Prototypes

# What can a PP2 Prototype Look Like?

* Website
* Game
* Platform
* Proposed industry regulations
* Business process
* An ML/AI system
* Software
* Hardware

# What is the aim:

To address the challenge set to you in your PP2 Workshop documents.

# *HoloLens Project Challenge*

*“As useful as products such as Hololens can be for humanity, there are a considerable number of social, legal, and ethical challenges faced by developers, researchers, and marketers in terms of creating, deploying and using these technologies. For example, the main ethical challenges in terms of AR implementation include facial recognition and anonymity, privacy, mental and social side effects, unrealistic expectations, reality distortion, and manipulation [1]. There are nuanced trade-offs around the wearer of AR/VR products and those who find themselves in their field of vision, and that these trade-offs account for the impact on vulnerable communities.*

*There are also legal considerations to take into account. Currently, there is no regulatory infrastructure in place to moderate the development and deployment of AR technologies in general and Hololens in particular. And this is mainly because the speed at which AR technology is advancing is too fast for the traditional legislative system to account for. The project challenge is to identify the ways we can make the design and development of Hololens more responsible.*

*This includes: reviewing the ethical, social and legal concerns relating to AR in general, and to look into design of Microsoft Hololens to find the underlying assumption about the human’s autonomy an agency within it; also reviewing technical and social challenges of Hololens with a focus on the people involved in the system, identifying stakeholders of the system as well as their values, investigating the requirements of the system and comparing them with stakeholders’ values”.*

***Overarching challenges of the Project***

*The project challenge is to identify the ways we can make the design and development of Hololens more responsible.*

# What are some ideas of prototypes you could create?

* Recommendations for HoloLens developers
* A VR/AR game which manages privacy / security issues you’ve identified.
* Addition technology which could supplement future HoloLens builds – “smell-o-vision” or recommendations for better integration of Haptics systems
* User information / guides for patients of a HoloLens medical intervention or assessment
* Methods to reduce sensory distortion or perceptual issues in HoloLens
* Recommendations for what can or can’t be included in HoloLens games
* Anything else you want which addresses the challenge set out to you.

# How to decide

Consider:

* What are you good at?
* What skills do you want to show off?
* What are you proud about?
* How can this work help people?
* You have the opportunity to create something cool!
* You have the opportunity to show off your skills and abilities.
* You have the opportunity to put the skills you’ve developed in another class into action

I hope you build, create or prototype something that:

* Will be useful for people who might use it.
* Interests you.
* Would be system you would want to use.
* Uses your knowledge and skills or helps you to build new ones.
* Is ethical, effective and useful.

# Remember

Use your business canvas (described in your flipped classroom materials) to decide if what you are proposing is a good idea or not!

Every student in this class must have some great skills. Those skills, knowledge and ability are what has allowed you to get into a Masters level program. Please put those skills to use in this unit to build your prototype.

If you need help, please ask me. I am happy to provide feedback, to help you test out your ideas or to come up with ideas of what you would like to make.