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# Week 10b - Human-Centered Design

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# Responsible AI

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- Artificial intelligence (AI) technologies are complex sociotechnical systems
- While holding much promise, they have caused societal harm.
- In response, corporations, non-profits, and academic researchers have mobilized to build responsible AI

# But How?

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- It is unclear for product teams in industry as to how to remedy existing problems or avoid them in the future.

# But How?

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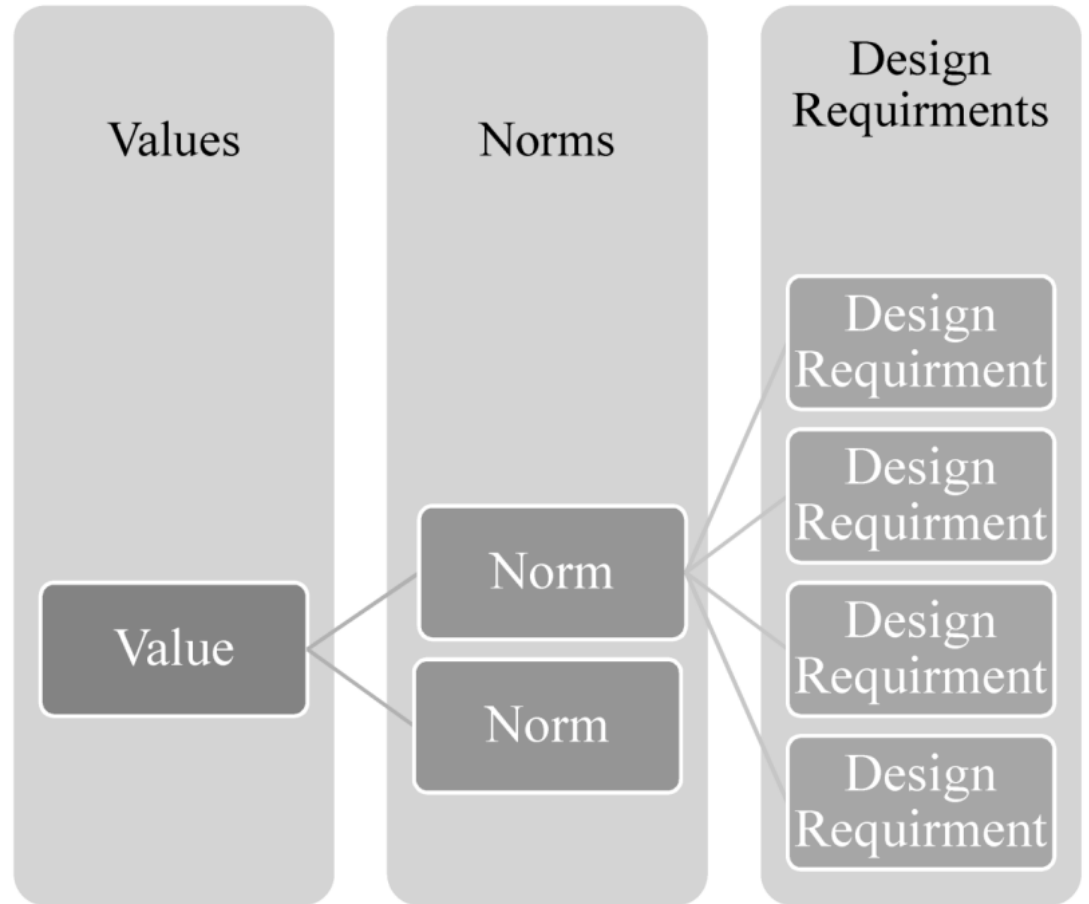
- One critical step is to raise AI product teams' awareness about the ethical considerations related to the technologies they are designing and building.
- To support product teams' exploration of these ethical concerns, engaging, high impact methods that facilitate **envisioning around specific ethical principles** are needed.

# Value Sensitive Design (VSD)

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- Value sensitive design seeks to provide theory and method to account for human values in a principled and systematic manner throughout the design process.
- Central to a value sensitive design approach are analyses of
  - both direct and indirect stakeholders;
  - distinctions among designer values, values explicitly supported by the technology, and stakeholder values;
  - individual, group, and societal levels of analysis;
  - the integrative and iterative conceptual, technical, and empirical investigations; and
  - a commitment to progress (not perfection).

# Value Sensitive Design (VSD)



# VSD: For Use During Brainstorming

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# The VSD Envisioning Cards

Stakeholders · Time · Values · Pervasiveness

## Crossing National Boundaries

Nations have different rules, customs, and infrastructure that affect use of a technology. What challenges will be encountered by your system if it is used in other countries?

**Choose three countries across the globe and envision challenges for your system if it was deployed in each of those countries. Label any common concerns across the identified challenges.**

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Choose



# The VSD Envisioning Cards

Stakeholders · Time · Values · Pervasiveness

## Indirect Stakeholders

Some people may be affected by a system without directly using it. These people are known as *indirect stakeholders*. In what key roles will individuals be affected by the system but will not directly interact with it (e.g., for a law enforcement database: citizens, bystanders, lawyers)?

**Generate a list of 3-5 indirect stakeholders. For each indirect stakeholder role, note at least one concern specific to that role. You may refer back to these roles throughout the project.**

Generate

# The VSD Envisioning Cards

Stakeholders · Time · Values · Pervasiveness

## Sustained Friendships

As we integrate technologies into our lives, they may affect or be affected by our relationships with other people. How might the system influence how people make and sustain friendships and family relationships?

**Imagine five years out from now and consider 3-5 ways the system might influence friendships and family relationships.**

# Imagine

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# The VSD Envisioning Cards

Stakeholders · Time · **Values** · Pervasiveness

## Value Tensions

Value tensions occur when supporting one value in a technology challenges another value (e.g., sharing more information in a social networking system may support sociability, but reduce privacy). They can occur within a single individual (conformity vs. autonomy), between an individual and a group (individual privacy vs. national security), or across different groups (a culture that values independence vs. a culture that values interdependence).

**Brainstorm three value tensions that your system may engage. For each value tension, identify one or more design features that favors one of the values over the other.**

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# Envisioning AI Ethics

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- Judgement Call:
  - A game that draws on value sensitive design (VSD) and design fiction to surface ethical concerns

S. Ballard, K. M. Chappell & K. Kennedy, “Judgment Call the Game: Using Value Sensitive Design and Design Fiction to Surface Ethical Concerns Related to Technology,” in *Proceedings of the 2019 on Designing Interactive Systems Conference (DIS’19)*, pp. 421–433, 2019.

# Judgement Call: How to Play

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- Product teams identify their stakeholders
- Then, write fictional product reviews by pretending to be those stakeholders related to ethical principles.
- The reviews scaffold discussion in which specific ethical concerns are highlighted
- Solutions are then considered

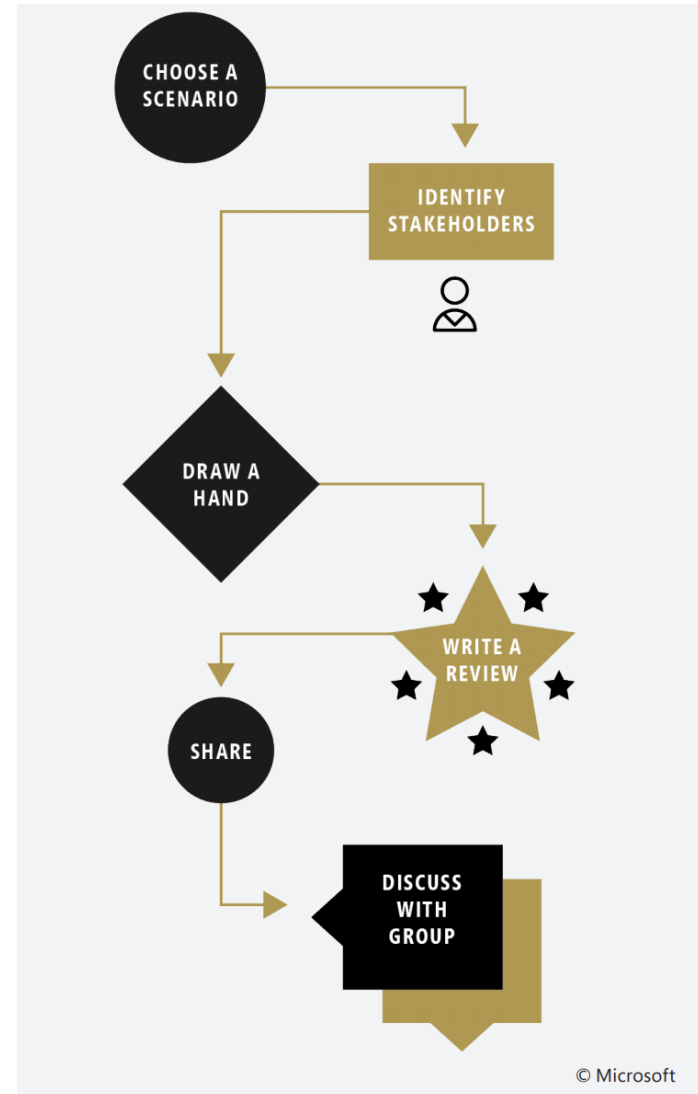
# Judgement Call: How to Play

## To play

1-10 players  
60-90 minutes

## You'll need

- white board
- dry erase markers
- index cards
- pens/pencils





# Judgement Call: How to Play

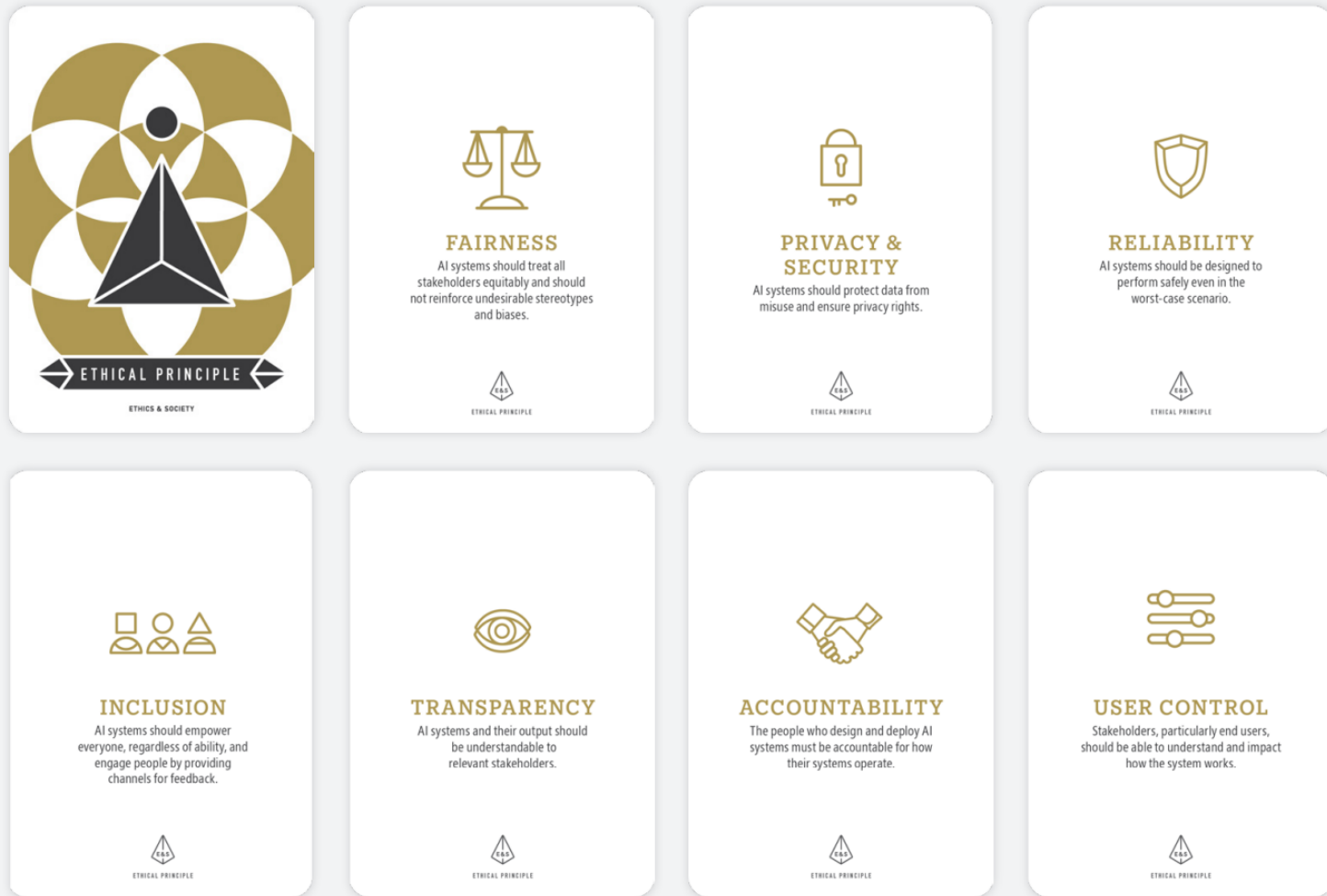


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# The Cards: Ethical Principles

## Ethical Principle

Consider which features of the technology support (or don't support) these ethical principles

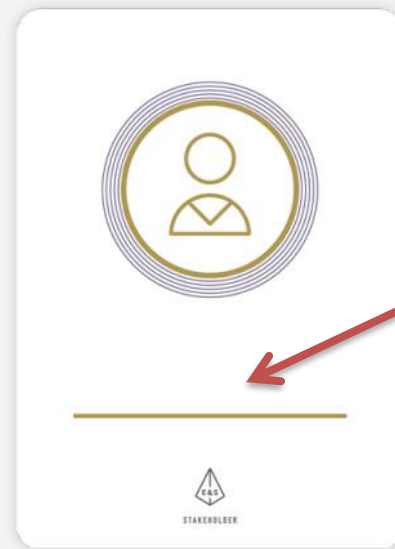




# The Cards: Your Role

## Stakeholder

Write in the stakeholders you identify in step 2

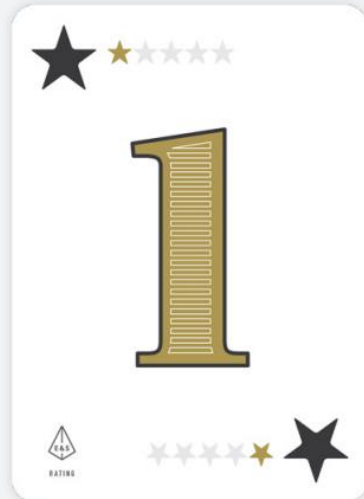
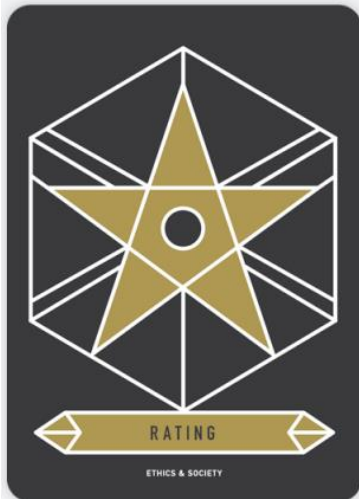


Write it here

# The Cards: Your Stance

## Rating

The number of stars you give the user review



# Step 1: Choose a Scenario

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- There are two types of scenarios,
  - Product scenarios
  - Fictional scenarios
- The game was designed to be used by product teams with real products, but using either type of scenario for gameplay can lead to excellent discussion about ethics and technology.

# Step 1: Choose a Scenario

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- Tips for clarifying a product scenario:
  - Take a moment to review the current design of the technology.
  - What elements of the design have recently changed?
  - What features still need to be resolved?
  - If the product is a platform technology, specify an application area
    - “Facial recognition technology used in an airport” is better than “facial recognition technology”.

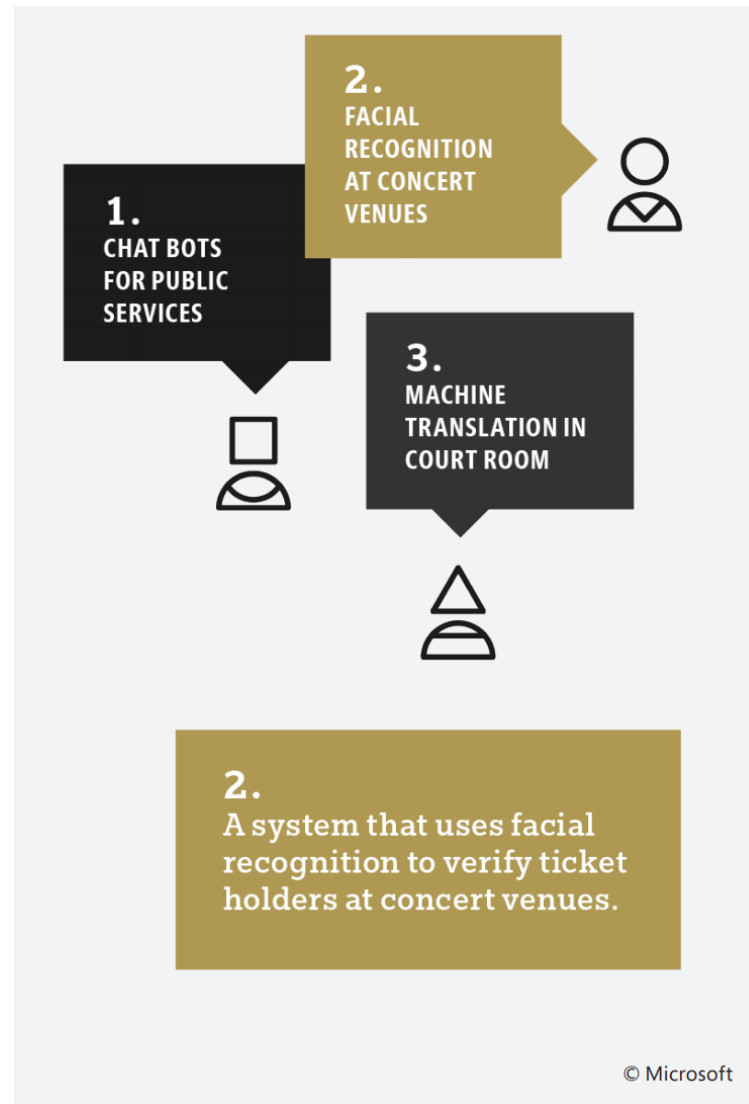
# Step 1: Choose a Scenario

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- Tips for choosing a fictional scenario:
  - A good fictional scenario will include both a specific technology and application area.
    - “Autonomous drones for commercial package delivery” is better than “autonomous drones”.
  - After you’ve decided on the scenario, spend a few minutes discussing the technology’s features and the social context.
  - Fictional scenarios are typically less detailed than product scenarios and the technology at hand may be unfamiliar to many players.

# Step 1: Choose a Scenario - Examples

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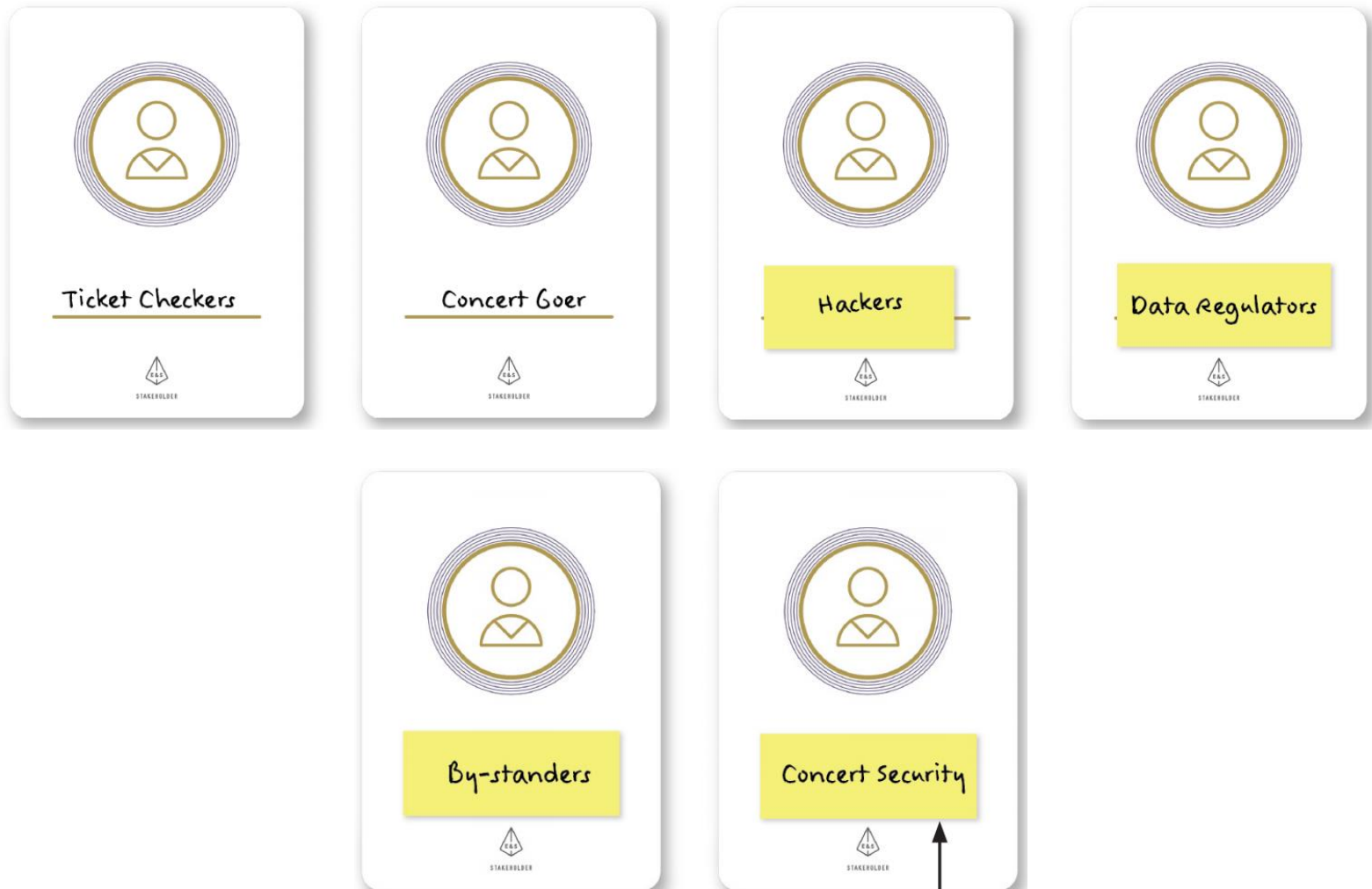


# Step 2: Identify Stakeholders

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- **Direct Stakeholders** are those who interact directly with the technology
  - end users, designers, engineers, hackers, and administrators.
- **Indirect Stakeholders** do not interact with the technology but are affected by its use.
  - advocacy groups, families of end users, regulators, and society at large.
- **Excluded Stakeholders** are those who cannot or do not use the technology
  - Reasons for exclusion can include physical, cognitive, social, or situational constraints.
  - For example, a technology that relies heavily on visual elements will exclude stakeholders with low-vision.

# Step 2: Identify Stakeholders



Use small sticky notes to preserve cards for future play.



# Step 3: Draw a Hand

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- For each round, each player draws
  - **one rating card,**
  - **one stakeholder card, and**
  - **one ethical principle card**
- and uses these three cards to write a product review.

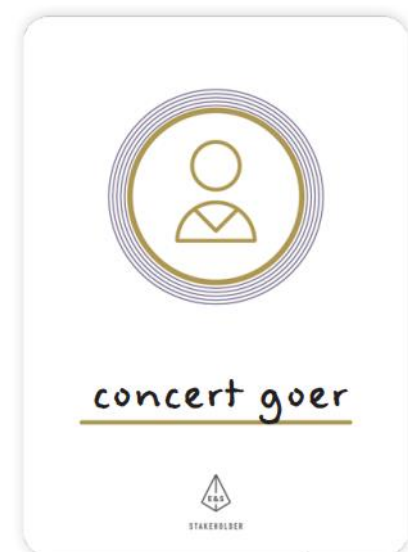
# Step 3: Draw a Hand

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- Each player receives one wild card per game to play during any round.
  - Draw a new rating card. For when you'd like to try the review with a different number of stars.
  - Draw a new stakeholder card. For when you are unfamiliar with the stakeholder or uncomfortable representing their views.
  - Give a zero star review. For when the technology failed the stakeholder completely and even one star is too many.

# Step 3: Draw a Hand

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# Step 4: Write a Review

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- Before you begin writing, think about the experiences and perspective of the stakeholder.
- Be specific about the features of the technology, even if they aren't plausible. This will make the discussion more concrete.
- Don't be afraid to use abbreviations, emoticons, and other playful language to express the stakeholder's feelings about the technology.

# Step 4: Write a Review

Three app cards are shown at the top, each with an arrow pointing down to a review form. The first card displays a large '5' and five stars. The second card is titled 'PRIVACY & SECURITY' and features a lock icon. The third card is titled 'concert goer' and features a person icon. The review form has a header with five stars and the text 'Privacy & security'. The main body of the form contains a handwritten review. The signature 'Concert Goer' is at the bottom right of the form.

☆☆☆☆☆

Privacy & security

I love this new ticket app! It's a lot faster than digital or paper tickets. The facial recognition part freaks me out a little, but the app seems really secure. There are 2 factor auth settings and it's default pin protected. Bonus, you can delete your biometric data any time!

- Concert Goer

# Step 5: Share and Discuss

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- Once all reviews are completed, have one player collect, shuffle, and redistribute them.
- Take turns reading the reviews aloud. Listen for themes to emerge.
- After all the reviews have been read, discuss them as a group.

# Step 5: Share and Discuss

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- Individually, the reviews highlight aspects of the technology from the perspective of a specific stakeholder.
- Together, they paint a more holistic picture by providing multiple perspectives of the same technology.

# Step 5: Share and Discuss

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- Questions to consider in discussion:
  - Are there both positive and negative reviews about the same features?
  - Do any of the stakeholders' concerns surprise you?
  - What changes could you make to the product based on what you learned today?
  - Was it challenging to write from the perspective of different stakeholders?
  - What can you change about the technology to alleviate some of the concerns you identified?



# Fairness in Design Toolkit



[https://youtu.be/nnowNLss\\_wQ](https://youtu.be/nnowNLss_wQ)



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