Deliverable B: Client Meeting Notes

Group 1

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Contents

Quotes and Raw Information:

- Client is Mine's Action Canada
  - An organization working on the disarmament of armaments of mass destruction for the survival of humanity.
  - Weapons like:
    - Landmines
    - Killer Robots
    - Nuclear Weapons
    - Cluster missiles
    - Etc.
  - Their goal is to avoid collateral damage by banning certain weaponry prior to use in warfare.
    - Aka. A pre-emptive ban on the use of killer robots in warfare
- Issues with Killer Robots:
  - Sensors take away from the humanity of soldiers.
  - Human rights must be considered in all conflict as well as the morality of the situation in an act of war.
  - Tech failures of the robots as well as hacking them is a major problem.
  - The robots cannot abide to the international war laws as they are not sentient and have no humanity.
- What the client wants:
  - A VR representation of an altered environment of a world where Killer Robots roam and what could happen.
  - A best guess on this reality
  - Sensor data that a robot would use, a built environment, and software are the major things they want.
  - Infrastructure changes
  - They want a response to Killer Robots not a demonstration.
  - 30 second video of the VR space, with the VR environment
- Software
  - The Labs will help train us in the basics of all software we will be using in this course.
  - Unity is the primary software.
- Focuses:
  - Learning about the issue
  - Leaning the software
  - The ethical problems and a representation of that
    - Understanding the ethic and find idea regarding Killer Robots
  - Simplicity is key.
  - Understanding that we as the designers/Engineers are the one's that have the capability that we could make something as dangerous as Killer Robots.
  - Accountable
  - Dehumanized soldiers
  - Emotionally charged. Causes emotions like fear, concern.
  - Needs to display what life is like

- Propaganda on identification
- Inspires action.
- Show the environment of world with killer robots.
- Not gory
- Show how people will adapt.
- Not too complicated

Priority List:

Topics	Priority
Accountability	3
Causes emotion: Fear, concern, hope	4
Display what life would be like and how people adapt	5
Inspire action	5
Lethality: Demonstration	3
Not too complicated	4
How would people react	4
Not gory	1

Problem Statement:

Mine's Action Canada needs a VR experience that demonstrates the dangers of using killer robots in warfare, and the potential consequences that come with it. The experience needs to provide an emotional connection that displays fear, concern and hope.