

The AI Interface Reality Checklist

Before you believe — or share — a claim about an AI interface, grade it. Two axes, five slop markers, six principles. Production is abundant; judgment is scarce.

1 · GRADE THE CLAIM — TWO AXES, ALWAYS BOTH

REALITY STATE — WHAT ACTUALLY EXISTS?		EVIDENCE BASIS — HOW DO WE KNOW?	
Shipping	in the product today, production build	First-hand tested	you (or the author) drove it, dated capture
Limited beta	real, but gated / flagged / partial rollout	Official documentation	vendor docs or recorded demo
Prototype	built and runnable, not in any product	Patent filing	registry record — intent, not existence
Concept	designed, not built — pixels, not behavior	Independent reporting	credible third party, named and linked
Unverified	asserted; nobody you trust has seen it run	Anonymous claim	unnamed source — treat as a rumor

- ☐ The state and the basis are both stated — a screenshot without a date, version and platform is a story, not evidence.
- ☐ First-hand use is a sample of one: it proves the behavior *existed for one account* — never that it works, is accessible, or generalizes.
- ☐ “The company claims...”, “Users reported...”, “We observed...” — the sentence says which one it is.

2 · SPOT SLOP — BEHAVIORAL MARKERS, NOT TASTE

- ☐ **Generic hierarchy** — layout that would fit any product; nothing earns its position.
- ☐ **Fake affordances** — elements that look interactive and aren’t (or vice versa).
- ☐ **Missing states** — no loading, empty, error, interrupted, or recovery design.
- ☐ **Inaccessible presentation** — contrast, motion, or text that fails real users.
- ☐ **Decorative AI clichés** — sparkles, gradients and orbs standing in for actual interaction design.

3 · JUDGE THE DESIGN — SIX QUESTIONS THAT OUTLAST TRENDS

- ☐ **Human agency** — can the user understand and control consequential actions?
- ☐ **Honest uncertainty** — is probabilistic output presented with real confidence, not false certainty?
- ☐ **Reversibility** — can the user inspect, interrupt, undo, recover?
- ☐ **Visible responsibility** — is it clear whether the user, the system, or another actor is acting?
- ☐ **Accessible by construction** — is accessibility in the component, or promised for later?
- ☐ **Privacy proportionality** — does it collect and reveal only what the interaction requires?

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