts efficiently, producing numerous variations rapidly—an attribute that accelerates the design process significantly, particularly during the initial prototyping stages (Tholander and Jonsson, 2023). This shifts the role of the designer. Instead of spending a lot of time and energy generating first drafts from a client brief, he can automate this process and focus on correcting details and improve those drafts.

However, I also see that the introduction of generative AI into the design workflow poses several challenges. One critical issue is the potential for information overload (Genovese, 2024). The ability to generate design artifacts instantaneously can lead to an overwhelming number of proposals and ideas, which, in turn, increase the already high

cognitive load among designers and project teams (Dorst, 2019). In scenarios where multiple designers contribute ideas, the risk of an infinite number of possibilities can stall progress, making it difficult to arrive at a consensus or a final decision (Pilat and Krastev, no date). Therefore, it is crucial that designers do not swamp projects with carelessly generated proposals. A clear intention when using AI is key to success. Another danger I see is the lack of context of generative AI, which hinders it to do a reality check and understanding abstract concepts like justice or democracy (Tyagi and Rekha, 2020; Tholander and Jonsson, 2023). Deep learning is very shallow and does not have the ability to understand good and bad or wrong and correct. It does not have a motivation to perform good nor satisfy the user or the client. As long as the designers is not going to ask for a critical reflection on, for example, a proposed idea, there will be no such answer. AI will never disagree on it's own with the user unless it was asked to do. As with any other technology, the output is always depending on the human input. Therefore, clear education and training on how to use those tools is key (Papachristos *et al.*, 2024).

Designers must become adept at managing AI as a collaborative tool rather than a replacement, ensuring that while these technologies augment their capabilities, they do not overshadow the core creative and empathetic elements that define effective design. Professional practice in design will need to pivot towards mentorship, ethics, and a continuous learning environment, where understanding and guiding AI is as critical as mastering traditional design skills.

Last but not least, it is crucial for designers to stay informed about the developments of generative UX/UI design as it builds the foundation of outcome-oriented design (Moran and Gibbons, 2024). In the future, it is likely that fixed layouts and user interface designs disappear and are replaced by personalized user interface, that are tailored to the users needs. This could increase the user experience, as it could provide different user interfaces for a cognitive impaired person and a blind person. If this trend emerges, it is going to fundamentally change the job of UX/UI designers.

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Appendices

Appendix A

Prompt used for generation of prototype draft on [framer.com](https://www.framer.com) AI and usegalileo.ai.

“Design a user-friendly transcription screen optimized for users with cognitive disabilities. The interface should include a prominent, easy-to-activate button to start and pause audio recording, represented by a large microphone icon. Ensure there is a clear visual indicator for the recording status using color changes or animations. Display transcribed text in an area with adjustable text size and high contrast. Include simple, intuitive controls for playback: play, pause, and stop, with feedback for each action. Ensure all elements are accessible and easily navigable.”

Appendix B

System: You are BoltAI, a helpful assistant.

User: You are designing the concept of a digital tool for the introduction phase of Samhall. Create a set of ideas and features. For each idea and feature name the Desirability, Feasibility and Viability of it. Before coming up with solutions ask for clarification questions until you have enough information to propose present valuable ideas.

Take into account the following client brief:

Background/Context: Samhall provides employment opportunities to individuals with disabilities, emphasizing their unique strengths and potential. Effective onboarding is fundamental to ensuring that new employees understand their roles, integrate into the organizational culture, and receive adequate support.

Situation: New employees often face significant challenges in adapting to the work environment, understanding their job responsibilities, and building confidence. The existing onboarding process does not fully accommodate the heterogeneous needs of individuals with diverse disabilities, contributing to uncertainty and slower adaptation.

Goals: Enhance the onboarding process to ensure greater accessibility and inclusivity. Enhance employee experience by welcoming and supporting new hires. Facilitate a clear understanding of roles and contributions within Samhall.

Stakeholders: New employees with disabilities. Onboarding coordinators and local area managers. Public Employment Service (PES) representatives.

Constraints: Varied disabilities necessitating individualized support. Limited capacity of onboarding personnel and local managers. Need to balance onboarding efficiency with broader operational requirements.

Key questions/Problems: How can the onboarding experience be made more engaging and accessible for employees with diverse abilities? What tools and methods can support new hires in understanding their roles and Samhall's core values?

Expected outcomes: A more inclusive onboarding framework fostering higher engagement levels. Resources that facilitate stronger connections between employees and managers. Enhanced comprehension of employee needs, leading to strengthened organizational integration.

Assistant: Based on the client brief, it's clear that the goal is to enhance the onboarding process to be more inclusive and supportive of new employees with disabilities. Before proposing any digital tool solutions, I have some clarifying questions to better inform the design of these tools and features:

1. What types of disabilities are most common among Samhall employees, and what are the specific challenges these pose in the onboarding process?
2. What is the current format and content of the onboarding process? Are there existing digital tools being used?
3. How do new employees currently interact with onboarding coordinators and local area managers? Is there direct communication or is it mediated through technology?
4. What are some specific examples of where new employees encounter difficulties in understanding their roles?
5. How integrated are PES representatives in the onboarding process? What role do they play?
6. Are there any restrictions or preferences regarding technology platforms already in use by Samhall?
7. What feedback or input, if any, has been gathered from employees who have recently gone through the onboarding process?
8. What resources (time, budget, technology) are available for developing a new digital tool for onboarding?

Once I have a better understanding of these aspects, I can tailor the proposed digital tool ideas and features to be more aligned with Samhall's needs and constraints.

User: 1. most common are cognitiv and metal disabililities 2. the current format is happening 100% analog. No digital tools are being used. 3. It is direct communication. The communication can happen in groups or one to one conversations 4. They are often feeling insecure and do not trust the samhall employees. 5. They only send the new employee to samhall. No additonal information is provided by PES. 6. no 7. they are having troubles understanding samhall, their role and feel not taken care of properly. 8. no limits

Assistant: Thank you for providing the additional information. Based on your input, I will propose a set of ideas and features for a digital tool designed to enhance the onboarding experience for new employees at Samhall. The focus will be on addressing cognitive and mental disabilities, ensuring a user-friendly, accessible interface, and integrating supportive features that foster understanding and trust. For each idea and feature, I will assess desirability, feasibility, and viability.

1. Personalized Onboarding Portal

Description

A personalized digital onboarding portal that new employees can access to learn about Samhall at their own pace. The portal provides information on roles, responsibilities, company values, and includes interactive elements.

- **Desirability:** High. It caters to individual learning paces and provides a consistent onboarding experience.
- **Feasibility:** Moderate. Requires development of a user-friendly interface with customizable content.
- **Viability:** High. Can be adapted and updated over time to remain relevant and comprehensive.

2. Interactive Role-Playing Scenarios

Description

Interactive, scenario-based modules that simulate real-life situations within Samhall to help employees understand their roles and responsibilities.

- **Desirability:** High. Engaging format supports active learning and builds confidence.
- **Feasibility:** Moderate. Needs collaboration with subject matter experts to design realistic scenarios.
- **Viability:** High. Once created, scenarios can be reused across cohorts.

3. Virtual Peer Support System

Description

A platform enabling new employees to connect with buddies or mentors who have successfully integrated into Samhall, providing support and guidance.

- **Desirability:** High. Encourages social interaction and peer support, reducing feelings of isolation.
- **Feasibility:** High. Can leverage existing digital communication platforms like chat or video calls.
- **Viability:** High. Strengthens community and can be maintained with minimal ongoing resource allocation.

4. Accessible Communication Tools

Description

Incorporation of tools like text-to-speech, speech-to-text, and other accessibility features that cater to diverse cognitive and mental disabilities.

- **Desirability:** High. Accessibility tools are crucial for inclusivity and engagement.
- **Feasibility:** Moderate. Depends on selecting the right technology that fits employees' needs.
- **Viability:** Medium. Requires continuous updates to incorporate new accessibility technologies.

5. Gamified Learning Modules

Description

Gamification of certain learning elements (e.g., quizzes, rewards for module completion) to make the learning process more engaging and less intimidating.

- **Desirability:** High. Makes learning fun and rewarding, increasing motivation and retention.
- **Feasibility:** Moderate. Requires careful design to ensure fairness and accessibility.
- **Viability:** High. Can be expanded with new modules over time based on feedback and needs.

6. Feedback and Progress Tracking System

Description

A tool for both new employees and mentors/supervisors to track onboarding progress, set goals, and provide feedback on the experience.

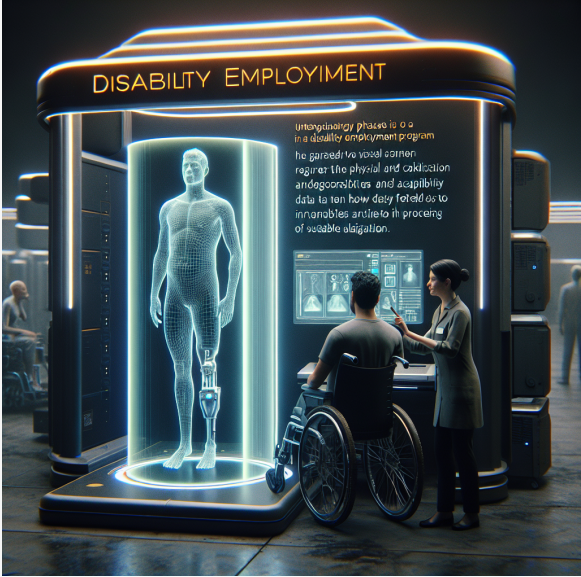
- **Desirability:** High. Provides transparency and helps tailor support to individual needs.

- **Feasibility:** High. Straightforward data tracking and reporting features.
- **Viability:** High. Encourages ongoing improvements to the onboarding process over time.

These ideas and features together create a comprehensive digital onboarding tool that addresses the unique needs of Samhall's employees, ensuring they feel supported, informed, and valued from the start. Additionally, the implementation of these features would help foster trust and understanding between new hires and the organization.

Appendix C

Those images were generated by DALL-E 3 in the process of the project and presented to the team.

Prompt	Generated images(s)
Create an image that shows an body scanner that is used during the samhalla introduction to capture the visual appearance and physical properties of a disabled person. The collected visual information is used by an AI for further processing. It helps Samhall to better understand the capabilities of this disabled person and improves the matching with different job positions. Create a realistic looking photography, that can be distopian. Make sure a form of diablity is visible in the generated image. Also a real human should be shown who is being scanned.	 

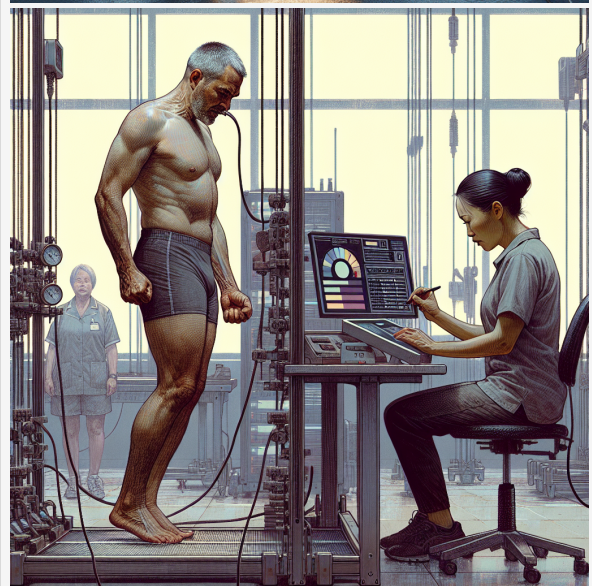
Create an image that shows the transcription of interviews during an introduction interview at Samhall Sweden. The interview is transcribed by an AI and is suggesting further questions for the Samhall employee. Also it scores the trust level of the conversation to highlight if an intervention is needed. The collected data is needed to further improve the quality and service provided by Samhall.

Create a realistic looking photography, that can be dystopian. Make sure a form of disability is visible in the generated image. Also a real human should be shown in the image.



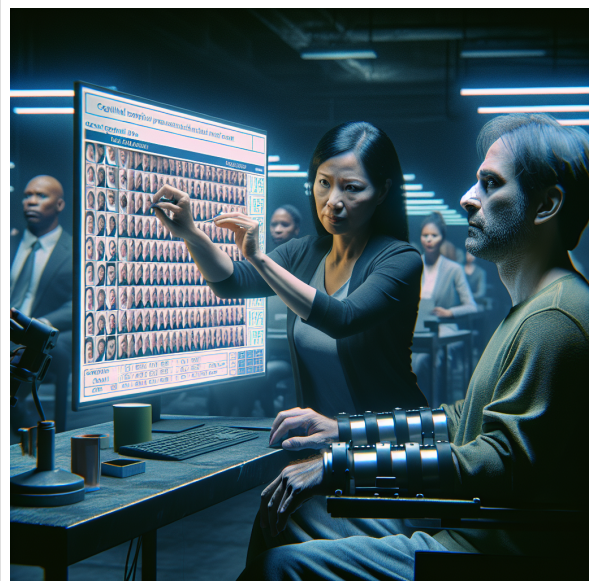
create an image of a disabled person doing a physical test that is being captured and scored by samhall. The data is used to evaluate the best matching job for the tested person.

Create a realistic looking photography, that can be distopian. Make sure a form of diablity is visible in the generated image. Also a real human should be shown in the image.



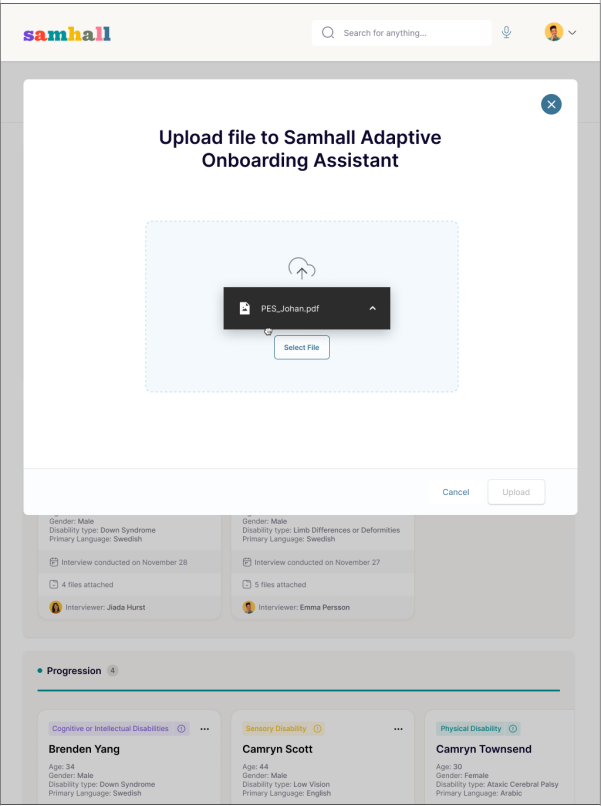
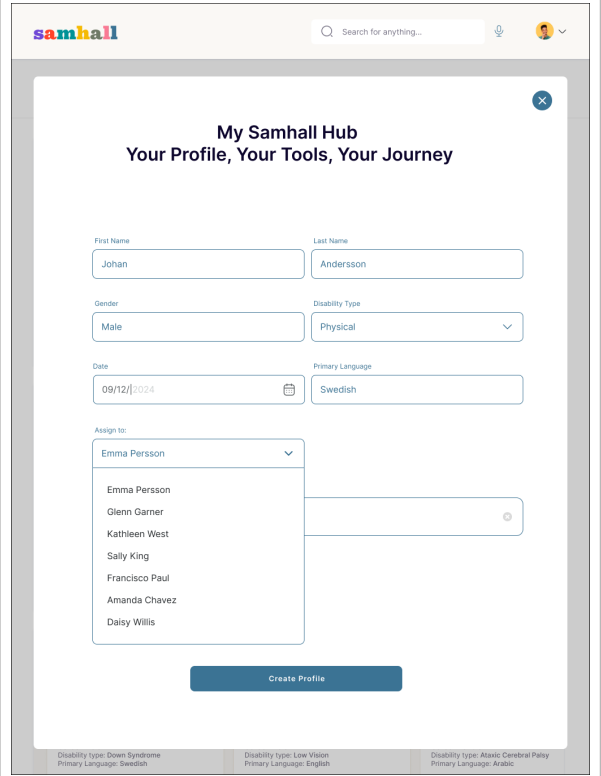
create an image of a disabled person doing a cognitive test that is being captured and scored by samhall. The data is used to evaluate the best matching job for the tested person.

Create a realistic looking photography, that can be distopian. Make sure a form of diablity is visible in the generated image. Also a real human should be shown in the image.

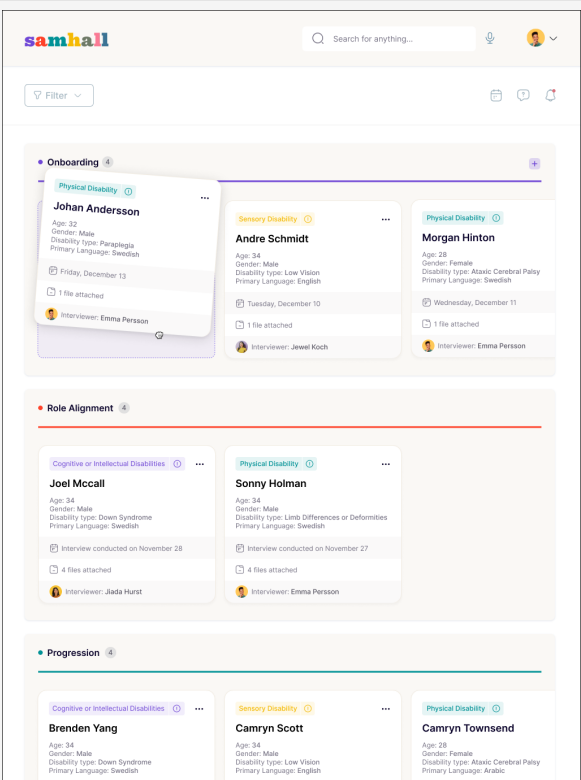


Appendix D

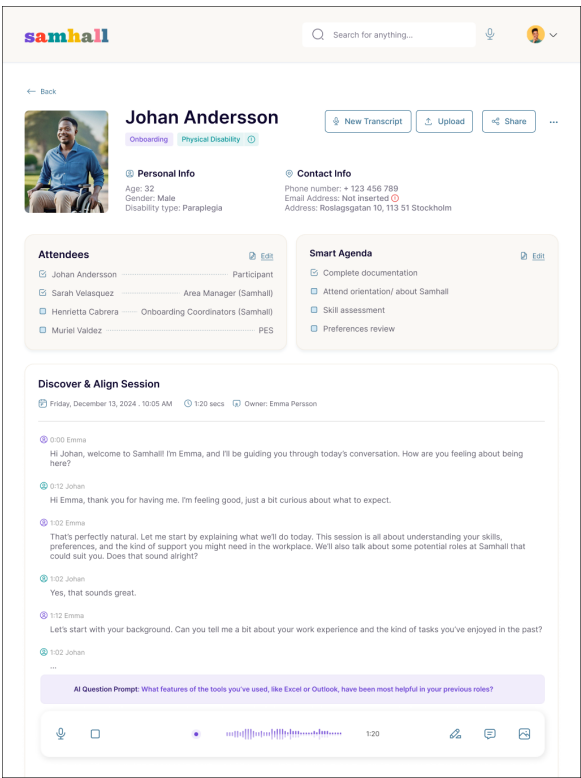
The screens of the final prototype, that was presented to Samhall.

Description	Screen
The Samhall manager is able to upload any information to the onboarding assistant, when creating a new profile.	
The uploaded information is prefilled with available information and needs to be completed by the Samhall manager.	

All persons with disabilities (PoW) or employees are organized into sections such as "Onboarding," "Role Alignment," and "Progression." Each section contains cards that provide essential information like age, gender, and disability type, with distinct colored tags for easy identification. The top of the page features a search bar, filter options, and icons for profile and notifications, enhancing navigation and accessibility.



When clicking on a card, the profile detail view is displayed. It is structured to display personal and contact information alongside a smart agenda and session details. Interactive elements include buttons for actions such as "New Transcript," "Upload," and "Share," providing functionality at the user's fingertips. The session details section allows users to review conversation history and add notes, enhancing record-keeping. The audio recordings are live transcribed and an AI is asking questions that enrich the conversation and are intended to gain more relevant information.



After an interview recording, the session summary page provides a detailed overview, outlining action items and key points. The interface includes tabs for accessing the summary, transcript, and additional comments, fostering an organized approach to information. At the bottom, users can easily view and interact with related documents and images, ensuring that all necessary resources are readily available.

Search for anything...

← Back

Johan Andersson

Onboarding

Physical Disability

↑ Upload

↻ Share

⋮

Personal Info

Age: 32

Gender: Male

Disability type: Paraplegia

Contact Info

Phone number: + 123 456 789

Email Address: Not inserted

Address: Roslagsgatan 10, 113 51 Stockholm

Attendees

Johan Andersson

Participant

Sarah Velasquez

Area Manager (Samhall)

Hennrietta Cabrera

Onboarding Coordinators (Samhall)

Muriel Valdez

PES

Smart Agenda

Complete documentation

Attend orientation/ about Samhall

Skill assessment

Preferences review

Discover & Align Session

Friday, December 13, 2024 · 10:05 AM

28 mins

Owner: Emma Persson

Generate Profile

Summary

Transcript

Additional Comments

Action Items

Identify roles that leverage Johan's strengths in data entry, scheduling, and project coordination.

Focus on positions that align with his technical skills in Microsoft Office and inventory management tools

Schedule a follow-up discussion to present options and gather Johan's input on the proposed roles.

Create a feedback loop to ensure that Johan feels supported and included throughout his journey at Samhall.

Add action item

Key Points

Introduction and Setting Expectations

Emma welcomed Johan warmly to Samhall and explained the purpose of the interview.

The goal was to understand Johan's skills, preferences, and support needs to align him with a suitable role.

Johan's Background and Skills

Work Experience: Johan has 5 years of experience as an administrative assistant, handling tasks like data entry, scheduling, and project coordination.

Technical Skills: Proficient in Microsoft Office, especially Excel and Outlook, with experience using inventory management software.

Preferred Work Style: Enjoys organizational tasks and working in teams but is also comfortable working independently.

Accessibility and Accommodation Needs

Physical Needs: Requires wheelchair-accessible workspaces and an adjustable desk for comfort.

Workplace Preferences: Prefers roles closer to home or with remote work options to minimize commuting challenges.

Additional Requirements: Needs occasional breaks to relieve pressure due to his paraplegia.

Career Goals

Johan expressed interest in advancing his technical skills, particularly in data analysis and advanced Excel.

Long-term, he aspires to take on more responsibilities, such as coordination or leadership roles.

Role Preferences

Team Dynamics: Prefers working in a collaborative team environment but values the flexibility to work independently when needed.

Work Environment: Open to a mix of remote and in-office roles, provided accessibility requirements are met.

Emma's Observations and Next Steps

Emma acknowledged Johan's strong organizational and technical skills and identified potential roles that align with his preferences and capabilities.

She assured Johan that Samhall workspaces are accessible and accommodating and emphasized Samhall's support for career development.

Emma committed to discussing potential placements with the placement team and following up with Johan in the coming days.

PES Profile.Pdf

View

Picture 1.Jpg

View

Picture 2.Jpg

View

Picture 3.Jpg

View

Picture 4.Jpg

View

The login page for the Samhall Hub is designed with simplicity in mind for the people with disabilities. To login a phone number and password is required. Security features like a password visibility toggle and a submit button ensure a smooth login experience. The introductory text provides a warm welcome, explaining access to profiles and resources within the hub.

Search for anything...

My Samhall Hub

Your Profile, Your Tools, Your Journey

Here, you can view your profile, which has been thoughtfully created based on the insights shared during your interview with us.

Explore your skills, preferences, and career goals as we work together to align you with meaningful opportunities

Access Samhall Buddy for guidance, answers, and tailored resources. Your journey starts here!

Phone Number

123 456 789

Password

🔒

••••••••

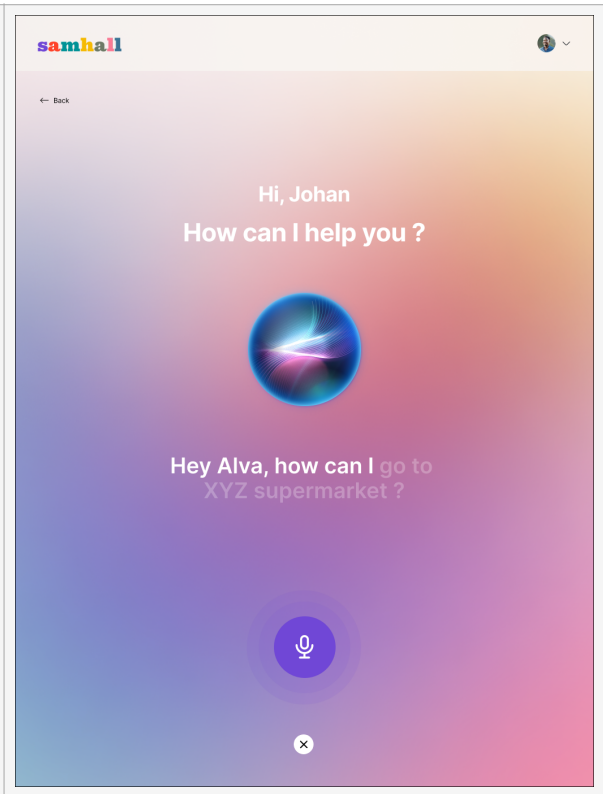
👁

🔕

Your password has been sent via SMS to the phone number you provided during registration with Samhall.

Submit

Moving to the voice assistant page, a minimalistic and engaging interface greets the user with a gradient background. At the center, a prominent icon encourages voice interaction, complemented by a welcoming message and a question prompt.



The extended profile view offers a comprehensive layout that displays detailed background information, skills, and job preferences. Visual elements such as charts for skills distribution add a layer of data visualization. Users have the option to edit their profiles and access embedded videos for educational support, enriching the experience.

Search for anything...

Johan Andersson

Waiting Role AlignmentPhysical Disability

Ask Samhall For Edit

Personal Info

Age: 32Gender: MaleDisability type: Paraplegia

Contact Info

Phone number: +123 456 789Email Address: Not insertedAddress: Roslagsgatan 10, 113 51 Stockholm

Interview: Monday, December 9, 2024, 09:00 AM

Back Story

Johan Andersson, a 35-year-old Stockholm native, has always been known for his resilience and meticulous nature. After a car accident in his early twenties resulted in paraplegia, Johan adapted to his new reality with determination, pursuing vocational training in administrative support to carve out a meaningful career path. Over the past five years, he has excelled as an administrative assistant, where his attention to detail and strong organizational skills made him a key asset in managing data, schedules, and projects. Living independently in a wheelchair-accessible apartment, Johan values environments that promote accessibility and inclusion. Outside of work, he enjoys exploring technology to enhance productivity and finding ways to give back to the community, especially through initiatives that support individuals with disabilities. Now, Johan is looking for a role where he can not only leverage his skills but also grow professionally, aiming to contribute to meaningful projects and take on leadership responsibilities in the future.

Background Information

Education:

High school diploma and vocational training in administrative support.

Work Experience:

- 5 years as an administrative assistant, primarily focused on data entry, scheduling, and project coordination.
- Experienced in using Microsoft Office tools and basic inventory management systems.

Living Situation:

Lives independently in a wheelchair-accessible apartment.

Support Needs:

Requires a workplace that accommodates wheelchair access, an ergonomic desk, and periodic breaks for physical comfort.

Skills and Strengths

Technical Skills:

Proficient in Microsoft Office, including Excel and Outlook, with knowledge of basic inventory management tools.

Soft Skills:

Highly organized, detail-oriented, and efficient in multitasking.

Additional Skills:

Strong team player who thrives in collaborative environments, with the ability to work independently when needed.

Technical Skills

(MS Office, Inventory Management): 40%

Team Collaboration

(Team Player, Communication): 20%

Organizational Skills

(Detail-Oriented, Scheduling): 30%

Independent Work Ability

(Focus, Initiative): 10%

Challenges

Physical Mobility:

Relies on a motorized wheelchair for movement and requires accessible facilities.

Commuting:

Prefers roles located close to home or accessible via public transportation; open to remote work options.

Work Environment:

Needs a quiet workspace to maintain focus and alleviate discomfort from extended periods of sitting.

Job Preferences

Preferred Roles:

Administrative assistant, data entry specialist, or roles that require organizational skills.

Work Setting:

Flexible about working in remote, hybrid, or accessible office environments.

Team Dynamics:

Enjoys collaborative team settings but is equally comfortable working independently when required.

Career Goals

Enhance technical expertise, particularly in advanced Excel and data analytics.

Progress into a supervisory or coordination role within administration or logistics.

Contribute to projects that align with accessibility and inclusion initiatives, reflecting personal values.

Accommodations Required

Physical Environment:

- Wheelchair-accessible office space and an adjustable ergonomic desk.
- Rest areas or opportunities to take short breaks during the workday.

Work Flexibility:

- Availability of remote or hybrid work options.
- Flexible scheduling to accommodate health or physical therapy needs.

Assistive Technology:

- Ergonomic tools, including a keyboard and mouse.
- Voice-to-text software for documentation and communication.

Path Forward with Samhall

Samhall is Sweden's largest company and can be found all over the country. For more than 40 years, we have been helping to build a labour market that sees everyone as an asset. That is something we are proud of.

Knowledge Library

Time Management and Scheduling

Using digital calendars, alarms, and task management apps like Google Calendar

Counseling and Peer Support

Guidance on accessing online or local support groups

Samhall Buddy - Alva

Meet your Samhall Buddy: Always here, always helpful, always for you!