

# Blind Spot in Human-centered AI Evaluation

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Large Language Models (LLMs) are increasingly being used in design practices—such as persona and scenario development, critical reflection, and prototyping—due to their ability to generate insights and support creative processes. However, while the integration of LLMs into human-centered design is expanding, a critical blind spot remains: there is a lack of methodologies for developing evaluation criteria that are truly human-centered and context-sensitive. Existing calls for improved LLM evaluation often focus on the need for better criteria, but they fall short of providing systematic support for creating these criteria based on real user experiences and needs. This position paper argues that to fill this gap, we should draw inspiration from established practices in human-centered design, which offers rich methods for eliciting criteria based on real-world user experiences. By exploring these avenues, we can begin to reframe AI evaluation through a design-oriented lens, guiding the development of LLMs in ways that are more aligned with human-centered design principles. Before AI can be integrated in design, design should be integrated in AI.

Additional Key Words and Phrases: artificial intelligence, human-centered design, evaluation, psychology, human-computer interaction

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## 1 INTRODUCTION

Generative artificial intelligence systems (GenAI) are rapidly becoming part of the designer’s toolkit. From generating personas [13] and scenarios [10] to supporting critical reflection [14] and prototyping [9], these AI systems are reshaping how we approach design challenges. Among these, Large Language Models (LLMs) are particularly influential, promising to enhance creativity, streamline processes, and foster innovative design solutions. However, this potential depends on how well these tools align with the specific needs of designers and end-users. Current evaluation methods, which often rely on generalized metrics like accuracy, fail to capture the nuanced and context-specific interactions in real-world design settings [7, 15, 16, 18]. To fully leverage LLMs for human-centered design, we must evaluate them with equally human-centered assessments. Without such methods, we risk deploying AI tools that may not truly serve their intended purpose, despite their technical sophistication. The current situation is akin to using a new design tool without any means to assess its impact on the design process or outcomes.

While there is growing recognition of the need for more human-centered LLM evaluation, existing research efforts often lack systematic frameworks for developing criteria grounded in real user experiences within design contexts—a challenge often referred to as the sociotechnical gap [8]. The unique properties of LLMs complicate the creation of such criteria more than traditional technologies [11]. Most current evaluation methods still focus on metrics like accuracy, which are suited for simpler, task-oriented models but fall short in capturing the nuanced ways designers and users interact with LLMs during creative processes [5, 17]. For instance, assessing an LLM’s effectiveness in persona development is fundamentally different from evaluating its utility in narrative content generation. Therefore, there is

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53 an urgent need for evaluation approaches that can accommodate the varied applications of LLMs in real-world design  
54 scenarios.

55 This misalignment between evaluation criteria and real-world design applications is a significant bottleneck in  
56 developing effective AI tools for design. The quality of these criteria directly impacts the iterative training and refinement  
57 of LLMs. Inadequate evaluation metrics lead to poorly developed models, creating a cycle of suboptimal AI performance  
58 in design contexts. To bridge this gap, this paper proposes drawing from established HCD practices, which offer robust  
59 methods for eliciting criteria based on real-world user experiences. By leveraging these practices, we can reframe  
60 AI evaluation through a design-oriented lens, aligning the development of LLMs more closely with human-centered  
61 design principles. In essence, this paper argues that before we can effectively integrate AI into design, we must first  
62 integrate design principles into AI development. The structure of this paper is as follows: we will begin by addressing  
63 the challenges in current LLM evaluation practices, highlighting recent research and the gap in criteria development.  
64 Next, I will propose an approach inspired by scale development methodologies to address these challenges. Finally, we  
65 will discuss how HCD methods can adapt this approach to the specific needs of LLM evaluation in design contexts. To  
66 fully understand the need for this human-centered approach, we must first examine the challenges inherent in current  
67 LLM evaluation practices.

## 72 2 CHALLENGES IN CURRENT HUMAN-CENTERED EVALUATION PRACTICES

74 As LLMs are increasingly integrated into daily life, their impacts often emerge from complex interactions. Due to this  
75 entanglement, it is difficult to predict capabilities by evaluating them in isolation. The rapid advancement of LLMs  
76 creates a moving target for evaluators, challenging their ability to develop reliable assessments that accurately capture  
77 real-world performance, while trying to stay in tune with emerging applications[8, 16]. Moreover, the context-sensitivity  
78 of LLM outputs and their ability to engage in a wide range of open-ended interactions render traditional, task-specific  
79 evaluation metrics inadequate[11].

81 These characteristics of LLMs have contributed to what researchers term an "evaluation crisis" in AI [18]. Current  
82 techno-centric evaluation methods, which rely on generic benchmarks and automated assessments, fall short in  
83 capturing the real-world complexity of LLM use[11]. While current work is ongoing to develop more human-centered  
84 evaluation processes [e.g., 3, 7, 12], a clear gap remains: the current state-of-the-art is focused developing methods that  
85 better align with real-world scenarios and user intents; however, the criteria and metrics used to evaluate these more  
86 granular scenarios remain superficial (e.g., Enjoyment: did you like this interaction) and lacking rigor and scientific  
87 grounding (e.g., developed without proper investigation/whatever).

89 Taking this gap together with calls from recent literature to foster transparency [6], standardization [2], and construct  
90 validation [1], we may look to established methods from psychology to support the development of criteria and metrics  
91 for human-centered AI evaluation. These challenges highlight the need for a more systematic approach to developing  
92 evaluation criteria that can capture the nuanced interactions between users and LLMs. To address this, we can draw  
93 inspiration from established practices in scale development, while adapting them to the unique demands of AI evaluation.

## 98 3 CRITERIA ELICITATION AND OPERATIONALIZATION

99 Scale development in psychology typically involves several key steps: construct definition, item generation, content  
100 validation, scale administration, item analysis, and reliability and validity assessment [4]. Each step ensures the resulting  
101 scale accurately measures the intended construct. The item generation phase is crucial and involves eliciting and  
102 conceptualizing experiences within a specific context. For instance, when developing a scale for work-related stress,  
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105 researchers might conduct interviews with employees to understand their experiences of stress in the workplace. This  
106 process helps identify relevant dimensions of the construct. Following elicitation, researchers operationalize these  
107 criteria into observable metrics. This step translates conceptual understanding into measurable items, allowing for  
108 quantitative assessment. For example, a work stress item might ask respondents to rate how often they feel overwhelmed  
109 by their workload on a Likert-scale.  
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111 However, the dynamic nature of LLMs presents unique challenges to this process. Traditional scale development is  
112 relatively static, with iterations occurring between versions but not after finalization. This approach does not align with  
113 the emergent nature of LLMs, whose capabilities can change rapidly and unpredictably. Moreover, scales typically require  
114 contextual consistency, which is difficult to achieve with LLMs due to their high context-dependency and versatility  
115 across different applications. **To address the unique characteristics of LLMs**, Liao & Xiao [8], propose learning from  
116 HCI evaluation methods as this field has grappled with similar challenges in assessing complex technologies. HCI offers  
117 various methods (e.g., field studies) for understanding *human-computer interactions* by examining how users experience  
118 them, and then converts these insights into quantifiable standards and measurements. Next, we will discuss a subset  
119 of HCI methods that we often see in human-centered design (HCD) practices. Namely, HCD is uniquely positioned  
120 to support these two critical stages, particularly for LLMs, due to its focus on understanding user experiences and  
121 operationalizing them into design requirements. In the next section, we will explore how HCD methods can contribute  
122 to developing more effective, context-sensitive, and human-centered evaluation criteria for LLMs, potentially addressing  
123 many of the challenges outlined here.  
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#### 128 4 HCD CAN HELP 129

130 Leveraging user experiences is crucial for effectively eliciting and operationalizing evaluation criteria, as it grounds the  
131 process in real-world contexts and allows for the detection of subtle changes and nuances over time. By understanding  
132 how people experience interactions with LLMs, we move beyond evaluating these systems in isolation and instead  
133 assess them in the complex, dynamic environments where they are actually used. To explore this further, we will  
134 examine several qualitative methods commonly used in HCD and discuss how they can support the development of  
135 more nuanced, context-sensitive evaluation criteria for LLMs in various ways. For elicitation, several HCD methods can  
136 be employed:  
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- 139 • Cultural Probes: This method involves giving users kits with open-ended tasks (e.g., photo diaries, postcards) to  
140 capture their experiences with LLMs in their natural environments. For instance, designers could document  
141 their interactions with an LLM-powered design tool over a week, providing rich, contextual insights into the  
142 tool's impact on their creative process.
- 143 • Contextual Inquiry: Researchers can observe and interview users as they interact with LLMs in their typical  
144 work environment. This method could reveal nuanced aspects of LLM use in design tasks, such as how designers  
145 leverage LLM suggestions during ideation or how they negotiate between AI-generated and human-created  
146 content.
- 147 • Experience Sampling Method (ESM): This technique involves prompting users to provide brief reports on their  
148 experiences at random intervals. In the context of LLM evaluation, designers could be prompted to rate their  
149 satisfaction with LLM outputs or describe their emotional state during LLM interactions throughout their  
150 workday, capturing real-time, in-situ experiences.  
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155 For operationalization, HCD methods can facilitate the translation of elicited experiences into measurable criteria:  
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- 157 • Affinity Diagramming Workshops: Collaborative sessions where stakeholders categorize and prioritize insights  
158 from elicitation methods, helping to identify key dimensions for evaluation.
- 159 • Journey Mapping: Creating visual representations of user experiences with LLMs can highlight critical moments  
160 that should be captured in evaluation criteria.
- 161 • Participatory Design Sessions: Involving users in crafting evaluation questions or metrics ensures that the  
162 operationalized criteria resonate with real-world experiences.
- 163 • HCD methods also support ongoing iteration and refinement of evaluation criteria:
- 164 • Co-design Workshops: Regular sessions with users can help interpret evaluation data, uncovering new aspects  
165 of LLM interaction that weren't captured in earlier iterations.
- 166 • Retrospective Interviews: Periodic in-depth interviews with users about their evolving experiences with LLMs  
167 can reveal shifts in usage patterns or expectations, informing updates to evaluation criteria.
- 168 • Community Feedback Panels: Establishing ongoing dialogue with a diverse group of LLM users allows for  
169 continuous input on the relevance and effectiveness of evaluation criteria.
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173 These HCD methods, when integrated into the evaluation development process, enable a more dynamic and responsive  
174 approach to LLM assessment. They facilitate the continuous refinement of criteria in response to evolving LLM  
175 capabilities and changing user needs, ensuring that evaluation methods remain relevant and effective over time.  
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## 177 5 CONCLUSIONS AND FUTURE WORK

178 The systematic integration of HCD methods into a scale development pipeline for AI evaluation offers multiple  
179 advantages that address core challenges in current practices. This approach enhances the relevance and validity of  
180 evaluations by aligning criteria with specific contexts of LLM use, ensuring more meaningful and actionable insights. It  
181 democratizes access to sophisticated evaluation techniques, supporting practitioners and non-expert researchers across  
182 various sectors in developing context-sensitive criteria. **In short, to integrate AI into HCD practices, we must first  
183 integrate HCD into AI evaluation practices.** In conclusion, we see several key areas warrant further investigation:  
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- 185 (1) **Methodology Refinement:** Future work should focus on developing and testing specific methodologies that  
186 combine HCD techniques with scale development processes. This could involve creating step-by-step guides or  
187 frameworks that researchers and practitioners can follow.
- 188 (2) **Cross-Domain Applicability:** Research is needed to explore how this integrated approach can be adapted for  
189 different domains beyond design, such as healthcare, education, or finance, where LLMs are increasingly being  
190 deployed.
- 191 (3) **Longitudinal Studies:** Long-term studies should be conducted to assess the effectiveness of this approach in  
192 capturing the evolving nature of LLM capabilities and user experiences over time.
- 193 (4) **Ethical Considerations:** Further investigation is required into how this approach can be used to develop  
194 evaluation criteria that specifically address ethical concerns in AI, such as bias, fairness, and transparency.
- 195 (5) **Scalability and Efficiency:** Research should explore ways to streamline and potentially automate parts of this  
196 process to make it more accessible and efficient for widespread adoption.
- 197 (6) **Comparative Studies:** Future work could compare the effectiveness of this integrated approach with traditional  
198 evaluation methods to quantify its benefits and identify areas for improvement.
- 199 (7) **Tool Development:** There's potential for developing software tools or platforms that facilitate the implemen-  
200 tation of this integrated approach, making it easier for non-experts to apply these methods.
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