**Project Deliverable B: Needs Identification and Problem Statement**

**GNG 1103: Team 4**

# **Client Needs**

* Inform decision-makers about problems with autonomous weapons
* Needs to be clear about the problems with autonomous weapons:
	+ Bias
	+ Digital dehumanization
	+ Inability to abide by International Humanitarian Law
	+ Morality
* Clear message to people unfamiliar with autonomous weapons
* Generic location/region
* Video of a VR environment that will inform decision-makers about the dangers and disadvantages of autonomous weapons
* VR environment that shows how humans will adapt to the threat of autonomous weapons
* Environment with realistic technology that people could create and build
* A video that makes people feel something: fear, inspiration, anger, etc.
* An environment that the viewer can build empathy with
* A smaller scale environment with more detail
* A universal and non-identifiable environment that anyone could empathize with
* An environment with a storyline
* An accessible video (subtitles, no flashing lights, etc.)
* A video for people with little to no knowledge about the topic.

# Comparing with Similar Products on the Market and Old Projects

# <https://www.stopkillerrobots.org/news/automated-by-design/>

# They had an exhibit that was interactive to show the public the dangers of autonomous weapons

# <https://identity20.org/>

# This is a company says: “We want to start conversations about data in places that it did not exist previously and hold the bigger players accountable for how irresponsible they have been with our data”

# <https://www.openspace3d.com/>

# This company is built in order to allow more people to be able to generate virtual worlds that can be viewed in virtual reality while also being open source so that the general public can contribute and make the project better.

# Organising the Need Statements

# Video of a VR environment that will inform decision-makers about the dangers and disadvantages of autonomous weapons.

* A VR environment that shows how humans will adapt to the threat of autonomous weapons with a storyline.
* A VR environment with realistic technology that people could create and build to protect themselves from autonomous weapons.
* A video that makes people feel something: fear, inspiration, anger, etc.
* An non-identifiable environment that the viewer can build empathy with.
* A smaller scale environment with more detail.
* An accessible video (subtitles, no flashing lights, etc.) that the most people possible could watch.
* A video that anyone – no matter their level of knowledge – could watch and understand the message.

# Need Priority List

# Video of a VR environment that will inform decision-makers about the dangers and disadvantages of autonomous weapons.

1. A VR environment that shows how humans will adapt to the threat of autonomous weapons with a storyline.
2. A non-identifiable environment that the viewer can build empathy with.
3. A video that makes people feel something: fear, inspiration, anger (not rage), etc.
4. A VR environment with realistic technology that people could create and build to protect themselves from autonomous weapons.
5. A video that anyone – no matter their level of knowledge – could watch and understand the message.
6. An accessible video (subtitles, no flashing lights, etc.) that the most people possible could watch.
7. A smaller scale environment with more detail.

# Problem Statement

Mines Action Canada wants an accessible video of a VR environment that depicts the reality of people trying to survive and adapt to the threat of autonomous weapons through a storyline that the viewer can empathize with, and feel inspired to act.

# Unknown Information and Possible Problems

* The kind of autonomous weapons that exist or are being proposed.
* The knowledge of how to create a VR environment.