

Tiago Remigio, Youssef Mikhail, Aditya Patel, Bevan Sanoj

James Sykes

GNG 1103 (group 9 Lab section B02)

9/29/2024

Project Deliverable B: Need Identification and Problem Statement

Group 1 (most important) : Message to convey to user

| Number | Client Need |
|---------------|--|
| 1 | <p>Game conveys as many of the nine ethical concerns highlighted by the client, no less than three.</p> <p>Nine ethical concerns:</p> <ol style="list-style-type: none">1. Digital dehumanisation: Convey that simply reducing people to data is dangerous, and that the value of human life is lost.2. Algorithmic biases: Convey that prejudices in society make their way into algorithms which may disproportionately affect certain demographic groups.3. Loss of meaningful human control: Convey that humans should be able to understand the technology they use, where they use it and they should be engaged in the consequences of its actions.4. Lack of human judgment and understanding: Convey the importance of human judgment.5. Lack of accountability: Convey the importance of accountability and that there is currently no one who will be kept accountable for the actions of the LAWS.6. Inability to explain what happened or why: Convey that there is no way of knowing when, where, and how the LAWS acted.7. Lowering the threshold to war: Convey that the threshold to war is reduced as LAWS are less valuable than human lives.8. A destabilizing arms race: Convey that once one country starts developing LAWS other countries will too which will cause an arms race.9. Impact on our relationship to technology: Convey that LAWS will cause an increasing amount of fear and distrust in technology. |
| 2 | <p>The experience will highlight the importance of the message the client wants to convey.</p> |
| 3 | <p>Convince the user of wanting a world where we have banned the development of autonomous weapons.</p> |

Group 2 (Important) : User experience

| Number | Client Need |
|---------------|---|
| 1 | <p>Game is a group, interactive, and immersive experience</p> |
| 2 | <p>Players will be frustrated about the experience. They will be bothered about the way the robot was behaving.</p> |

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| 3 | End result of the game will be that of defeat for the players. |
| 4 | Game will not reference actual events or places. |
| 5 | Experience is race, culture, and nationality neutral. People cannot feel targeted based on race, culture, and nationality. |
| 6 | Game cannot traumatize anyone. |

Group 3 (Somewhat important) : Game structure and setup

| Number | Client Need |
|--------|---|
| 1 | Game is portable and all material can fit in a small piece of luggage. |
| 2 | Game is quick and easy to set up. |
| 3 | Game can be played in a small room. |
| 4 | Game is clear and has easy to follow instructions on how to use and set up. |
| 5 | The experience will last no more than 10 minutes. |
| 6 | Game will have a caveat. |
| 7 | Survival game against autonomous weapons. |

Problem statement:

A need exists for Mines Action Canada, and uOttawa researchers at CRAiEDL to convince people that the use of LAWS should be preemptively banned with the use of an interactive, and immersive game that conveys ethical concerns.