**Design Day pitch:**

Good morning, my name is Abdula, we are code red team from university of Ottawa working on a virtual reality for banning autonomous weapons development, autonomous weapons are weapon system that select and engage targets without human controlling the action, and that could fail or fall into wrong hands and start targeting innocent personal. (We would like to hand in the VR to experience our project)

Mainly the military has faced the problem with autonomous weapons in addition to lawn forcemeat. the race by world powers to become leaders in this field have led to what four-star U.S. Army General David Petraeus called “[the early stages of a tech Cold War](https://www.cnbc.com/video/2019/07/23/david-petraeus-we-are-in-the-early-stages-of-a-tech-cold-war.html).” In addition, according to report by Stockholm International Peace research institute more than 30 countries are known to be developing autonomous weapons or have already deployed them. But due to political sovereignty some countries do not seem as moved by the fears of the potential risks from lethal autonomous weapons systems. There are also insufficient global regulations on the use of militarized AI. while the [United Nations](https://news.un.org/en/story/2019/03/1035381) and [the European Parliament](https://www.reuters.com/article/us-eu-arms-idUSKCN1LS2AS) have fielded proposals to ban the use of lethal autonomous robots in war, there are still unanswered questions about how the weapons could be regulated and whether regulation would conflict with states’ sovereignty.

The purpose of the project is to send message of “stop killer robot” to the high world leaders and government officials such as united nations, European parliament, to take actions to ban lethal autonomous weapons. possible solutions could have been PowerPoint presentation about the topic but it would not have given the problem its full intensity such that it will push the world leaders to take an action, also another solution could have been posters and speeches but still would not convince and deliver the main message to the government officials to ban these weapons. Virtual Reality experience was the best solution, because we wanted to put the governments in the position where they can experience autonomous weapons full damage and long term effects that would be experienced by victims of these weapons, such as PTSD and emotional effect, and the suffering that these victims would need to go through to be treated from this psychological and emotional effect.