

Good afternoon. We are uOnity, and we have created a first-person interactable film in VR.

Our client, Mines Action Canada is a global organization based right here in Ottawa. They are leading the charge to prevent the development of indiscriminate weapons that would cause massive social and environmental issues.

They tasked us with creating this VR experience to help the user understand the ethical concerns of autonomous weapons. These are things like AI drones, robots, and machines used for warfare.

What sparked our attention were the effects of the fog of war and how AI, specifically military AI, would understand situations. AI would need extensive training to handle even the very basics of these combat situations and any deviation from these pre-planned events, say a child who does not comply with a drone's orders or someone wearing a modern casual style camouflage, both will be harmed due to defensive protocols.

This is the main ethical conflict our story revolves around. Our solution to this problem is demonstrating realistic issues in our experience caused by military AI drones, by having the user act as a soldier on a rescue mission

- which you will see in our demonstration.

This is the most effective way to convince our users of our chosen ethical concern as we are placing them in the heart of warfare with split-second decisions that will result in the failure of the mission.