

Chapter 2 Discussion Questions

1. Chapter 2 distinguishes casual prompting from directive prompting. What makes a prompt professional enough to become part of a design workflow rather than a disposable chat message?
2. The chapter argues that prompt structure beats clever phrasing. How does this compare to other professional practices students may already know, such as writing code comments, design briefs, methods sections, or metadata?
3. CRAFT is presented as a framing aid rather than a rigid recipe. Which element of CRAFT is most often neglected in mapping assignments or professional cartographic work, and what are the consequences?
4. Prompt types are described as roles in a design process: system, user, tool, and critique prompts. How might separating those roles change collaboration among students, instructors, clients, or LLM agents?
5. If prompts are design artifacts, how should they be evaluated, archived, cited, revised, or shared in cartographic education and professional practice?