
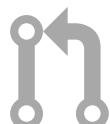








# Ethics Canvas

Project Title: **Bushfire Brigade**      Date: **10/10/2024**

<div>Individuals affected</div> <div>Identify the types or categories of individuals affected by the product or service, such as men/women, user/non- user, age-category, etc.</div> <div><div>Primary users:</div><div>- Children (8-12 years old) in BPAs</div><div>- Children (8-12 years old) in BPAs with learning difficulties</div><div>Secondary users:</div><div>- Parents/Guardians</div><div>- Teachers/School administrators</div><div>Non-users:</div><div>Emergency service workers (e.g., Country Fire Authority, Victoria State Emergency Service)</div></div> <div><div>1</div><div></div></div>	<div>Behaviour</div> <div>Discuss problematic changes to individual behaviour that may be prompted by the application e.g. differences in habits, time-schedules, choice of activities, people behaving more individualistic or collectivist, people behaving more or less materialistic.</div> <div><div>Positive Impacts:</div><div>Children gain awareness and confidence in bushfire preparedness.</div><div>Teachers and parents engage more in safety discussions.</div><div>Negative Impacts:</div><div>Anxiety in children if content is too intense.</div><div>Over-reliance on digital learning may reduce practical fire drills.</div></div> <div><div>3</div><div></div></div>	<div>What can we do?</div> <div>Select the four most important Ethical impacts you discussed. Identify ways of solving these Impacts by changing your project's product/service design, organisation.Or by providing recommendations for its use or spelling out more clearly to users the values driving the design</div> <div><div>- Design content to be trauma-sensitive and child-friendly</div><div>- Balance digital learning with real-world preparedness through fire drills</div><div>- Incorporate audio content into website</div><div>- Pilot testing with 2-3 schools for real-world usability testing and feedback</div></div> <div><div>9</div><div></div></div>	<div>Worldviews</div> <div>Discuss how the general perception of somebody's role in society can be affected by the project,</div> <div><div>Children: Feel a sense of responsibility, leading to empowerment but possible stress. May be seen as being more responsible for their own safety in bushfire situations.</div><div>Parents/Teachers: Seen as proactive in ensuring safety and preparedness.</div><div>Emergency Services: Expected to engage more in child-centered education.</div></div> <div><div>5</div><div></div></div> <div><div>Group Conflicts</div><div>Discuss the impact on the relationships between the groups identified, e.g. employers and unions</div><div><div>- Digital vs. Traditional: Conflicts over using digital tools versus hands-on training.</div><div>- Expectations on Emergency Services: Increased expectations may strain resources.</div><div>- Schools vs. Government: Schools seek support, while the government faces budget challenges.</div><div>- Environmental Groups: Prefer direct engagement over digital education.</div><div>- Parents vs. Teachers: Differing views on screen time versus practical exercises.</div></div><div><div>6</div><div></div></div></div>	<div>Groups affected</div> <div>Identify the collectives or communities, e.g. groups or organisations, that can be affected by your product or service, such as environmental and religious groups, unions, professional bodies, competing companies and government agencies, considering any interest they might have in the effects of the product or service.</div> <div><div>Positively Affected:</div><div>- Local communities</div><div>- Schools and educational institutions</div><div>- Environmental groups and disaster management bodies</div><div>Negatively Affected:</div><div>- Traditional bushfire education program providers</div><div>- Physical safety training role providers</div></div> <div><div>2</div><div></div></div>
<div>Product or Service Failure</div> <div>Discuss the potential negative impact of your product or service failing to operate as intended, eg technical or human error, financial failure/ receivership/acquisition, security breach, data loss, etc.</div> <div><div>- Technical failure during critical times (e.g., server downtime during an emergency).</div><div>- Misinterpretation of instructions, potentially leading to dangerous outcomes.</div><div>- Data breaches, especially of sensitive information involving children.</div></div> <div><div>7</div><div></div></div>		<div>Problematic Use of Resources</div> <div>Discuss possible negative impacts of the consumption of resources of your project, e.g. climate impacts, privacy impacts, employment impacts etc.</div> <div><div>- Privacy Concerns: Handling of children's data and compliance with privacy laws.</div><div>- Screen Time: Potential for increased screen-time fatigue among children.</div><div>- Employment: Reduced demand for in-person bushfire education programs.</div><div>- Environmental Impact: Potential for high carbon footprint</div></div> <div><div>8</div><div></div></div>		