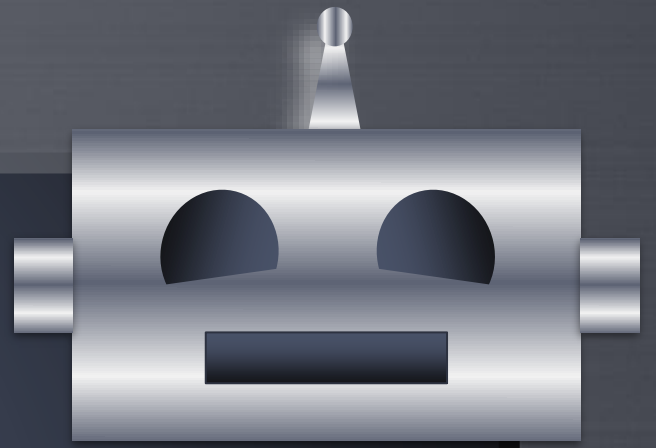
STOP KILLER ROBOTS

Mines Action Canada

BROUGHT TO YOU BY M.E.T.A.L

INTRODUCTION



IN TODAY'S PRESENTATION…

- Project Objectives
  - Progress Made
  - Mistakes Along the Way
  - Navigating the Design Process
- Looking Ahead

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- Testing

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01

Empathize

Step 1 of Design Process

LEARN LEARN LEARN

- Ethical dilemmas
  - Accountability
  - Distinguishability
  - Moral decay and dehumanization
- Benchmarking
  - iRobot
  - SnapAI
  - Black Mirror

Snap is under investigation in the U.K. over potential privacy risks associated with the company's generative artificial intelligence chatbot.

The Information Commissioner's Office (ICO), the country's data protection regulator, issued a preliminary enforcement notice Friday, alleging risks the chatbot, My AI, may pose to Snapchat users, particularly 13-year-olds to 17-year-olds.

https://www.cnbc.com/2023/10/06/snap-ai-chatbot-privacy.html

China builds Covid quarantine camps

Client Meeting #1 Takeaways

Before Client Meeting #1

How do we build this? What should we show? What software do we use?

How long should it be? Should it be specific or general?

After Client Meeting #1

Focus on Storytelling. Focus on the emotions. Focus on the users.

02
Define

Problem statement

What is the problem?

- A world with Autonomous Weapons

Why is it a problem?

- Who it Impacts
- Ethical issues
- The world will change

How solve the problem?

- VR world
- 1 minute

Client's needs

Raw Data	Groupings/ Rating
Clear video	3 - Simplicity
1 min	
Emotions	
Target audience	5 - Provoke urgency
Focusing on the storytelling	
Accessibility	1 -VR Experience
Good experience	
Civilian adaptations	4 - Technological Adaptations
Adaptation over threat	
Cater to random people's knowledge	3- Universal

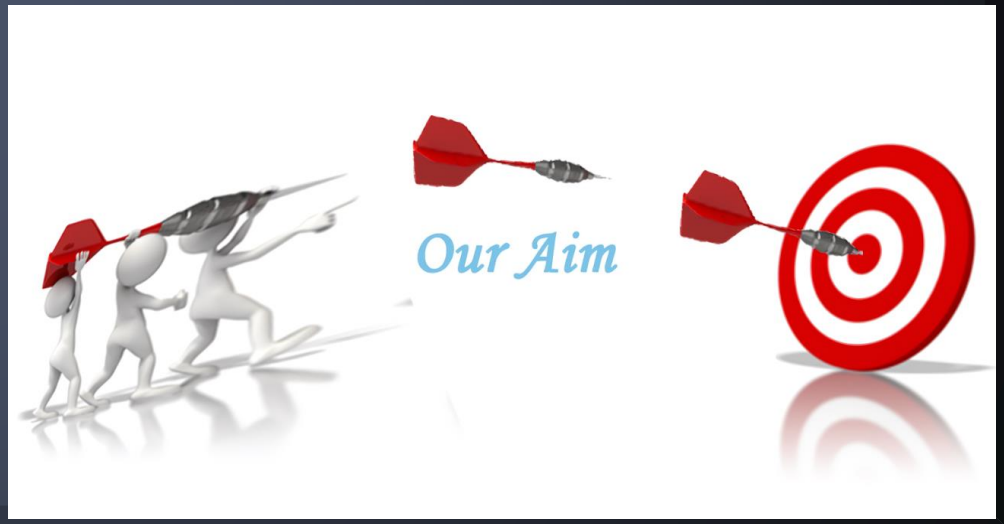
***Rating scale: 1 – Least Important, 5 – Most important**

- What is the Raw Data?
- Purpose of Groupings and rating

Target Specification

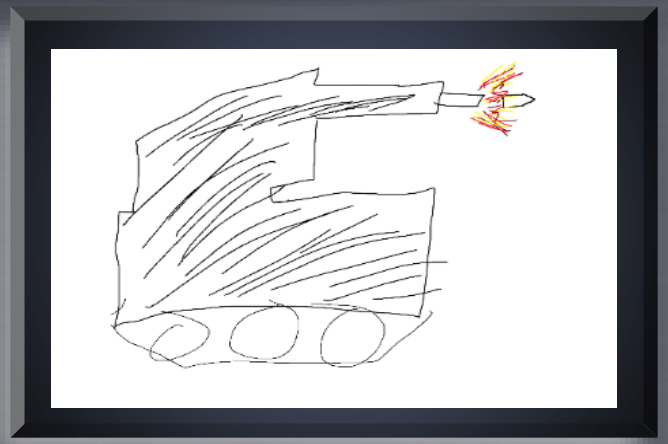
Functional	***Non-functional***	***Constrains***
VR Environments	Video narration	Avoid graphic content
One minute video	Complexity of concepts	Generic background
Technical adaptations	Reaction time	Avoid geographical identifiers
Visual elements	Attention Span	Cost ($)
Auditory elements		
Avoid use of autonomous robots in video		
Evoke emotions		

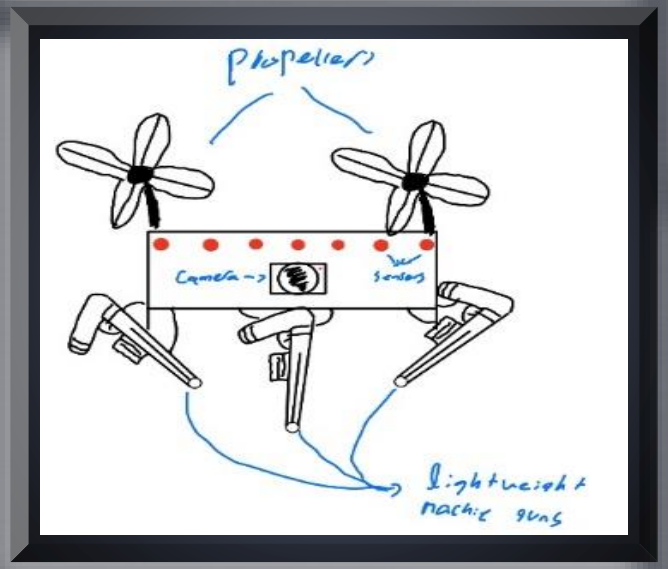
- Standards set for Target Specification (Units used)
- Method of Verification (calculations, survey, observations, etc.)

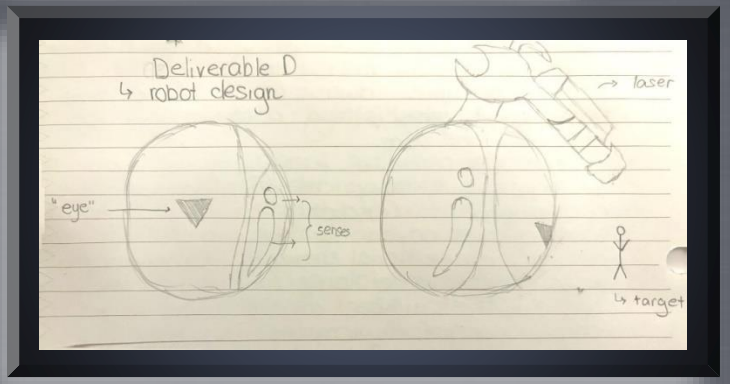


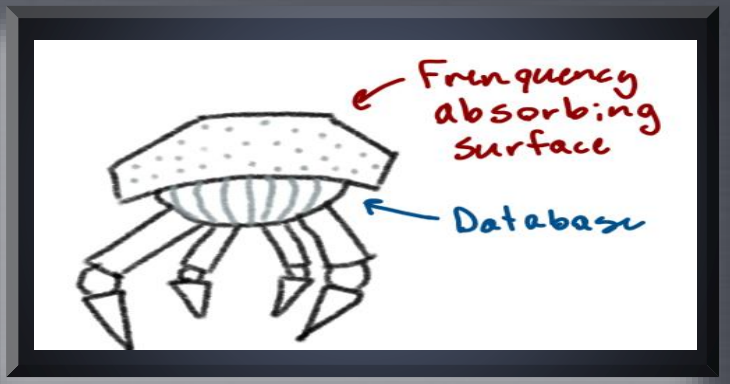
03
Ideate

TECHNICAL ADAPTATIONS





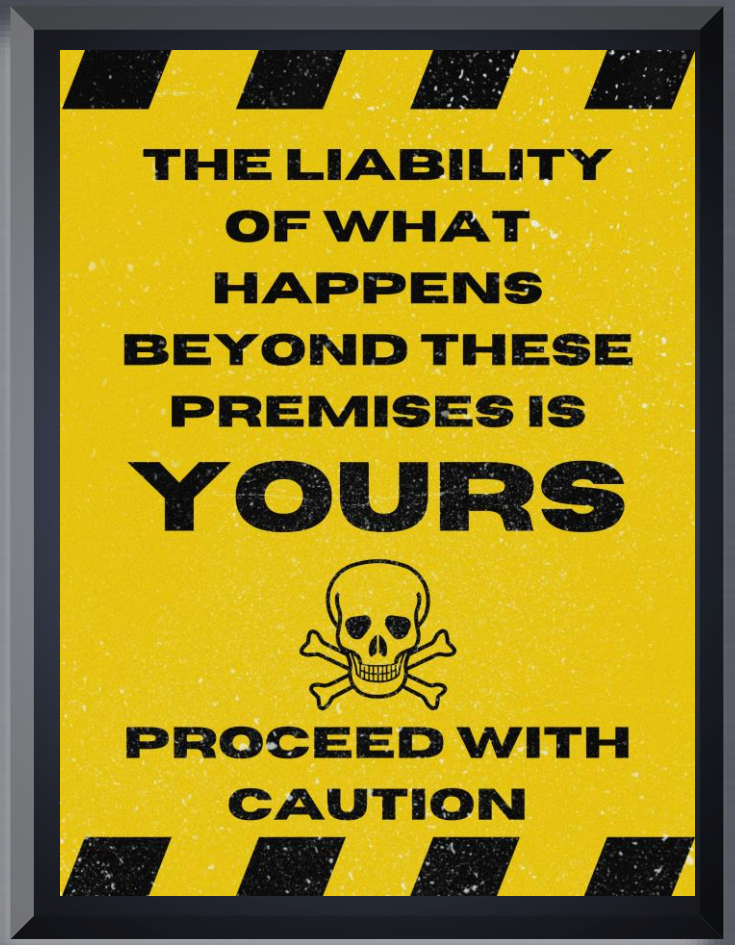


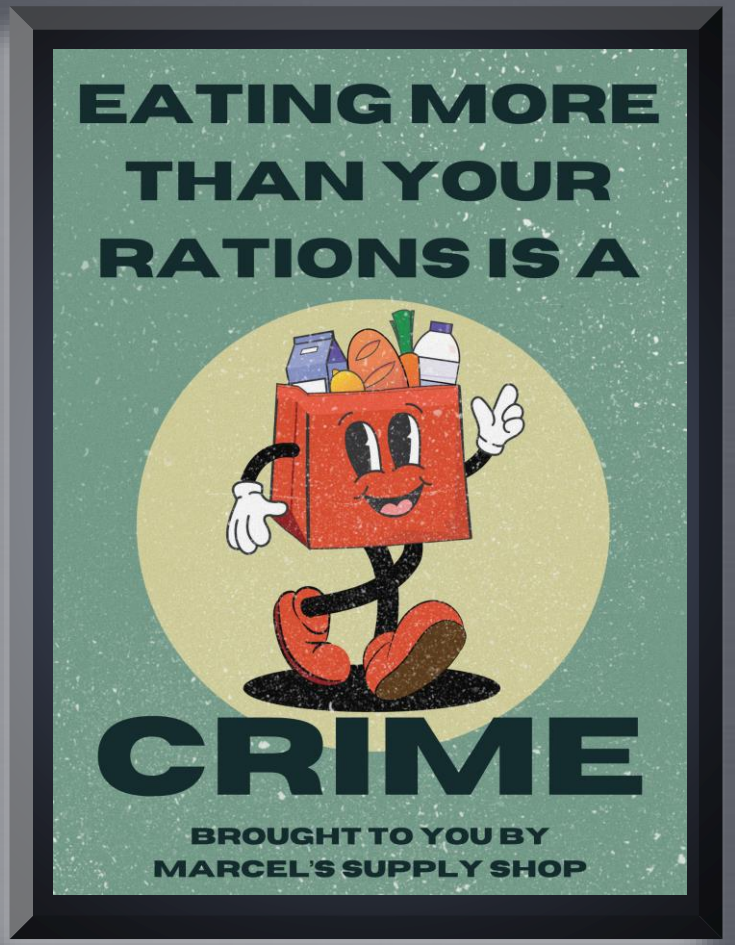


Deriving Adaptations:

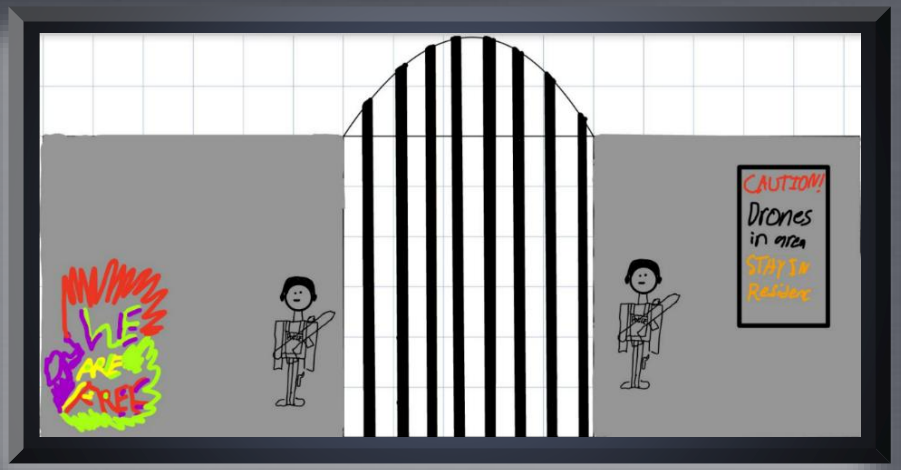
- **CHALLENGE**:
  Navigating the design process within an imagined world

IMPLEMENTING ADAPTATIONS





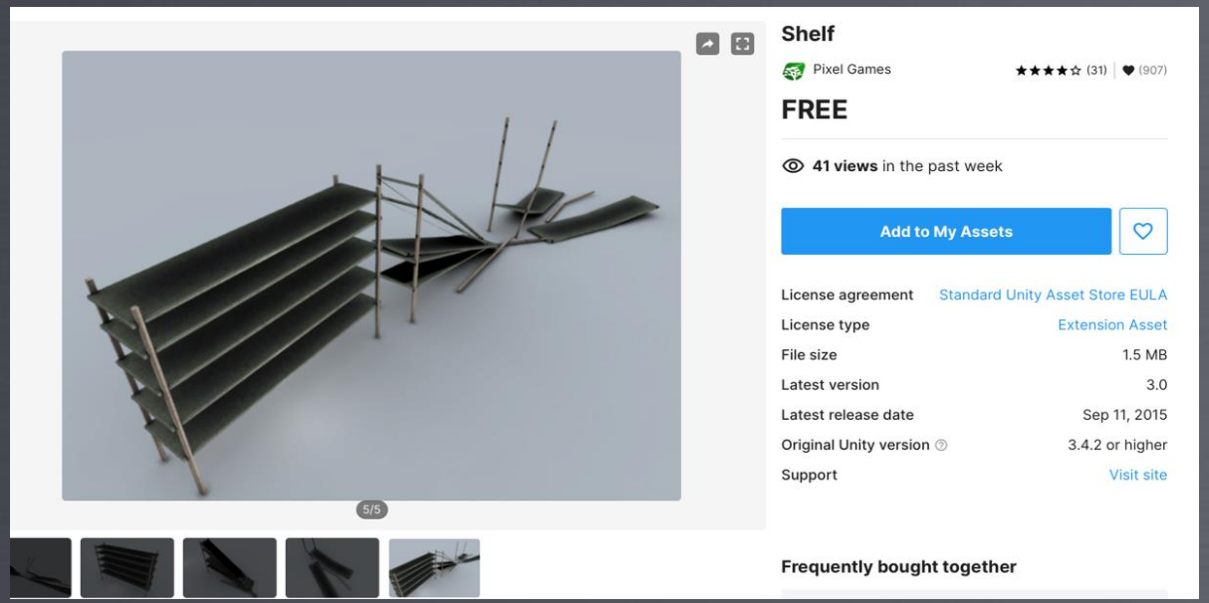
STORYBOARDING & SCRIPTING
(THE HUMBLE BEGINNINGS)



04

Prototype

Assets


Shelf
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★★★★☆ (31) | ♥ (907)
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Latest release date Sep 11, 2015
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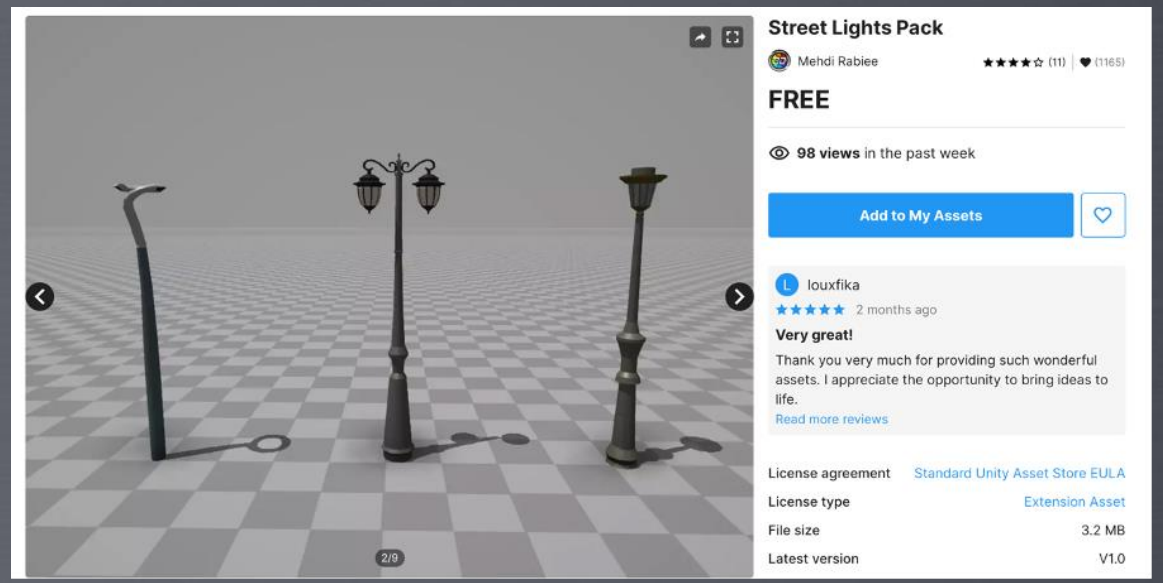
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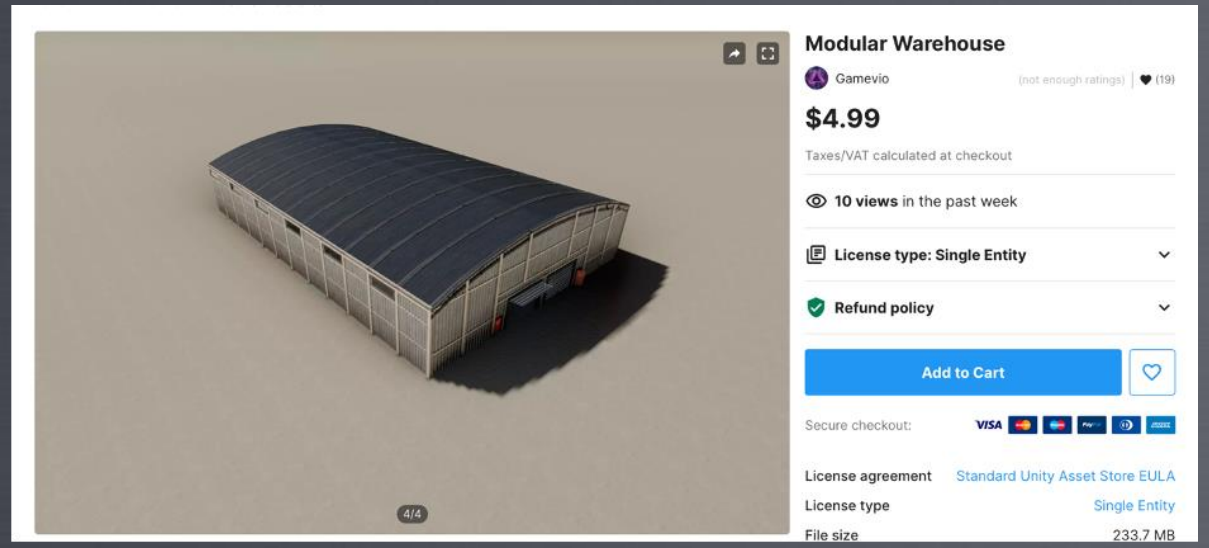
Modular Warehouse
Gamevio
(not enough ratings) | ♥ (19)
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Refund policy
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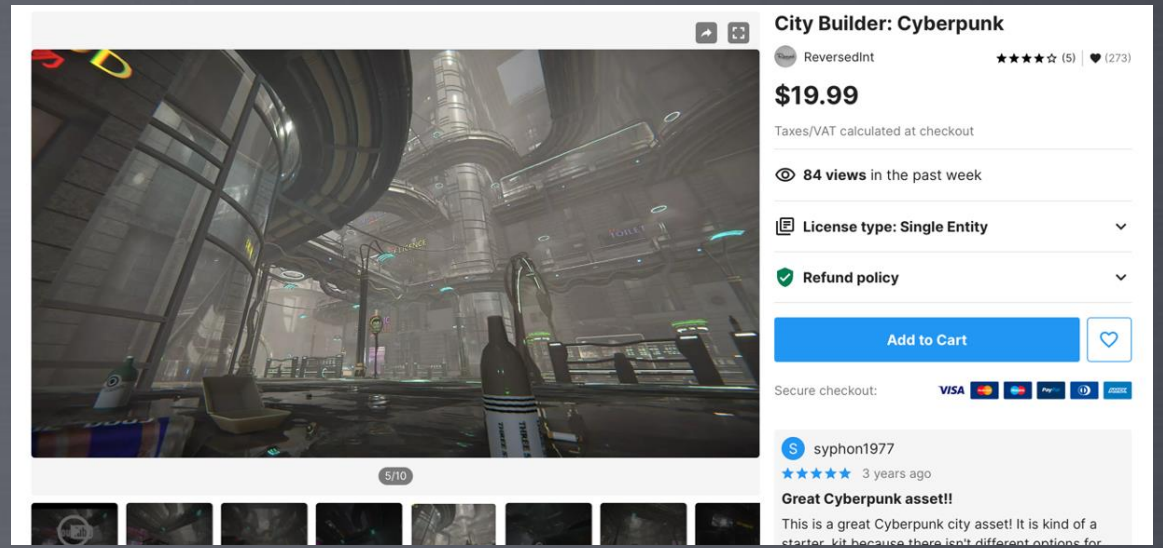
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ReversedInt
★★★★☆ (5) | ♥ (273)
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Refund policy
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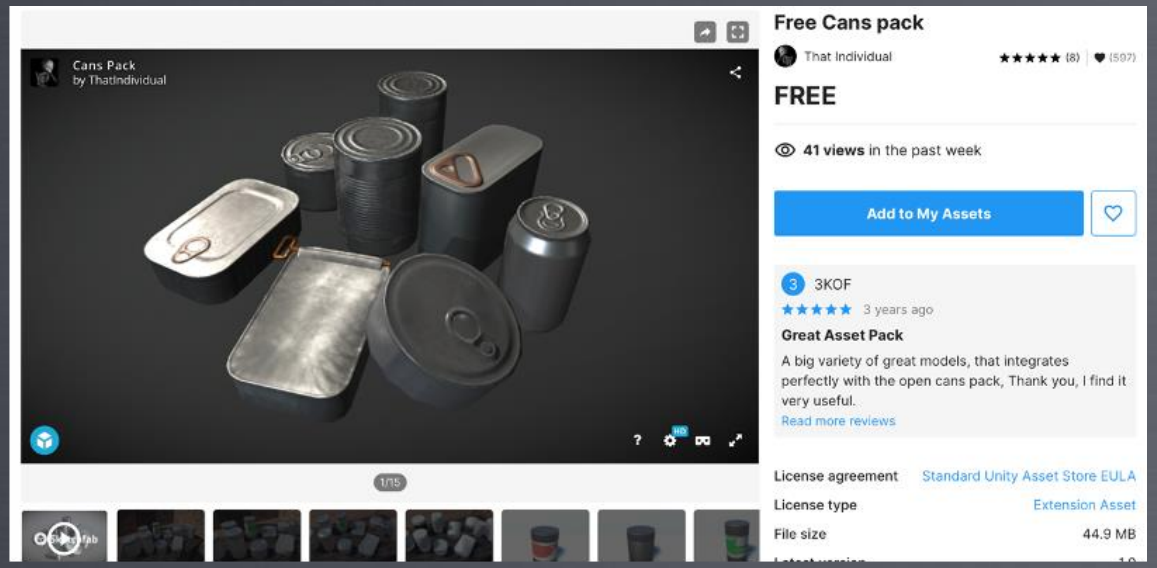
syphon1977
★★★★★ 3 years ago
Great Cyberpunk asset!!
This is a great Cyberpunk city asset! It is kind of a

Assets


Cans Pack
by ThatIndividual
1/15
Free Cans pack
That Individual
(8)
(507)
FREE
41 views in the past week
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3KOF
3 years ago
Great Asset Pack
A big variety of great models, that integrates perfectly with the open cans pack, Thank you, I find it very useful.
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Extension Asset
File size
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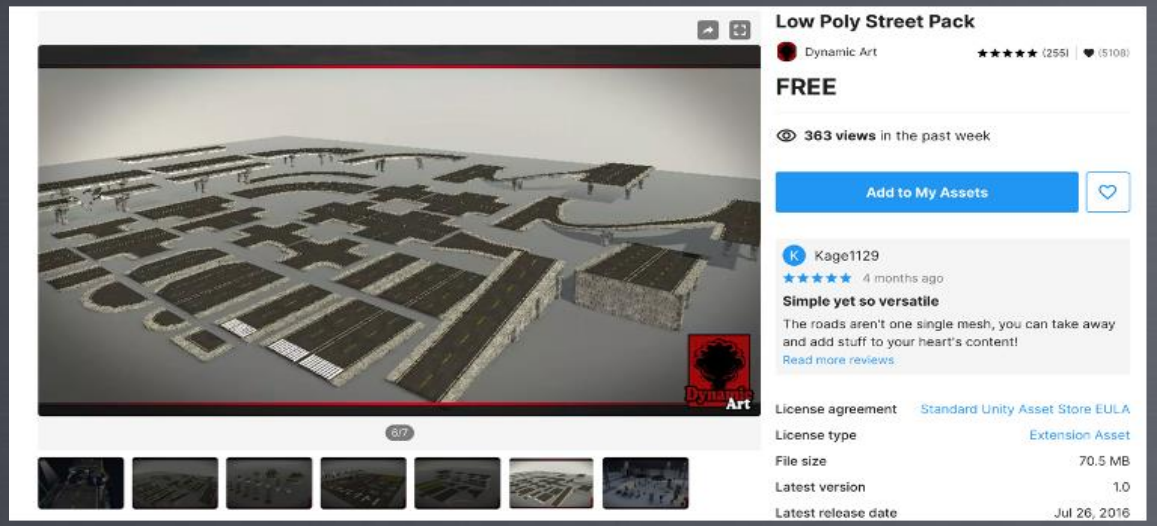
Low Poly Street Pack
Dynamic Art
(255)
(5108)
FREE
363 views in the past week
Add to My Assets
Kage1129
4 months ago
Simple yet so versatile
The roads aren't one single mesh, you can take away and add stuff to your heart's content!
Read more reviews
License agreement
Standard Unity Asset Store EULA
License type
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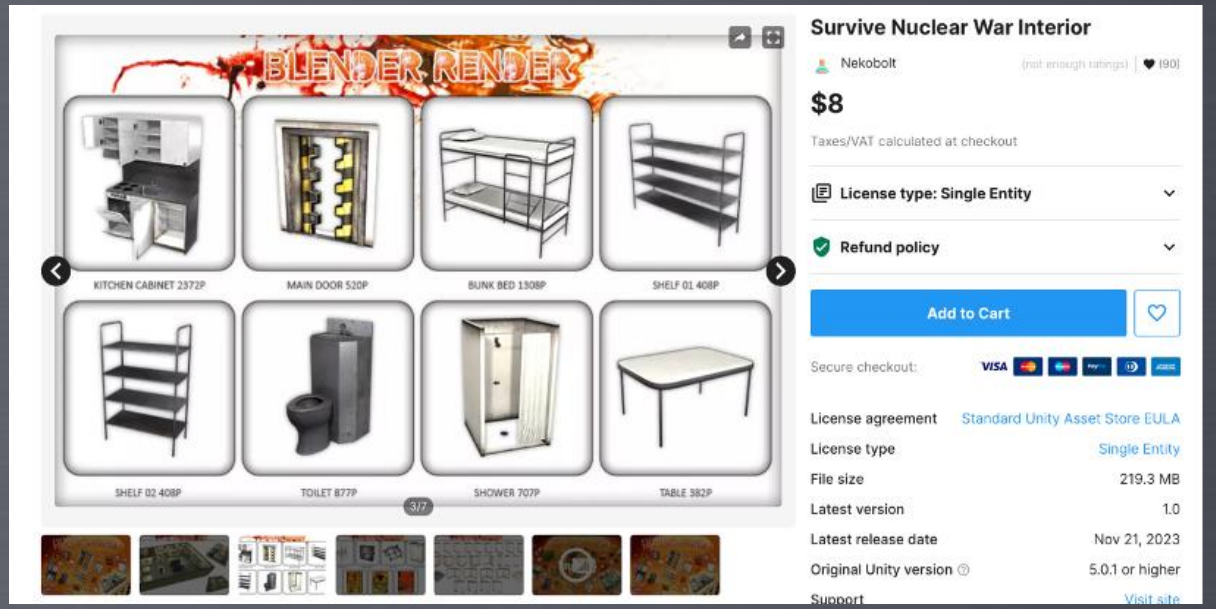
File size
70.5 MB
Latest version
1.0
Latest release date
Jul 26, 2016


BLENDER RENDER
KITCHEN CABINET 2372P
MAIN DOOR 520P
BUNK BED 1308P
SHELF 01 408P
SHELF 02 408P
TOILET 877P
SHOWER 707P
TABLE 382P
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File size
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Latest version
1.0
Latest release date
Nov 21, 2023
Original Unity version
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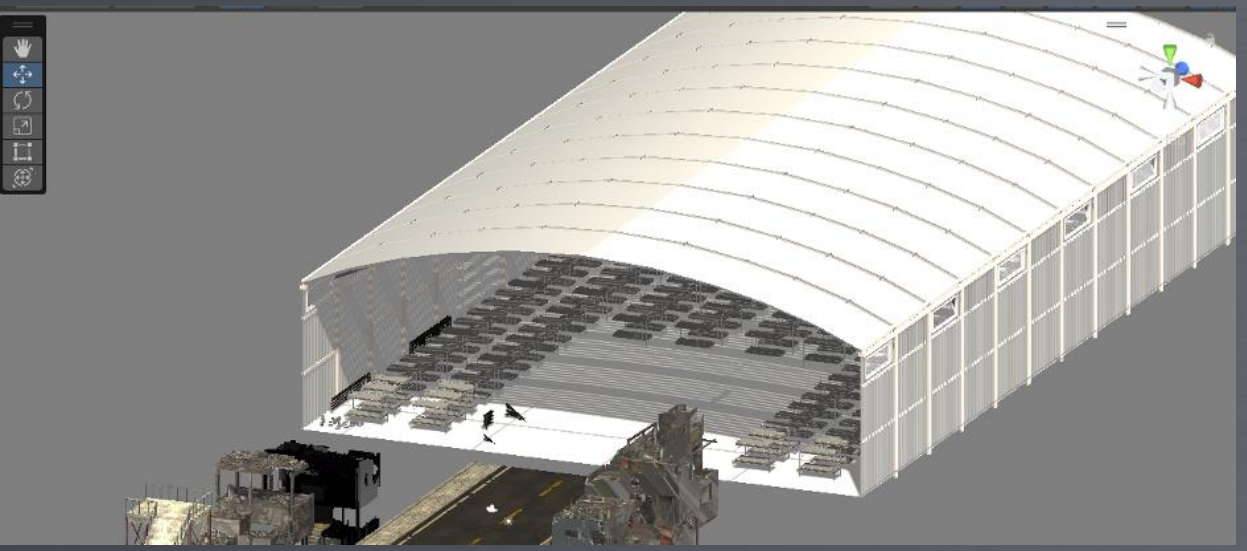
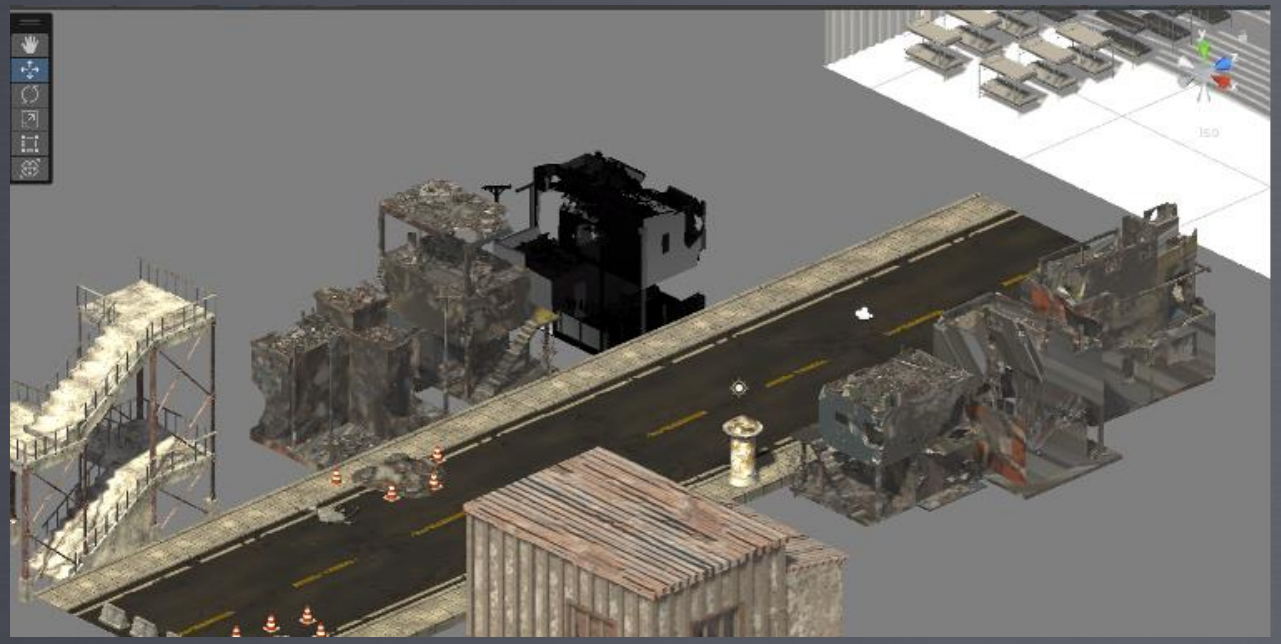
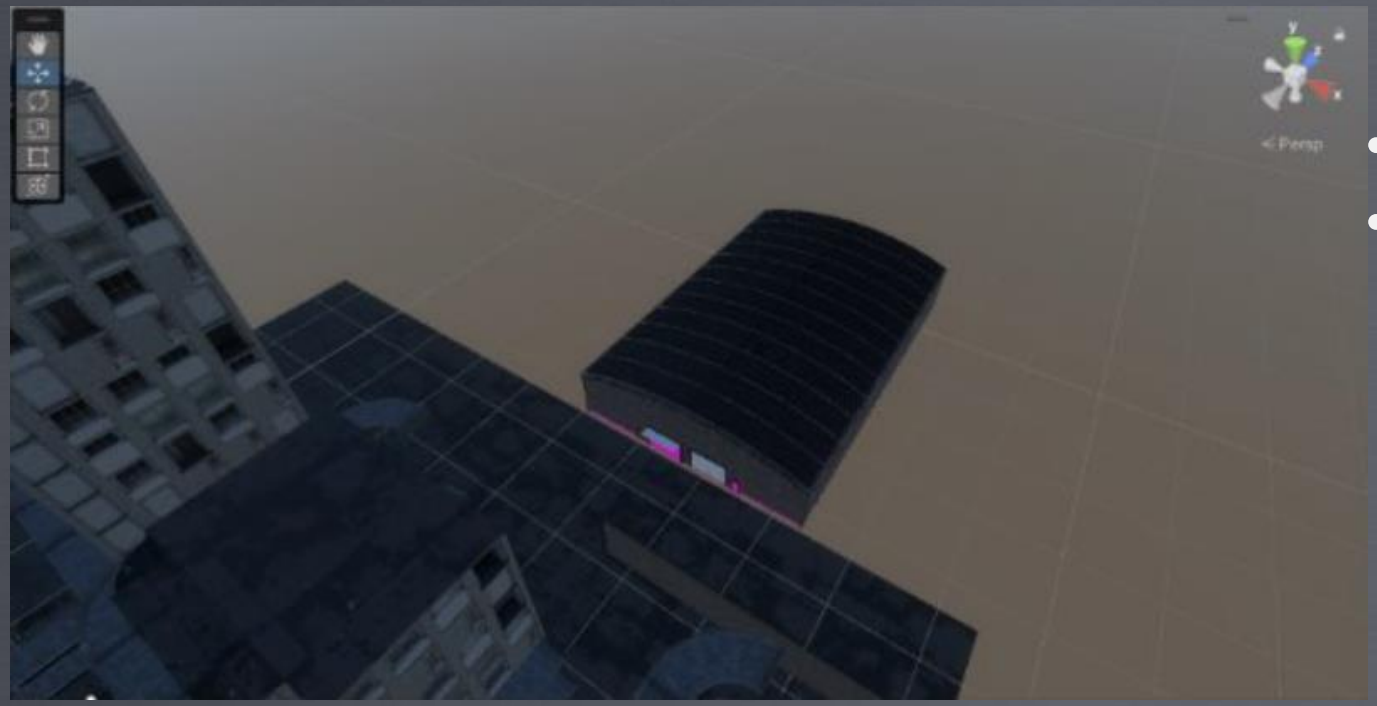
Prototype I





Likes	Dislikes
Good Storyline	Lack of initial clarity
Ethical Concern	Complex
Accessibility	Void of Content
[redacted]	Little adaptions



Prototype II

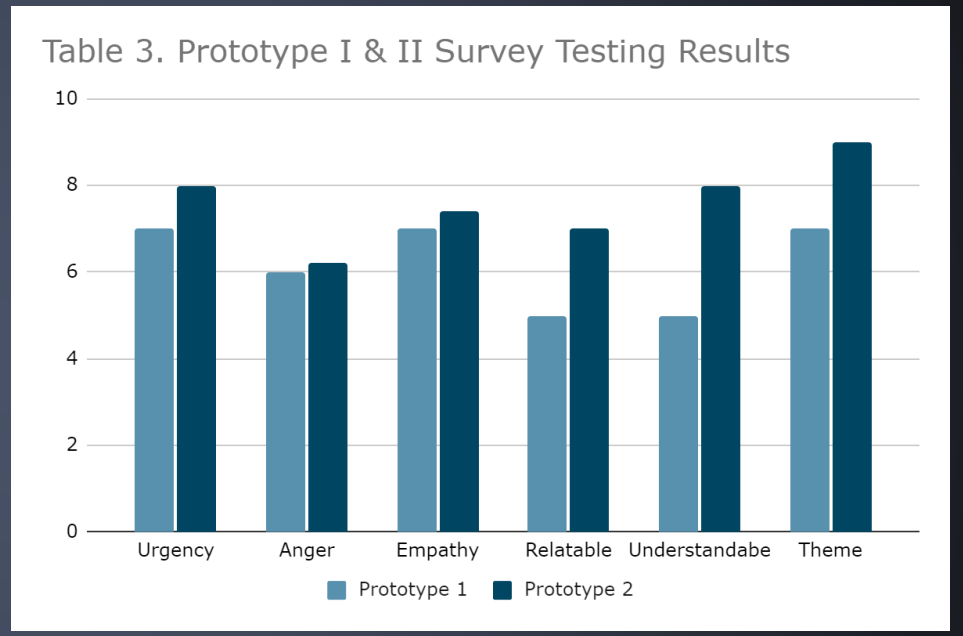
Changes Made:

- Simplification of Storyline and VR Environments
- Simplification of Video and Interactive VR Experience
- Enhancements for User Understanding
- Refinement of Narration
- Allocation of Budget for Premade Environments.

05

Testing Results

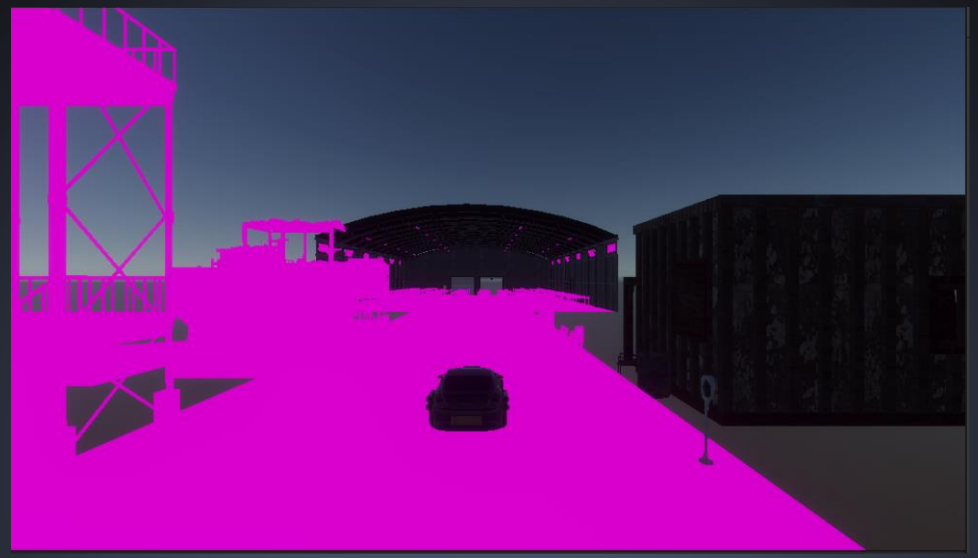
using google forms to acquire feedback on our prototypes we were able to pin-point our projects weakness. The feedback showed us that our first prototype wasn't very relatable and was hard to understand;



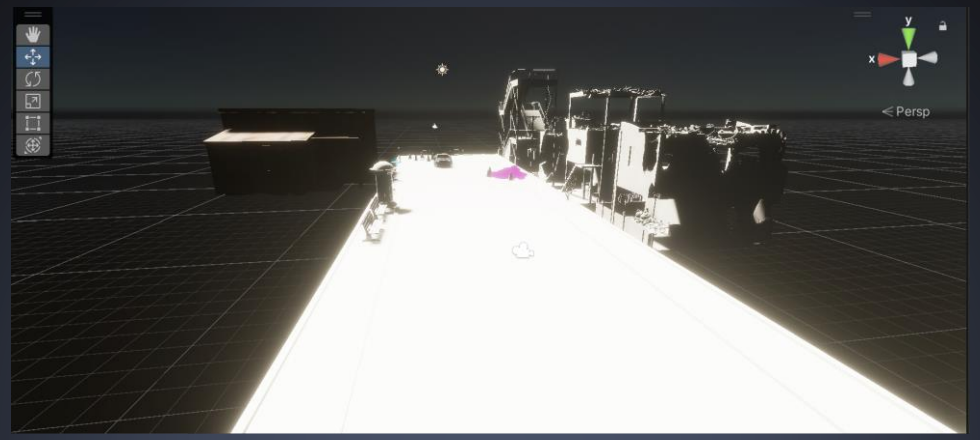
Simplify

Based on the feedback we decided to use a modular city pack this allowed us to streamline the process of building our environment.

Testing The VR Environment

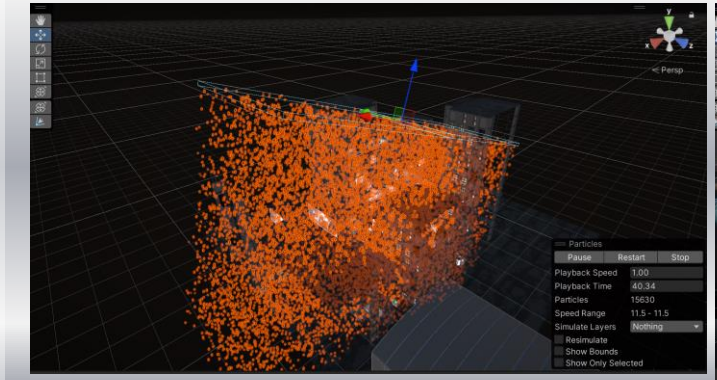


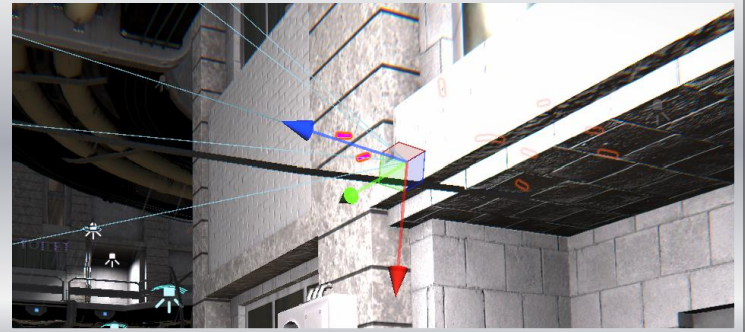
We ran into a problem when changing the render pipeline where most materials would turn pink. To fix this we need to use the HDRP wizard in unity.



We used the HRDP wizard but there is a bug that will crank up the intensity of the light, leaving everything washed out with white light.

Testing VFX





RAIN

Angling the rain to make it appear that there is wind and it give it a more realistic feel

PAPER

Pieces of paper floating in the wind

SPARKS

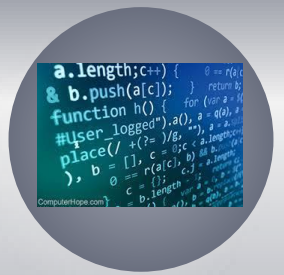
Sparks coming from electrical wires

06

Look Ahead

13 days until design day!

OBJECTIVES



Add Audio

Rehearse and Record the narration, add footsteps, rain, and ensure the audio is smooth (no bugs)

Add Scripts

Make sure all the interactions have their appropriate scripts and there are no issues

Record Video

Record and edit the final video, make sure it is within the parameters (testing)

Thank you for Listening

Questions?

Questions?

Questions?