chist-era

GraphNEx
Graph Neural Networks
for Explainable Artificial Intelligence

EPFL

GraphNEx

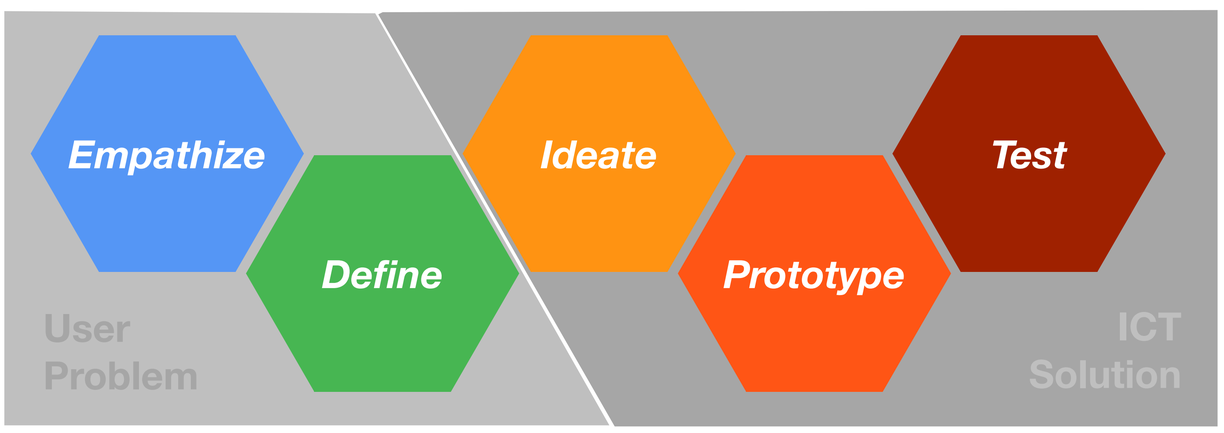
Explainability Value Proposition Canvas

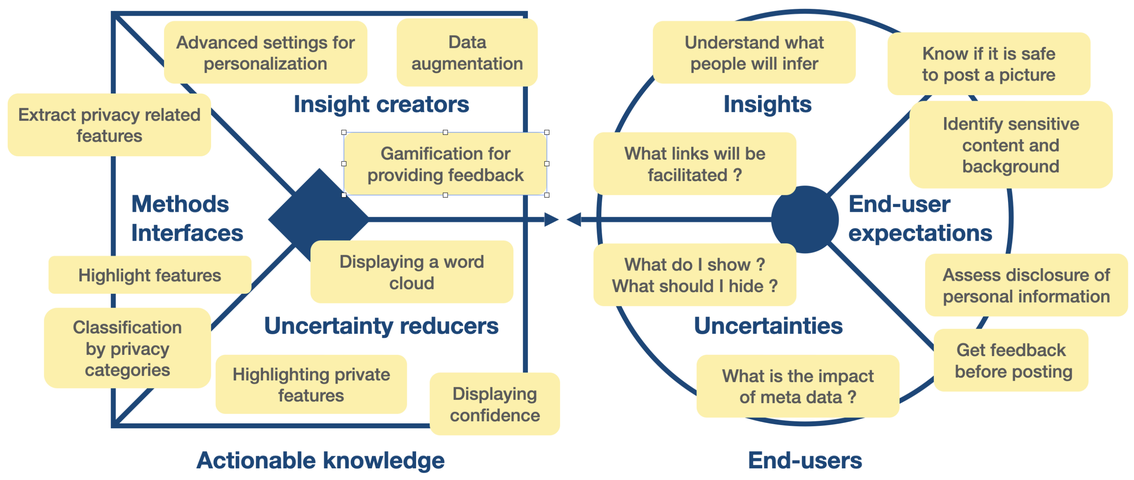
Denis Gillet, Basile Spaenlehauer, and Roxane Burri

Frontend	X	AI	Backend
User Experience (UX)		Machine Learning	
Human Computer Interaction		Graph Neural Networks (GNN)	
Interfaces designed for interacting with **explanations**		**Methods** designed for providing **explanations**	

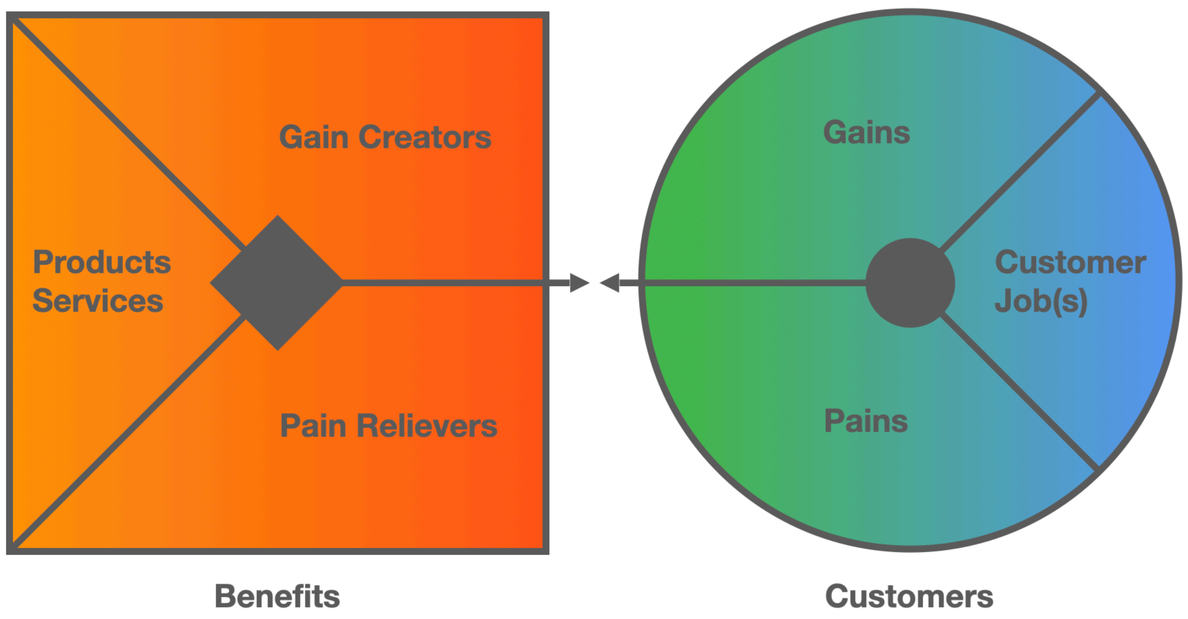
A Value Proposition Canvas has been proposed to support user-centered design of interfaces for explainability. It as been elicited through participatory design held during a GraphNEx workshop with experts from AI, human-computer interaction, and XAI application domains

User-centered design approaches needed





The value proposition canvas introduced in **business** can be used as a **boundary object** for **user-centered design** supporting the **Empathize**, **Define**, **Ideate**, and **Prototype** stages of **design thinking** activities (*Stanford Design School* model)



Applied in GraphNEx for privacy protection*, system genetics, education in computer and data sciences

* Help average citizen understand what they disclosed in terms of private information when sharing pictures in social networks

Sources	Outputs	Core principles
Data & Meta data	Explanations	Parsimony
Training data sets	Graphical and textual	Awareness
Settings	**Analytics**	Personalization
Preferences	History	Context
Links for comparison	Comparisons	Reproducibility

Key user interface components for explainability

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Introducing Alternative Value Proposition Canvases for Collaborative and Blended Design Thinking Activities in Science and Engineering Education, IEEE International Conference on Teaching, Assessment, and Learning for Engineering (TALE), Hong Kong, December 4-7, 2022