# Ethical design

**OpenVidStreamer**

by Radoslav Radev

Advanced Software Engineering Semester 6

12/04/2024

ver. 1.0

# Introduction:

This document outlines the ethical design considerations for OpenVidStreamer, a subscription-based video-sharing platform with an unique economy.

# Process:

**TICT Ethics Game Exploration:**

The initial step in the ethical design process involved using TICT Ethics Game, a tool designed to help identify and address ethical concerns in technology projects. Through interactive scenarios and discussions, my colleagues helped me explore various ethical paths of the OpenVidStreamer platform, focusing on user interaction, content management, and the psychological impact on users.

# Results:

Our exploration led to the identification of several ethical requirements, categorized as non-functional requirements for OpenVidStreamer:

1. **Harassment and Discrimination Prevention**:
   - **Requirement**: Implement robust mechanisms for detecting, reporting, and addressing harassment and discrimination within the platform.
   - **Possible Solution**: Develop a content moderation system paired with user-reporting tools to promptly identify and mitigate harmful content and behavior.
2. **Content Moderation**:
   - **Requirement**: Balance content moderation with freedom of expression, ensuring a diverse and inclusive platform.
   - **Possible Solution**: Establish clear content guidelines, coupled with a transparent moderation process that includes user appeals to promote fairness and trust.
3. **Preventing Addictiveness**:
   - **Requirement**: Design features to discourage excessive use and prevent platform addictiveness.
   - **Possible Solution**: Introduce "Time for a break" reminders, and customizable downtime schedules.

These ethical requirements will be integrated as non-functional requirements (NFRs) in the OpenVidStreamer project plan.