Deliverable B

To address ethical concerns about autonomous weapons, the project suggests using virtual reality to build a personalized environment that depicts a city under such weapons. The virtual environment seeks to make decision-makers aware of the potential risks and ethical dilemmas associated with autonomous weapons without specifically showing the robots. The main points are that regulations are necessary and that waiting around will have negative humanitarian effects. To protect citizens from invisible robotic threats, the project seeks to close the gap between policy and practice by pressing decision-makers to acknowledge the practical implications and make necessary adjustments using low-tech means.

The first need that was seen as important from our client was the general idea to create a VR scenario where policy on weapons can be restricted and raised awareness upon for universal decision makers. We should be coming up with simulations that resemble real world landscapes and that show the ethical dilemmas when having autonomous weapons. Through VR and video this will be shared with decision-makers from around the world with diverse backgrounds. The goal is to ensure that these decision-makers can see the ethical dilemmas involving autonomous weapons. Through this approach of an immersive experience, they should all be able to comprehend the issue at hand and the urgency of policy decisions. This approach aims to empower decision-makers with insights into the real-world impact of weapons policies, hopefully leading them to ethical decision-making in the context of autonomous weapons.

The second need that was brought to our attention by our client was the need to make the city or area unidentifiable so that everyone can resonate with where it could be happening. The virtual world we are making should be generic, and have no resemblance to any specific country, or group. This is one requirements of the project. The reason being so that decision makers can connect with their surroundings, so they don't feel isolated or desensitized from the video because it's not familiar to them.

The third need that is wanted to be met is that we can tell a story about how people would react and feel during the impact of autonomous weapons. We need to design a scenario that shows how people would survive in their daily lives. And what type of building will be created to protect people from autonomous weapons, such as shelter, safe houses, security gate etc. To express the reaction and feelings, the city streets were no longer bustling with carefree pedestrians. Instead, people moved with caution, always aware of the potential threat overhead. Children played in specially designed playgrounds with reinforced canopies, protecting them from the praying eyes of autonomous drones. Public spaces were enclosed within security gates, guarded by AI-powered sentinels programmed

to detect and neutralize any potential threats. These gates became the checkpoints of everyday life, where people queued patiently, their faces reflecting a mix of resignation and determination.

Our client wants to see the creation of a VR scenario that shows the ethical challenges of autonomous weapons. This is to ensure global decision-makers comprehend the urgency of policy decisions. The scenario must maintain versatility by making the virtual world generic and unidentifiable while effectively relating to each induvial.

To be afraid of the scenario that is shown in similar products and raise empathy to people who is in that scenario.

The winning VR project from last year, had a frightening, but serious tone. It gave a quick and detailed overview of what a city taken over by autonomous robots would be like. This too decision makers would probably quite convincing as it was to us a regular audience. The reason being that it gave perception on the reality of autonomous weapons going “out of control”.

- What would be a good use of our money?
- What resources or readings should we investigate?
- What are the current public perceptions on autonomous weapons, and how do decision makers think about autonomous weapons?
- What are the ethical problems related to autonomous weapon?
- Are autonomous weapons a concern more for present day or for the future?