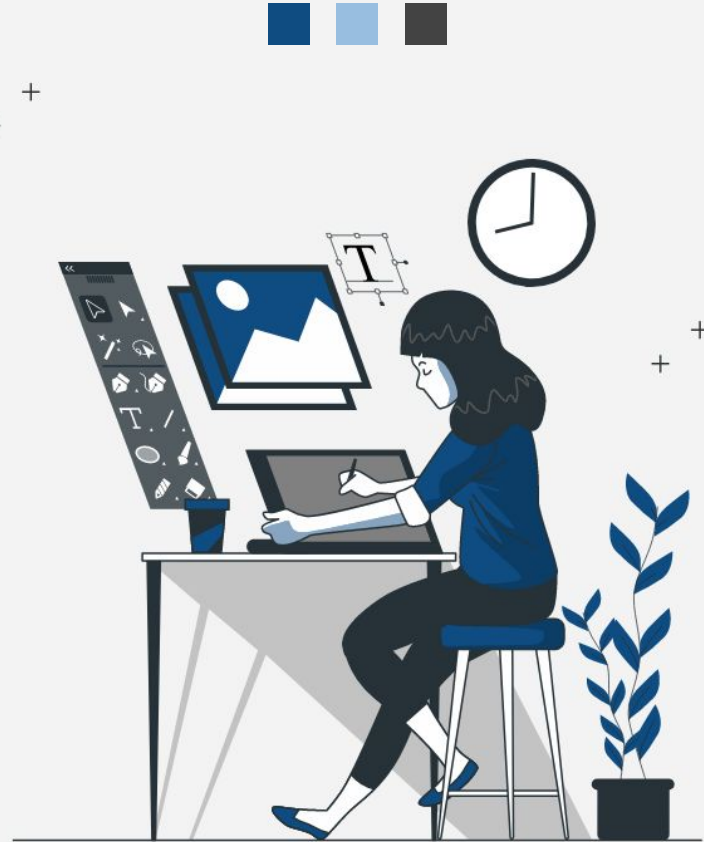


NEW WORLD

DESIGN PROJECT

By Team 4



+

00

ABOUT OUR TEAM

Who are we?

+

01

ABOUT THE PROJECT

What are we doing?

+

02

PROJECT GOALS

What we need to create.

+

03

ETHICAL CONCERNS

Why are we making this?

+

04

DESIGN PROCESS

What our design process was like.

+

05

OUR LEARNINGS

What we learnt.

+



OUR TEAM

A team of five with a diverse range of specialities and interests.



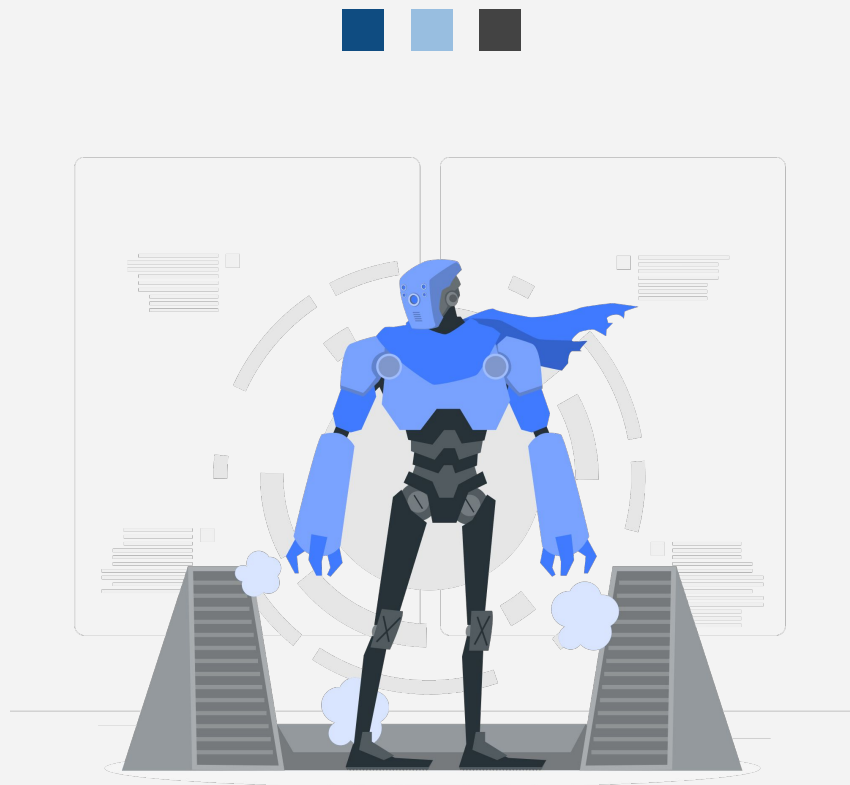
01

ABOUT THE PROJECT

What are we doing?

ABOUT THE PROJECT

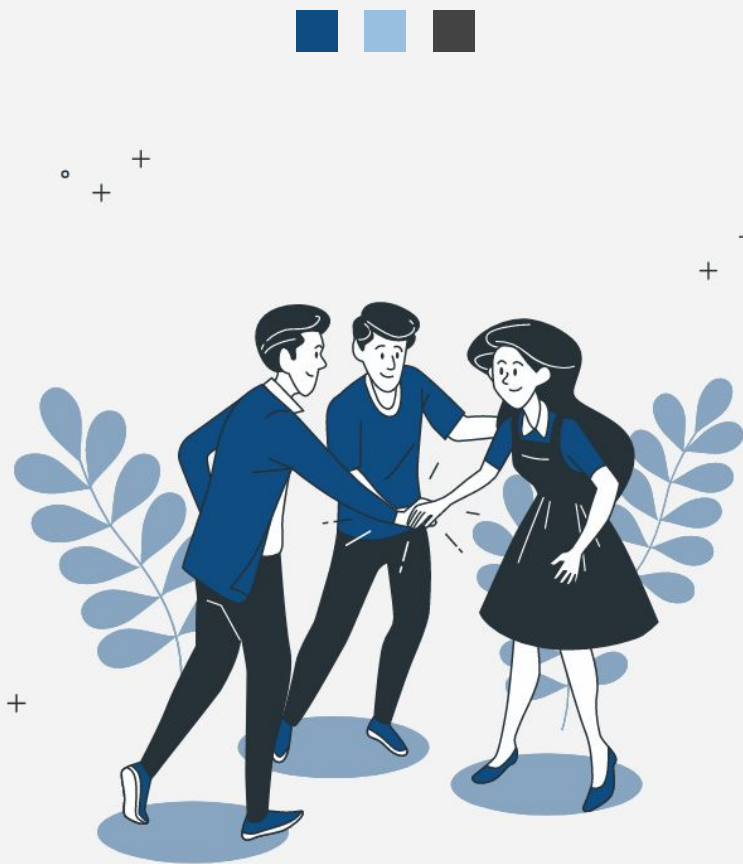
Our client, Mines Action Canada, wants a video of a VR environment that depicts the reality of people trying to survive and adapt to the threat of autonomous weapons.



02

PROJECT GOALS

What we need to create.



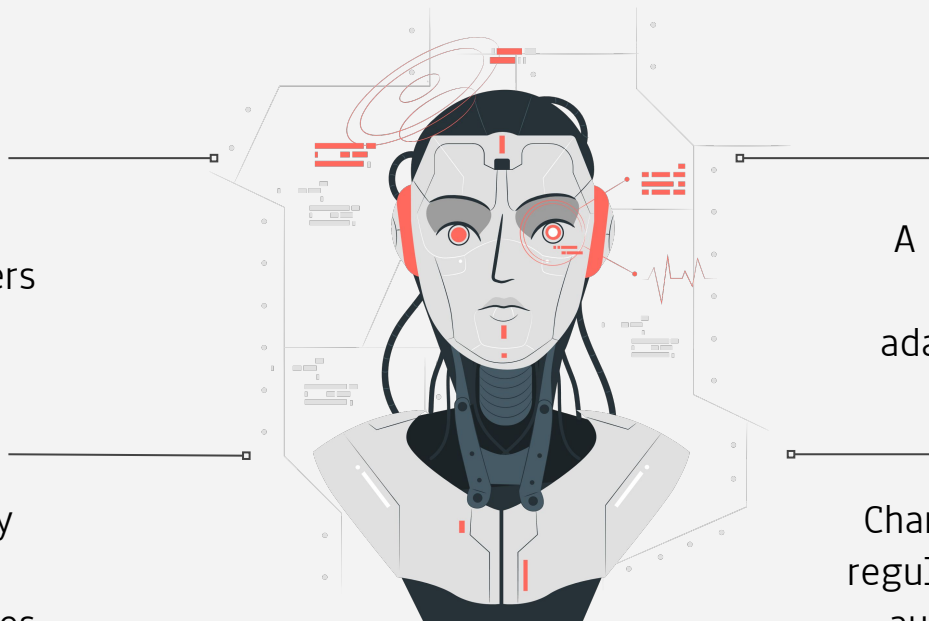
WHAT WE NEED TO CREATE

A MESSAGE

To the politicians and decision makers of the world.

A NARRATIVE

An emotional story for viewers to immerse themselves in.



A VR ENVIRONMENT

A visual environment to illustrate the adaptation of society.

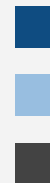
AN IMPACT

Change in policies and regulations surrounding autonomous weapons.

03

ETHICAL CONCERNS

Why are we making this?



INTERNATIONAL HUMANITARIAN LAW

- Accountability
 - Who is responsible?
 - How do we uphold the law?
- Distinction and proportionality
 - Choosing who is targeted.
 - Choosing what is targeted.
 - Can a program make the right call?

- Autonomous weapons = programmed weapons.

- Cyber attacks will have major consequences.

- Technical failures will result in meaningless death and destruction.

TECHNICAL FAILURES OR ATTACKS

BIAS AND DIFFERENTIATION

- AI of today and its differentiation abilities.
- Can AW be unbiased if it is programmed by people?
 - Who will be the victims of this?
- Can AW tell the difference between a civilian and military personnel?

- Competition between world powers to create strong weapons.
 - History as proof.
- Can this be prevented?
 - Do the consequences outweigh the benefits of this technology?

ARMS RACE

MORALITY AND COMPLEXITY

- Why do we need this technology, and what will it bring to the world?
- Is it worth it?
- Are there better things to invest time, energy, and money in?
- Who will be held accountable for the mistakes or crimes committed by the AW?

- Minimal or no ability to discern between civilian and military personnel.
- Cyberattacks, malfunctions.
 - Plunging civilians into survival against AW.
- They will need to adapt to survive = no more normalcy or peace.

**DESTRUCTION
OF NORMALCY**

DESIGN PROCESS

04



01. EMPATHIZE

02. DEFINE

03. IDEATE

04. PROTOTYPE

05. TEST



PROTOTYPES

01



Storyboard

Unity



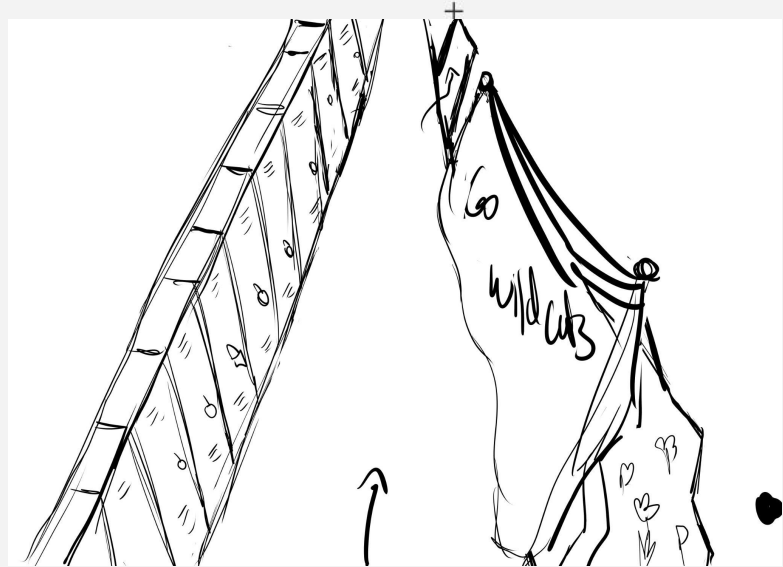
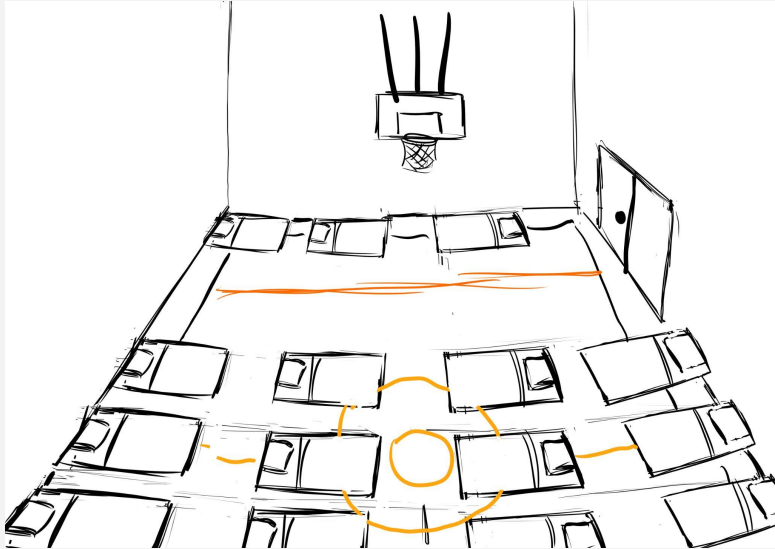
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03

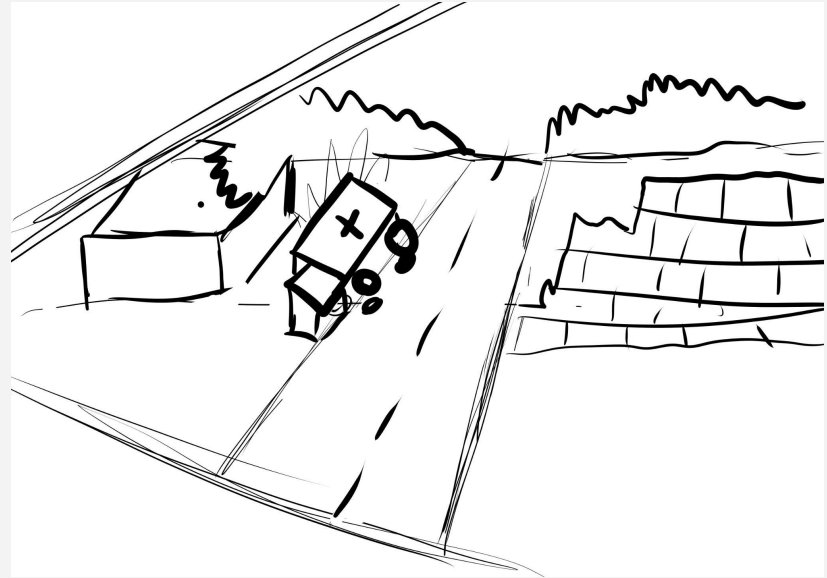


Video

Prototype I: Storyboard



Prototype I: Storyboard



Prototype 2: Unity



Prototype 2: Unity



Testing

- Is the **video accessible**?
- Does it fit **time constraints**?
- Does it provoke the right **emotions**?
- How well is the **message** being delivered?
- Are we within our **budget**?



OUR
LEARNINGS



WHAT DID WE LEARN

Ambition and complexity

- What is manageable for us?
- Not to aim too high
- In our first client meeting...
- How to take and enforce feedback: client feedback

Planning and conflicts

- Long-term project
- Scheduling in a team with conflicting schedules
- Diverse views and project ideas

THANKS!

Do you have any questions?

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