

IT ASKS. *you* CHOOSE.

The agent can critique. It should not choose.

Two prompts I use to review AI-built design without handing over the decision.

Same loop. *Faster.*

In studio

A tutor asks the hard question. You go away and decide.

In the build

The agent asks, and offers directions. I still pick the one I can defend.

Prompt 1: ask for *directions*, not a fix

Paste this into your agent

Give me three genuinely different directions for this screen. For each: the idea in one sentence, what it trades away, and who it is for. Do not build any of them yet.

- One answer is the model's average. Three makes it show you the range, and makes you choose.

Prompt 2: make it *check its own work*

Paste this into your agent

Take screenshots of what you built at 390 and 1280 pixels wide. Compare them with the reference. List every difference before you fix any.

- Claude Code's own best practices say it plainly: give the agent a check it can run, like a screenshot to compare.

Keep maker and judge apart

2 agents

Separating the agent doing the work from the agent judging it proves to be a strong lever.

Anthropic Engineering · Harness design, 2026

Let the machine ask the questions. *Keep the answer.*

Save this for your next review.

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- 1 Follow for Note 04, every Monday and Thursday
 - 2 1:1 mentorship. 5 designers each April and October.
 - 3 Masterclasses for design schools and teams
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