**Ethical design in Eviden Architecture card game**

**The process**

As the process for the game, the group used Tarot cards of tech tool (<https://tarotcardsoftech.artefactgroup.com/>), which offered 12 different cards with question on each one of them. The group discussed each card and found possible risks and outcomes the card game application can cause.

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|  | The Scandal  The application has the risk of leaking data related to the architecture and cause professional labeling of its employees, that can cause harm to the people job. |  | The superfan  The game can cause more communication between like-minded people, but can as well create a division based on the game results |
|  | The smash hit  The game can make people be more biased based on their color and create a ‘tunnel vision’, but for the company as a whole, the game can boost efficiency. |  | The big bad wolf  People can lie and provide false data to get their desired color by manipulating the card selection and that can be targeted towards company and its employees |
|  | The radio star  The game can cause non-fit change color people to change or lose their jobs |  | The forgotten  He game is excluding business and IT unrelated people |
|  | Mother nature  Unrelated to the game |  | The service dog  Unrelated to the game |
|  | The siren  Big usage can cause unnecessary dependence on the game, when the persons change color can be looked as more valuable than persons skills |  | The catalyst  For the game to be understood used correctly, the player must be worker of the company and know the details of IT architecture in the workplace.  The game might cause trait and personality change in players. |
|  | The BFFs  The game can lead to more fit position for the employees and combine them with similar thinking people or more diverse group depending on the situation |  | The backstabber  The users might feel exposed when providing their personal traits to the company. The company will have an option to introduce their own set of cards, that won’t be shared. |

**The results**

As the result of our discussion, the group came up with the following ethical requirements:

* Only the game master must be able to see other player change colors, players must see only theirs.
* The app must be secure enough to not create companies sensitive data leaks.
* The game must not take responsibility on the player actions during the game and the consequences.
* The game must not provoke possible discrimination between different change type people.