***Possible social impacts of weather on people：***

* Positive***：*1、Sunny days can dry clothes.**

**2、Rain can wash away the dust in the air.**

**3、Snow can protect crops.**

**4、Dry weather can make people feel relaxed.**

**5、Cloudy days can provide cloudy scenery for people to watch.**

* Negative：1, Typhoons, tsunamis and other such extreme

weather under which people cannot travel and even endanger productive life.

2, Droughts, floods, when agricultural production is reduced, roads washed away, inconvenient to go out, these not only seriously affect agricultural production, that is, the basis of social life; also seriously affect people's daily life.

3, Even ordinary weather changes will likely affect your plans for the day, you may not go out as a result, etc.

4, In the case of increased greenhouse effect, which will seriously affect agriculture and thus a range of life such as industry.

5, The most basic changes in the weather are likely to affect physical health.

6, Foggy weather affects traffic driving.

7, Bad weather will image marching, affecting the trajectory of weapons ballistics and so on.

8, The weather changes will affect people's travel and travel plans.

*What are ethical implications to consider when designing a weather app?*

1.USABILITY

Nowadays usability has conquered a spot as a basic requirement for each interface; unusable products are considered design failures. And rightly so; we have a moral obligation as designers to create products that are intuitive, safe, and free from possibly life-threatening errors. We were all reminded of usability’s importance by last year’s [accidental nuclear strike warning](https://www.nngroup.com/articles/error-prevention/" \t "/Users/monkey/Documents\\x/_blank) in Hawaii. What if, instead of a false-positive, the operator had broadcasted a false-negative?

1. ACCESSIBILITY
2. Like usability, inclusive design has become a standard item in the requirement list of many designers and companies. (I will never forget that time someone tried to use our website with a screen reader—and got absolutely stuck at the cookie message.) Accessible design benefits all, as it attempts to cover as many needs and capabilities as possible. Yet for each design project, there are still a lot of tricky questions to answer. Who gets to benefit from our solutions? Who is (un)intentionally left out? Who falls outside the “target customer segment”?

3.PRIVACY

Another day, another Facebook privacy scandal. As we’re progressing into the Data Age, the topic of privacy has become almost synonymous with design ethics. There’s a reason why more and more people use [DuckDuckGo](https://duckduckgo.com/traffic" \t "/Users/monkey/Documents\\x/_blank) as an alternative search engine to Google. Corporations have access to an abundance of personal information about consumers, and as designers we have the privilege—and responsibility—of using this information to shape products and services. We have to consider how much information is strictly necessary and how much people are willing to give up in exchange for services. And how can we make people aware of the potential risks [without overloading them](https://link.springer.com/article/10.1007/s10603-018-9399-7" \t "/Users/monkey/Documents\\x/_blank)?

4.USER INVOLVEMENT

Overlapping largely with privacy, this focus area is about how we deal with our users and what we do with the data that we collect from them. IDEO has recently published *[The Little Book of Design Research Ethics](https://lbodre.ideo.com/" \t "/Users/monkey/Documents\\x/_blank)*, which provides a comprehensive overview of the core principles and guidelines we should follow when conducting design research.

5.PERSUASION

Ethics related to persuasion is about to what extent we may influence the behavior and thoughts of our users. It doesn’t take much to bring acceptable, “white hat” persuasion into gray or even dark territories. Conversion optimization, for example, can easily turn into “How do we squeeze out more revenue from our customers by [turning their unconsciousness against them](https://www.fastcompany.com/90306916/were-all-being-manipulated-by-a-b-testing-all-the-time" \t "/Users/monkey/Documents\\x/_blank)?” Prime examples include Netflix, which convinces us to watch, watch, and watch even more, and Booking.com, which barrages our senses with urgency and social pressure.

6.FOCUS

The current digital landscape is addictive, distracting, and competing for attention. Designing for focus is about responsibly handling people’s most valuable resource: time. Our challenge is to limit everything that disrupts our users’ attention, lower the addictiveness of products, and create [calmness](https://calmtech.com/" \t "/Users/monkey/Documents\\x/_blank). The Center for Humane Technology has started a useful list of [resources](http://humanetech.com/resources" \t "/Users/monkey/Documents\\x/_blank) for this purpose.

7.SUSTAINABILITY

What’s the impact of our work on the world’s environment, resources, and climate? Instead of continuously adding new features in the unrelenting scrum treadmill, how could we design for fewer? We’re in the position to create responsible digital solutions that enable sustainable consumer behavior and prevent overconsumption. For example, apps such as [Optimiam](https://www.optimiam.com/" \t "/Users/monkey/Documents\\x/_blank) and [Too Good To Go](https://www.optimiam.com/" \t "/Users/monkey/Documents\\x/_blank) allow people to order leftover food that would normally be thrashed. Or consider [Mutum](https://www.mutum.com/" \t "/Users/monkey/Documents\\x/_blank)and [Peerby](https://www.peerby.com/one" \t "/Users/monkey/Documents\\x/_blank), whose peer-to-peer platforms promote the sharing and reuse of owned products.

8.SOCIETY

The [Ledger of Harms](https://ledger.humanetech.com/" \t "/Users/monkey/Documents\\x/_blank) of the Center for Human Technology is a work-in-progress collection of the negative impacts that digital technology has on society, including topics such as relationships, mental health, and democracy. Designers who are mindful of society consider the impact of their work on the global economy, communities, politics, and health.