

## Project 1 Write Up

The speculative technology is a truth robot, named Truthie. The robot is accessible physically, like in schools and political spaces. It is able to fact-check in real-time, as well as constantly update its info by collecting data. It has the ability to detect bias and compare multiple pieces of data to get down to the facts. That data collected goes through a series of tests to weed out the false information. To prevent hacking, there is a security system built into the robot. The robot has a screen that turns colors based on the information states (green, yellow, red) and a brief summary of the actual truth. If desired, people with phones in the room can scan a QR code from the robot and will be brought to a link where the robot has written all the information in more depth while citing sources. Data from the phones will not be collected. If somebody doesn't want to scan the QR code, at the end of the event/day, the robot will have the option to print a summary of all the information that it's compiled or specific information for people to take.

This technology would impact society by keeping people informed with correct information. It'll create a space where no one would be able to take advantage of those uninformed or gullible. It will also be able to help those unsure on where to stand on topics. Those who suffer would be those in power who would like to control the public based on misinformation or hidden truths. It also could be a problem, if the robot reveals a truth that would've been for the greater good if kept secret from the public.

The project looks into this speculative technology and how it interacts with the public through complex state machines. The project follows 5 players (The Student, The Teacher, The Politician, The Voter, The Truthie Developers) on a tour of City Hall. The user is presented with different scenarios involving all the players and Truthie. The user can then choose between two different choices that will determine where the story goes. Throughout the storyline, the player's moods are changed based on what happens from the scenarios. At the end, the players' moods are displayed as well as a conclusion.

As for the aesthetic, I chose a somewhat neutral palette to avoid the screen from looking too busy. I kept the icons for the players very simple for the same reason. I also included the

different color modes that Truthie has to give some visuals that will help the user better understand how the technology works. I incorporated changing moods for scoring because I thought it would help connect the people with the technology in the story.