GNG 1103 Project Deliverable B: Need Identification and Problem Statement

Group 7

Christopher Omojiade Idialu, #300341739 Brian Kannath, #300360466 Carter Tromp, #300372554 Jean-Louis Nel, #300256049 Sebastian Matt, # 300358728 Malcolm Stewart, #300352964

Introduction:

Mines Action Canada is Canada's leading disarmament organization with the main goal of upholding international humanitarian law. With the current development of technology, it is imperative that regulations on autonomous weapons are introduced by lawmakers before such weapons become widely used and regulations become impossible to implement. If one country begins to use these weapons, then the entire world will reciprocate. Mines Action Canada intends to advocate these dangers to several influential parties.

Purpose:

Mines Action Canada has specified to us to make a 30-60 second virtual reality video to immerse the user into a world which is controlled by autonomous weapons. The focus is to show how autonomous weapons will change our world landscape and adaptations civilians have made to avoid being targeted by the weapons.

Problem Analysis:

Needs	Priority 1-5
Convey that drones are hard to control	4
Convey drones' inability to follow international law	5
Convey that AI could make mistakes that leave no one accountable	2
Drones shouldn't be seen	4
Functional VR environment	5
Tour looks polished and has no bugs/glitches	3
The video should show the city adapting to	4

the drone occupation	
The video should not be targeted at an area/stereotypes. Universal.	4
Video should be around One minute	3
VR should be realistic	4
It should have suspenseful/fitting music (not copyright)	2
Snapshot of what is actually happening (not showing the whole environment).	3
Societal changes (drone alarms, curfews, anti-drone zones)	2
Newspapers/Posters of events (robots killing x amount of people)	1
First Person View	4
Abide by copyright laws	5

Benchmarking:

Typical political videos and advertisements are largely based on the viewers political opinions, but more successful videos tend to appeal to emotion or shared values. In the case of this video we want to appeal to the viewer's empathy, compassion, and their desire for security, in order to educate them on the dangers of leaving fully autonomous killer robots unregulated. People's opinions of political advertisements are more positive the more values they share with the advertisement in question.

Other types of similar political videos would include those on the self-driving car debate, where human lives are put in the hands of technology. This relates to the issue of autonomous weapons because both of these technologies bring up the moral question of who will be held responsible in the case of technical malfunctions causing someone's death. Many people see self-driving cars as promising due to the general safety of the technology while those opposed fear the lack of accountability.

Problem Statement:

Mines Action Canada needs a convincing one minute video of a realistic VR environment of a future situation that persuades lawmakers to regulate autonomous killer robots by demonstrating ethical and technical problems with autonomous killer weapons.