Deliverable B – Needs Identification

Interpreted needs:

- The product needs to clearly highlight ethical concerns associated with automated targeting system
- The experience the user should have with the Robomaster S1 needs to be immersive.
- Experience should give the user a feeling of loss/frustration, regardless of how they performed.
- Product should be easily set up in a 20x20 foot area
- All Supplies (excluding the Robomaster S1) should fit in a carry-on bag
- Experience should last with 5-10minutes
- User should not feel targeted based off their race, nationality, sexuality, etc.
- Experience should not represent a specific location/country to avoid offensive impressions
- Set up code should be clear and easily understandable
- Experience should not traumatize any user
- Robomaster must be able to function fully in diverse environments such as festivals or events
- Experience should accommodate 3-5 players at a time
- Experience needs to have detailed instructions for operator and user
- Detailed list of required supplies to run the game should be given
- Experience should challenge users to try and outsmart the Robomaster S1
- Experience should not glorify the horrors of autonomous warfare

Problem statement:

Create a portable immersive experience using the Robomaster S1 which highlights the ethical concerns surrounding the use of automated targeting systems used in conflict.

Unanswered questions:

- What functions does the Robomaster S1 have?

Similar Products/Experiences (User Benchmarking):

Movies – The Terminator

One example of a product that achieved the same goal as needed in the project at hand is the movie *The Terminator*. *The Terminator* portrays the ethical concerns attached to the use of LAWS and manipulates the audiences' emotions through a narrative to create an understanding of the specific impacts of the technology. *The Terminator* has left a lasting impact through its use of horror elements and showcasing digital dehumanization and lack of human understanding through their main antagonist, the terminator. The movie has also created a lasting impact on the perception of “killer robots”, and the movie is still brought up when talking about uncontrolled or poorly governed AI systems, showing the impact that this media has had on our relationship to technology.

Group	Needs	Ranking
Experience Logistics	- Maximum 20x20 foot area - Experience lasts 5-10 minutes - Experience accommodates 3-5 players	5 (Critical)
Operating Needs	- Detailed instructions/ list of required supplies for operator and user - Clear understandable code - All supplies excluding Robomaster S1 must fit in carry-on bag - Robot functions fully in diverse environments	4 (Highly desirable)
Product Function	- Experience highlights at least 3 ethical concerns - Experience should not glorify the horrors of autonomous warfare - No specific target race, nationality, country, etc. - Robomaster S1 must be able to identify unique "player cards"	5 (Critical)
User Needs	- Experience needs to be immersive and easy to understand for the users - User should not leave the experience feeling traumatized	4 (Highly Desirable)
Result of Experience	- Feeling of loss or frustration no matter how the user performs - User should have a negative view on the use of automated targeting	5 (Critical)

Justification of rankings:

Experience Logistics: Category is Rank 5 because it was clearly defined in the project requirements and are necessities for the project space.

Operating Needs: Category is Rank 4 since it is highly desirable to enable easy use for the operators, but not crucial to the product itself and its impact.

Product Function: Category is Rank 5 since the function of the experience will directly impact the impression left upon the user which is the overall desire.

User Needs: Category is Rank 4 since user satisfaction is necessary for product success.

Result of Experience: Category is Rank 5 since the target of this experience is to have the user come out with an understanding of the harmful effects of lethal autonomous weapon systems.