Social / Ethical Implications

1. **Did you make cultural or other assumptions about your users that affect how they interact with Fritter?**
   a. I assumed that my users had experience with other web applications and social media applications. The idea of sign-in and upvoting is assumed to be known. The general navigation is similar to other websites. These choices were assumed in both my conceptual design and my UI design.

2. **Would an effective use of design heuristics to maximize engagement with Fritter be manipulative?**
   a. The answer to this question depends on the outcome of the engagement. If users become addicted to the social media application, then design heuristics are manipulative. If users pleasantly experience the application, then the design heuristics are simply adding to the experience. These distinctions are difficult to quantity, as we have seen in modern ethical debates.

3. **How would you adjust your design if your only goal were to: get children addicted to Fritter? or make it hard for older people to use Fritter? or stop fake news spreading? or prevent harassment? How, if at all, do your answers to these questions inform how you would actually design Fritter?**
   a. Yes, to get children addicted, I would up the visual engagement and social validation. To make it more difficult for older people, I would decrease text size and create convoluted paths. To stop fake news from spreading, I may not include the refreet option at all. I hoped my application to be accessible, so I attempted to make the paths as simple and intuitive as possible. Although we include forms of social validation, the design is limited in intense visual engagement. The scenarios help inform an ethical implementation of Fritter.

4. **You have the option to allow users to see which other users have upvoted a Freet. What forms of engagement between users (positive or negative) would be encouraged by allowing this?**

a. This interaction would be a net positive. Users could get addicted to or overly anxious about which users liked their photos. It does remove social anonymity though. For example, a controversial post would get fewer likes because users are concerned about their reputation. This result may reduce overall social anxiety. The transparency of user likes outweighs the negatives from my perspective.

5. **In A3, we asked about stakeholders who aren't your immediate users. Identify a design choice you faced that would benefit or harm such a stakeholder, and expla**in how.
    a. Family members of those who use fritter, may be affected if a user becomes addicted to the app or develops a mental health disorder from the application. The family interactions, as well as relationships, may be adversely affected by the user's relationship with fritter.

6. **What are the accessibility implications of your design for people with different abilities?**
    a. Unfortunately, the app is designed for fully able people. A blind person would be unable to use the app without a special interface. Older people may have some difficulty with the information scent utilized.

7. **One of the heuristics is to "speak the user's language." In retrospect, assuming you followed this, can you identify what kind of user you had in mind?**
    a. I had a user familiar with social media and web applications in mind. Probably a younger person, used to navigate on a computer. In a redesign, I would like to ensure that the other users are accounted for and able to use the interface.