Problem Statement:

The client needs an accessible VR experience and a short video (1 min) demonstrating the dangers and ethical concerns of autonomous weapons and how civilians adapt their environment to survive.

NEEDS:

- Visual
    - A mall area to not overcomplicate
    - No visual robots
    - Storytelling is important
    - Visual comes first before audio
    - Not too much gore or blood (splatters are ok)
    - Does not represent a specific place, person, etc.
- Ethical Concerns
    - AI has bias, racial, disabilities, etc.
    - Digital dehumanization
    - Tech failures & hacking
    - Arms race
    - Bias
    - Morality
    - Explainability & complexity
    - AI weapons take away accountability from offenders and dehumanize victims
- Video specs
    - 1 min
    - shows everything, we have in our environment
    - Talking or text
- Accessibility
    - Audio and visuals can't be too extreme (no sudden flashes or loud noises)
- Information
    - Clear
- Feelings
    - Fear
    - Empathy
    - **Inspiration**
    - Anger but NOT rage

Misc. Presentation Notes

- **Biggest threat:** *sensor*-based autonomous (AI) robots
- **NOT the FOCUS:** The Geneva Conventions form the core of international humanitarian law
- **FOCUS:** Hague Law
    - **Proportionality**
        - Harm created is proportional to the military advantage
    - **Distinction**

- Between objectives (hostile & civilian)
  - **Target** only 'hostile' participants and military objects
  - **Protect** civilians and civilian objects (e.g., cultural properties, homes)
- **Threat:** misidentification
  - Relationships between ethical vs. technical details
    - What would cause misidentification and what are the ethical aspects?
  - Ethical issues associated with technology
- **Resources:**
  - Know specifically what concerns you're addressing
  - How are these systems defined?
- **Goal:**
  - Powerful story
    - Simple elements
  - Build empathy
  - Modify

IDEAS

- Someone stuck in a room can't see outside much till one day
- Silence after beeping scene ends and cuts to mines Canada logo
- Rich vs poor
  - Castle up on the hill
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- Gas station (bathroom too)
  - Someone looking for food
  - Someone using the restroom
  - Putting on gear
  - Hearing the gun shots
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