SUPER HIGH LEVEL OVERVIEW

- unintended consequences (snakes example)
- why is any of this our problem?
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- dismisses moral relativism (we can recap that if you want?)
- technocracy (tech-literate get more power; it's not evenly distributed)

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We can imagine futures and come up with provocative prototypes

...or "provocatypes" (his word, I promise)

for example

what if we rationed electricity according to your social status, as reported by your ID? doctors would get to cut ahead; ex-convicts would always be at the back of the line (and may get truncated rations); etc...

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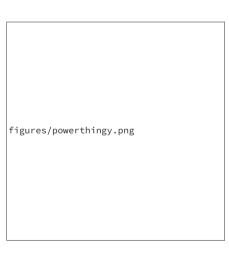
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THE RESULTING CONVERSATION, NOT THE ARTEFACT, IS THE POINT OF THE EXERCISE.

MORE OVERVIEW

- redefining stakeholders? (e.g. to include values?)
- Make design principles meaningful and not dumb "'Make it easy for users' is a platitude, not a design principle"

COERCION, EXPERIMENTATION, AND MORE

- What's the difference between coercion and nudging?
- Don't get caught up in the is-ought fallacy

"Persuasive objects in the physical world are usually visible or even highlighted, such as speed cameras, but digital constraints are often invisible."

figures/speedcamera.jpg

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