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nion digital × Claude Code Meetup



Beyond AI The End of Creativity or its Renaissance?

Jens Franke

Geschäftsführer
New Business, Innovation

nion-digital.com

For 25 years, I've worked with
deeply creative and brilliant minds



**Creativity as service,
to find solutions.**

**Creativity to express
your ideas and your
view of the world.**

And where does our creativity
actually go these days?



Habit-Tracker

Personal
Dashboards

Second Brain

CRM

Ticket-System

CMS

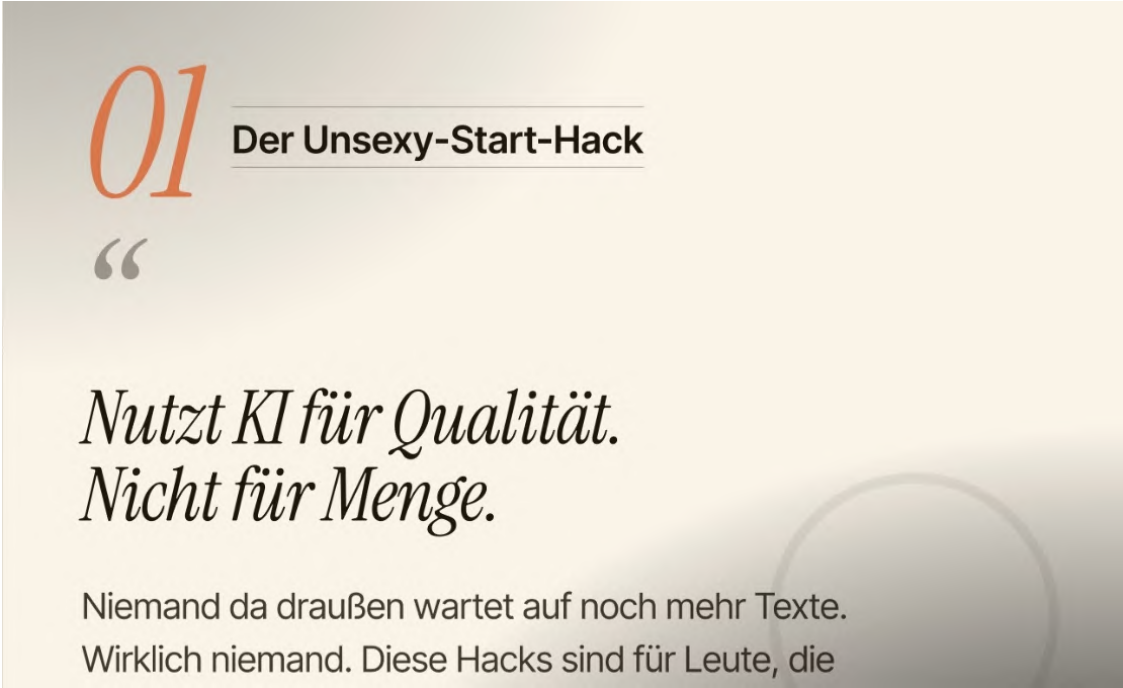
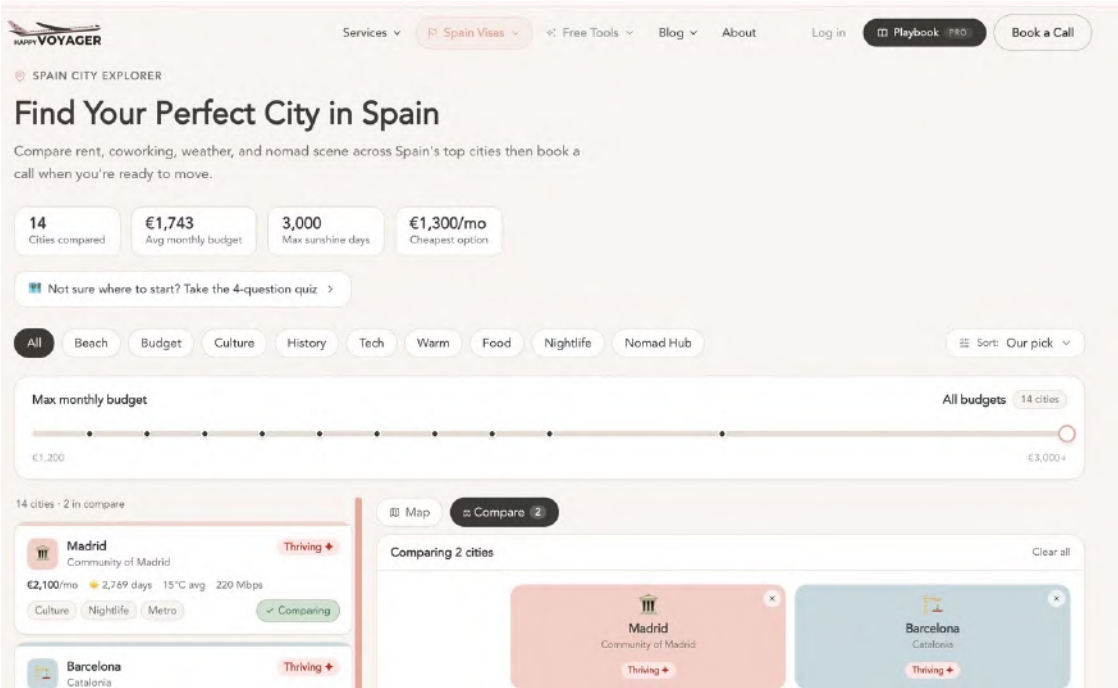
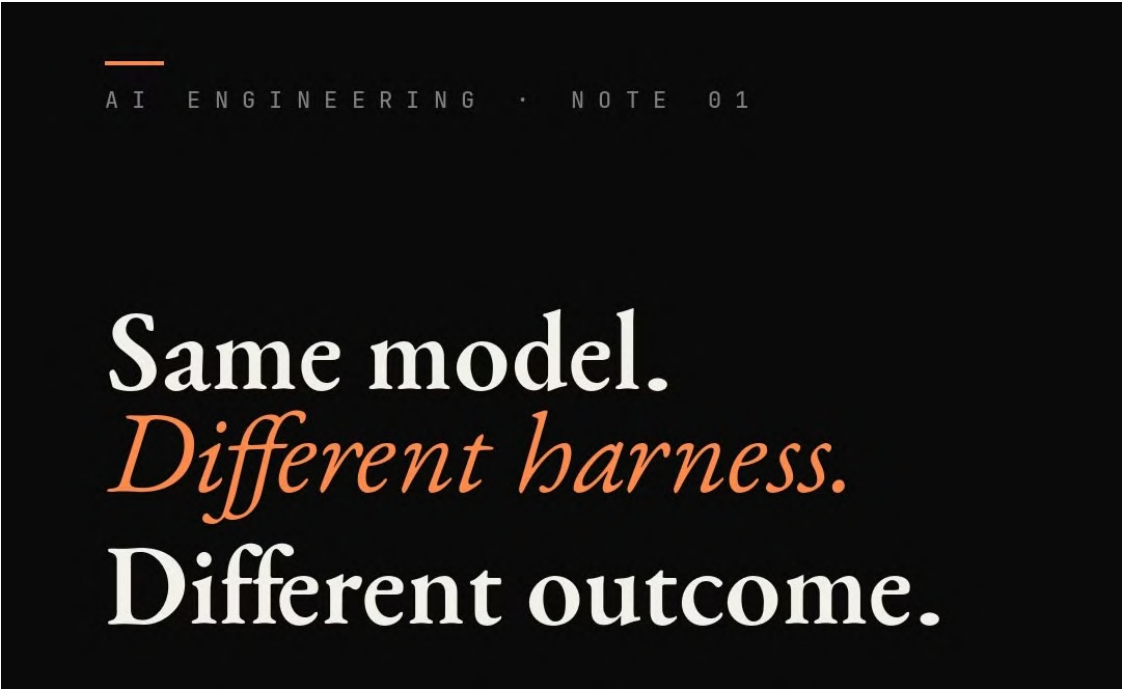
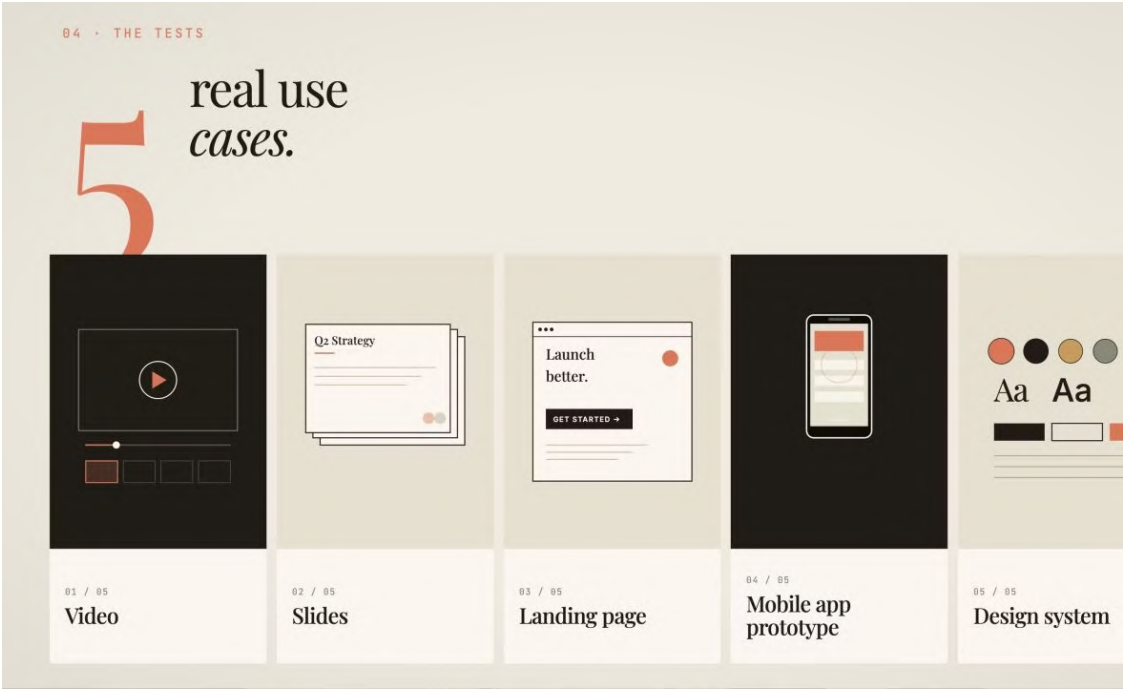
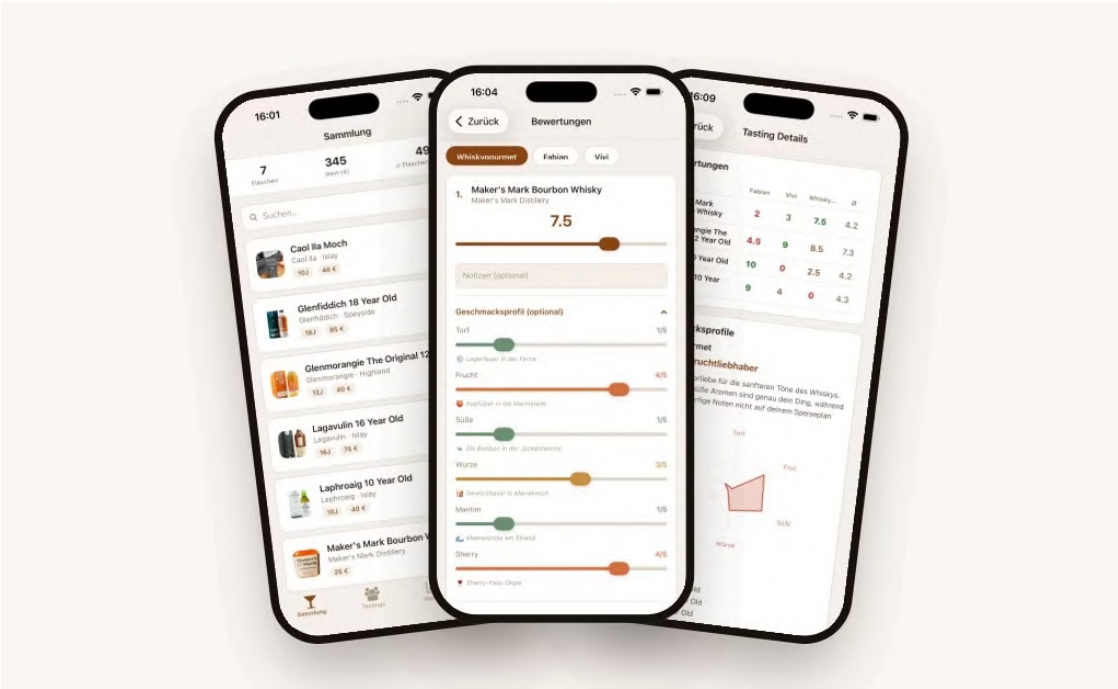


We keep rebuilding
the old software world.

Mantras of our time

- 01 Tasks & Disciplines are just prompts
- 02 Build solo
- 03 Ship daily

But honestly, what are you actually shipping?





AI is no shortcut.



A conscious step back.

Why do we keep drawing analogies between the Renaissance and today's AI era?



If everyone has the same tools,
what gives you the advantage?

If everyone has the same tools,
what gives you the advantage?



Understand the problem
before you reach for a tool.

Master the standard tools
and pick the right ones.

Learn to build your own tools.



If you can create alone,
what still requires collaboration?

If you can create alone,
what still requires collaboration?



Ask for criticism,
not just for praise.

Find people who
are better than you.

Become a master yourself
and pass on what you know.



If anyone can create,
can you also curate?

If anyone can create,
can you also curate?



Experience recognises patterns, weighs them against the inner archive, and cultivates a first sense of taste.

Taste forms through training and shared discussion.

Judgement helps you decide and take responsibility.



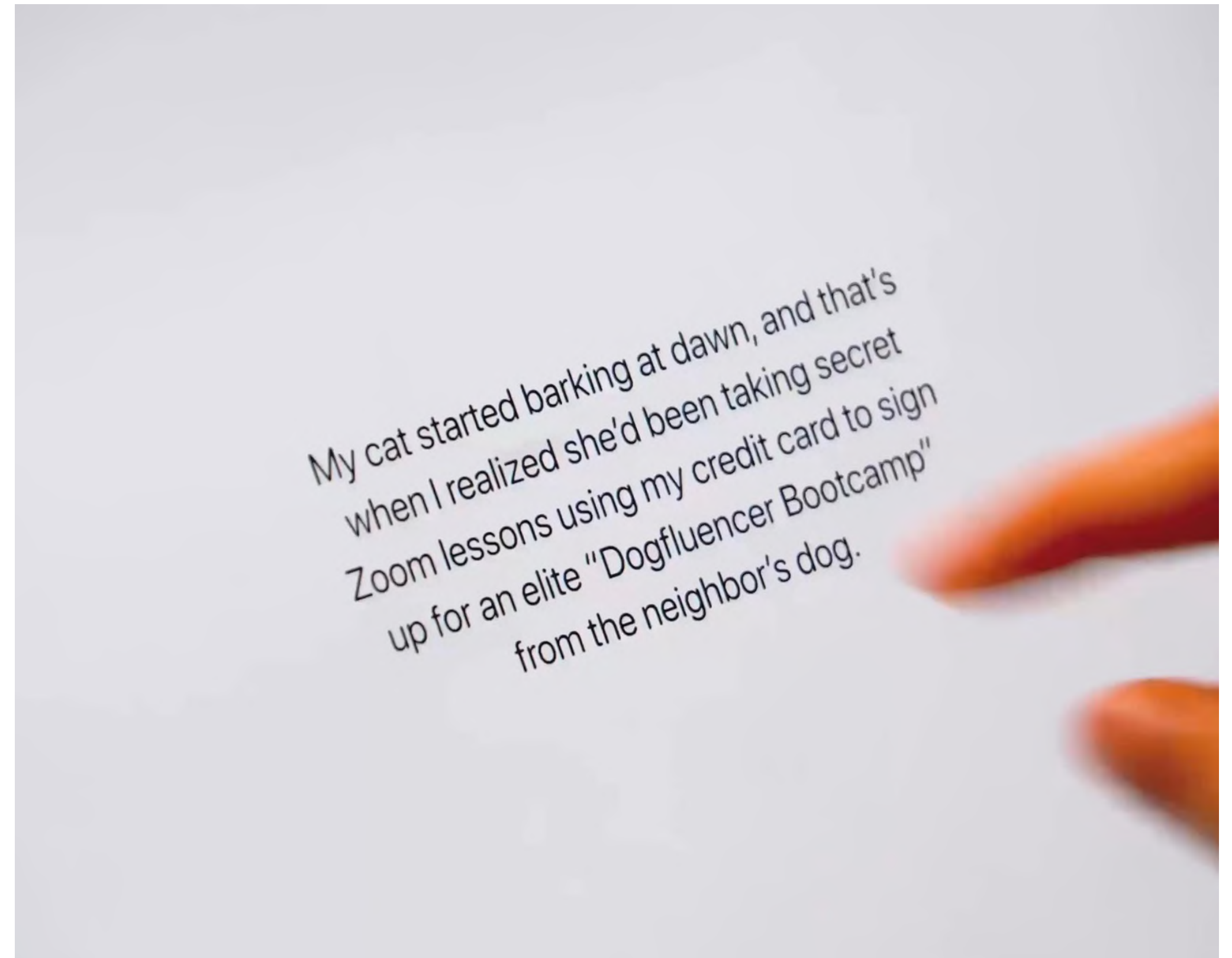
**Back to using creativity to improve
human-machine interaction.**

Two of the fields I'm currently exploring.

Beyond the Prompt



Multi-Input Interaction for the Post-Chat Era



Thesis »Point & Talk« by Diana Lu (2026):
<https://diana.lu/point-n-talk>

Beyond the Prompt



Multi-Input Interaction for the Post-Chat Era

Startingpoint for Self-Exploration

Multimodal Input Recognition
Generative UX/UI for
Adaptive Interfaces (AUI)

Thesis »Point & Talk« by Diana Lu (2026):
<https://diana.lu/point-n-talk>



Beyond the Prompt



Multi-Input Interaction for the Post-Chat Era



Going further

Hand, pose, and object tracking (MediaPipe)
Object segmentation (Segment Anything)

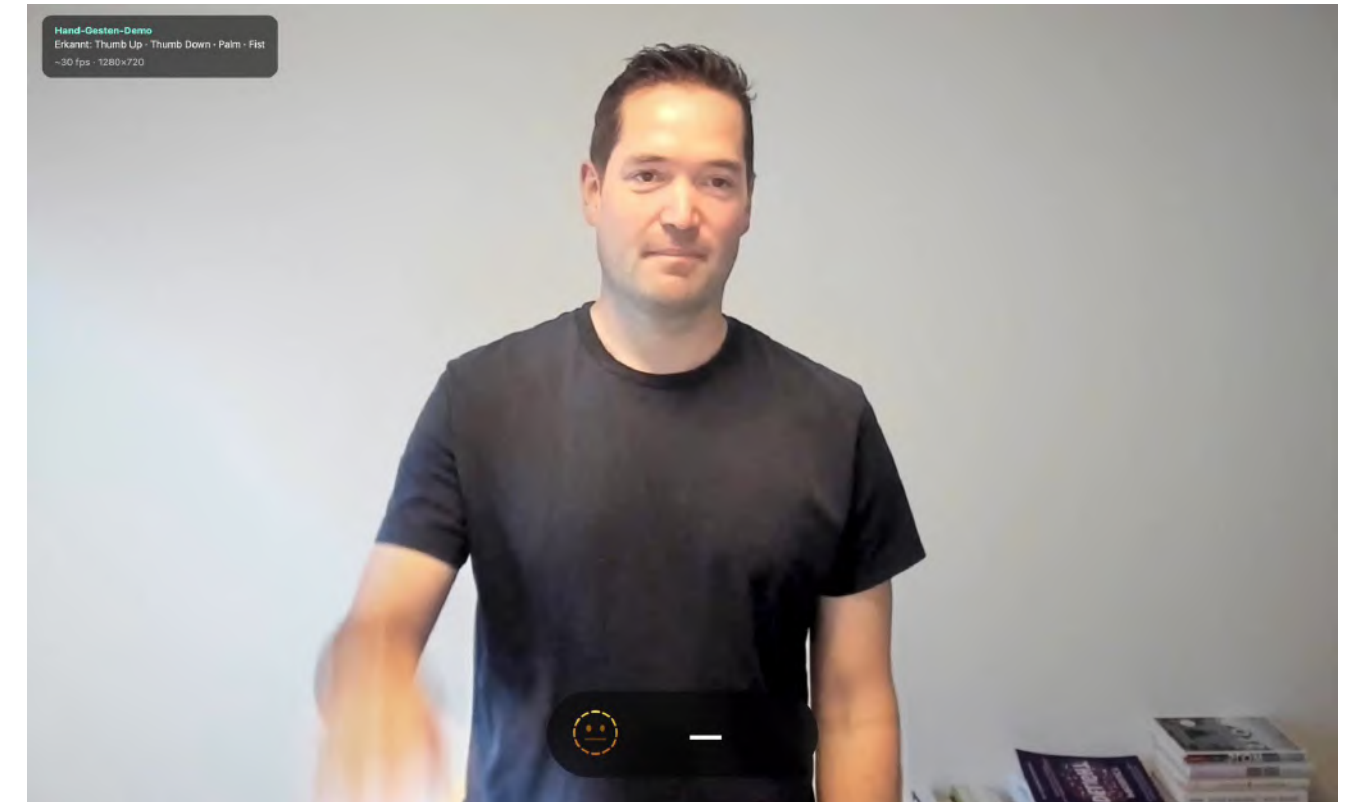
Beyond the Prompt



Multi-Input Interaction for the Post-Chat Era

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Beyond the Pixel



From Image to Text to Scent

Project »Anemoia Device«
by Cyrus Clarke (2025):

<https://cyrus.website/anemoia-device/>



Beyond the Pixel



From Image to Text to Scent

Startingpoint for Self-Exploration

Cross-modal generation (VLM + LLM)

Tangible User interfaces

Human-AI co-creation

Project »Anemoia Device«

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Beyond the Pixel



Hardware That Learns

Going further

Edge hardware (e.g. Arduino, Raspberry Pi)
On-device inference (TinyML)

Claude Tip & Video:

[Why we chose Claude for the Arduino Cloud AI Assistant](#)
[This electronic paddle improves table tennis training](#)





Beyond AI Principles



Stay curious.
Experiment often.
Learn and share together.

Creativity lives out there,
in exchange with other
humans.





Interaction Lab Day · Summer 2026

Who wants to shape new human-machine interactions?

We bring space, food, hardware, and software.
You bring curiosity, ideas, and knowledge to share.

Send me a DM if you're interested.



Jens Franke
Managing Director

jf@nion-digital.com
[LinkedIn](#)
nion-digital.com