

Team 13:

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Need identification and problem statement:

Clients needs:

- One minute video of a virtual reality environment that shows weapons that are capable in autonomously targeting and deploying lethal force.
- Depiction of a virtual reality environment that shows adaption humans have made to remain unseen by autonomous weapons.
- Representation of ethical concerns posed by autonomous weapons on the safety of humans.
- Show creative adaptive methods that have been implemented in the environment using low tech solution.
  - Black out curtains, sheets across alleyways, trenches, ways to stop light from passing through alley ways, subways turned into a bomb shelter, sandbags to protect against buildings.
- Generic environment that feels familiar to every individual watching the video
- Metaphors to portray the key message?
- Shows main concerns regarding autonomous weapons e.g. Technological failures and hacking, dehumanization, explain ability and complexity: if something goes wrong, bias.

Priority of clients needs:

1. Shows main concerns regarding autonomous weapons e.g. Technological failures and hacking, dehumanization, explain ability and complexity: if something goes wrong, bias.
2. Representation of ethical concerns posed by autonomous weapons on the safety of humans.
3. Depiction of a virtual reality environment that shows adaption humans have made to remain unseen by autonomous weapons.
4. One minute video of a virtual reality environment that shows weapons that are capable in autonomously targeting and deploying lethal force.

5. Show creative adaptive methods that have been implemented in the environment using low tech solution.
  - a. Black out curtains, sheets across alleyways, trenches, ways to stop light from passing through alley ways, subways turned into a bomb shelter, sandbags to protect against buildings.
6. Generic environment that feels familiar to every individual watching the video
7. Metaphors to portray the key message?

Problem statement:

With technology making “killer robots” more and more possible, lawmakers need to be aware of the risks posed by such autonomous weapon systems. The client needs a one-minute video of a VR environment to help educate decisionmakers on how killer robots will impact life in warzones.