

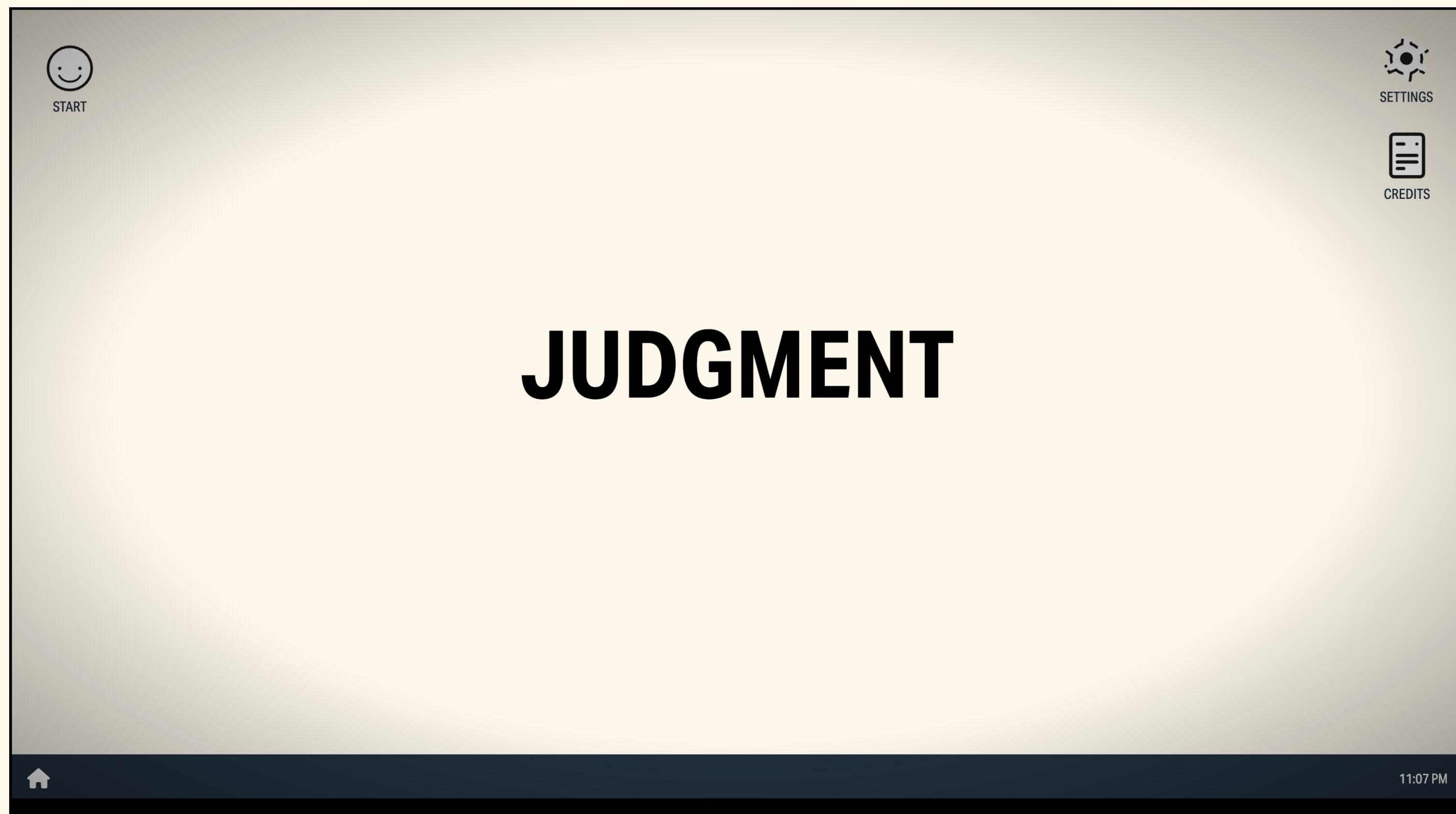


# JUDGMENT

CASE STUDY

# OVERVIEW

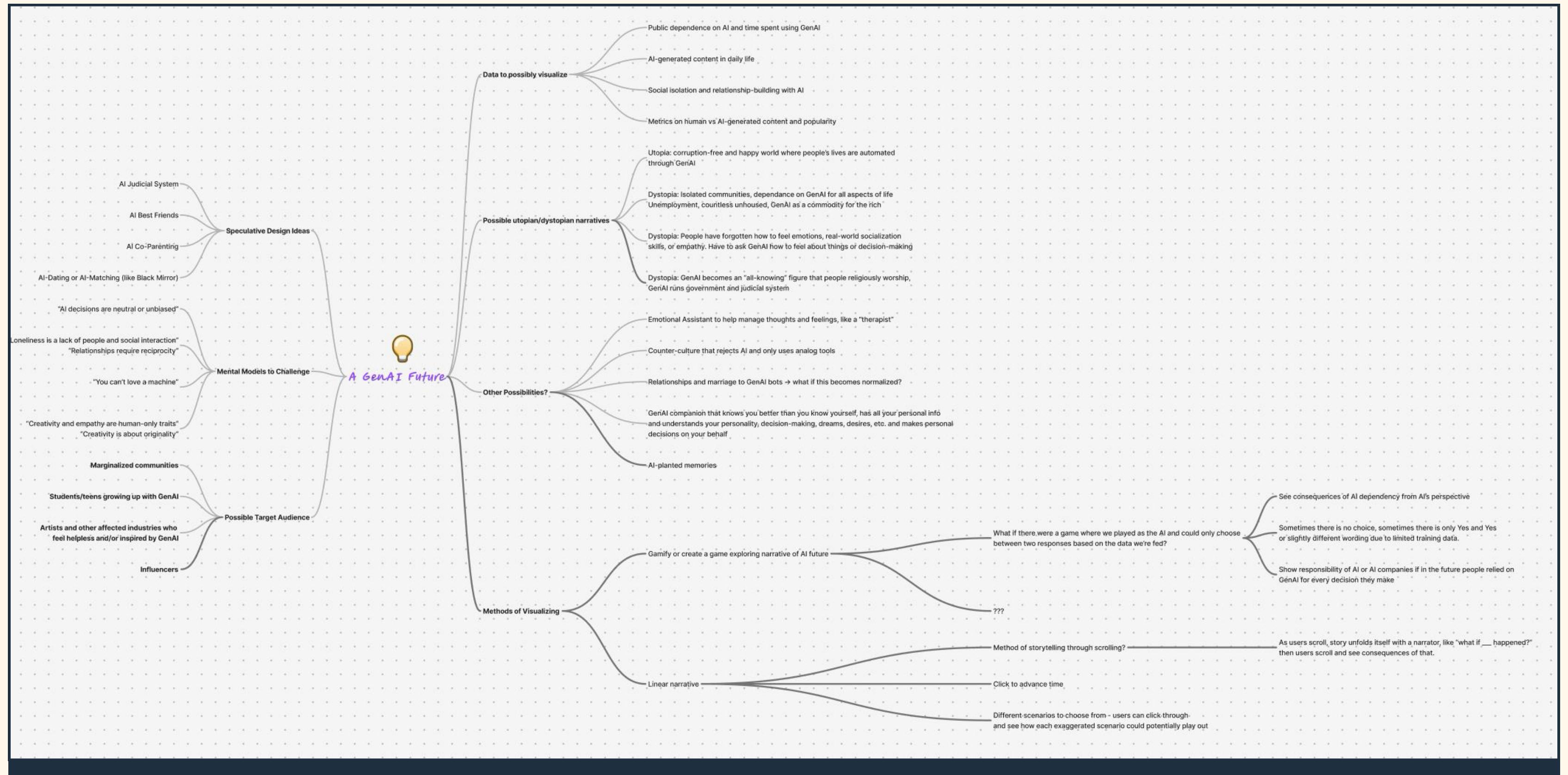
**JUDGMENT** is a narrative ethical choice-based game where players train a judicial A.I. named JUDI using morally-grey law cases. Each decision made determines how JUDI develops its sentencing skills in future cases. At the end, players will see how their decisions affect a real case.



# BRAINSTORMING

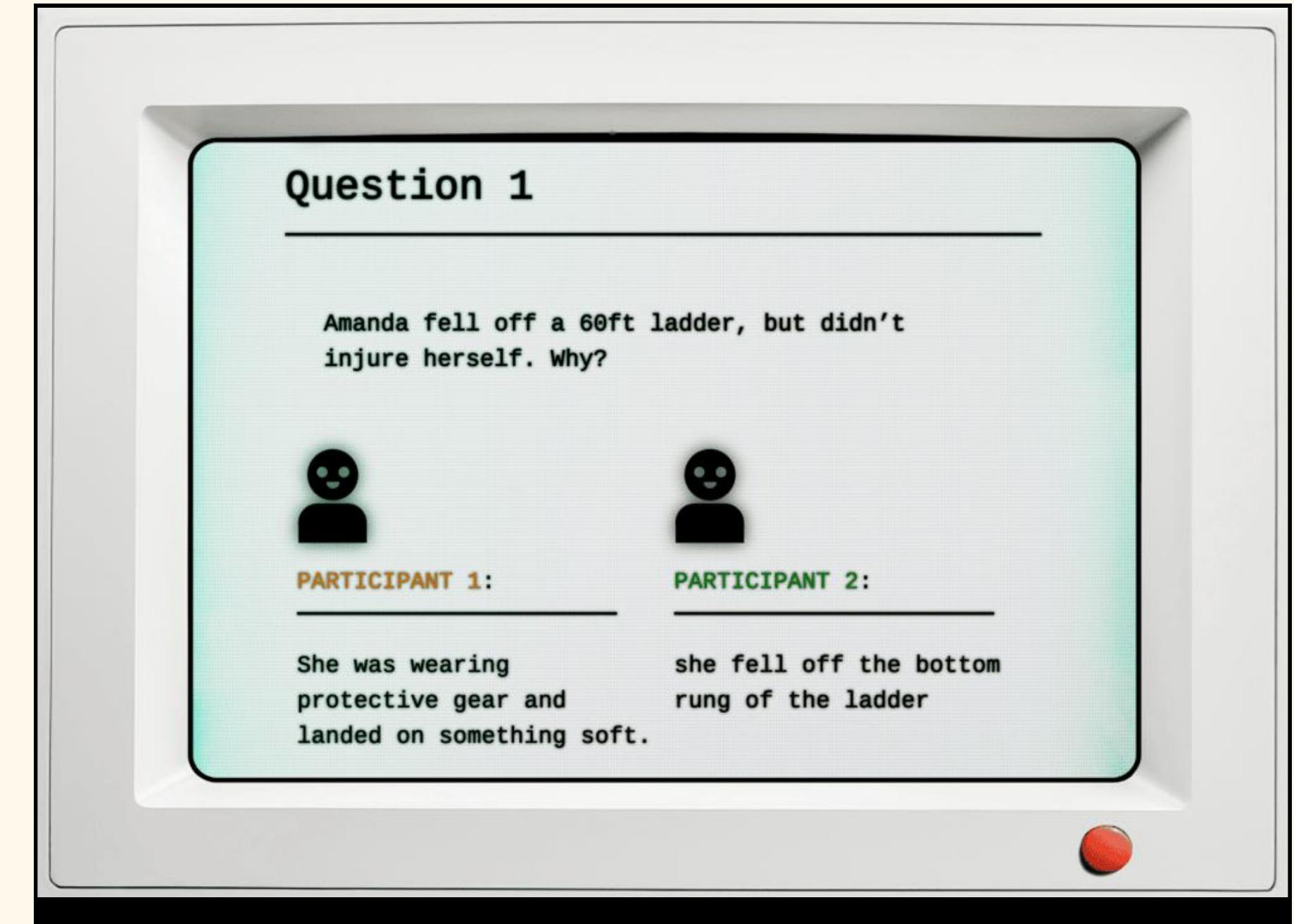
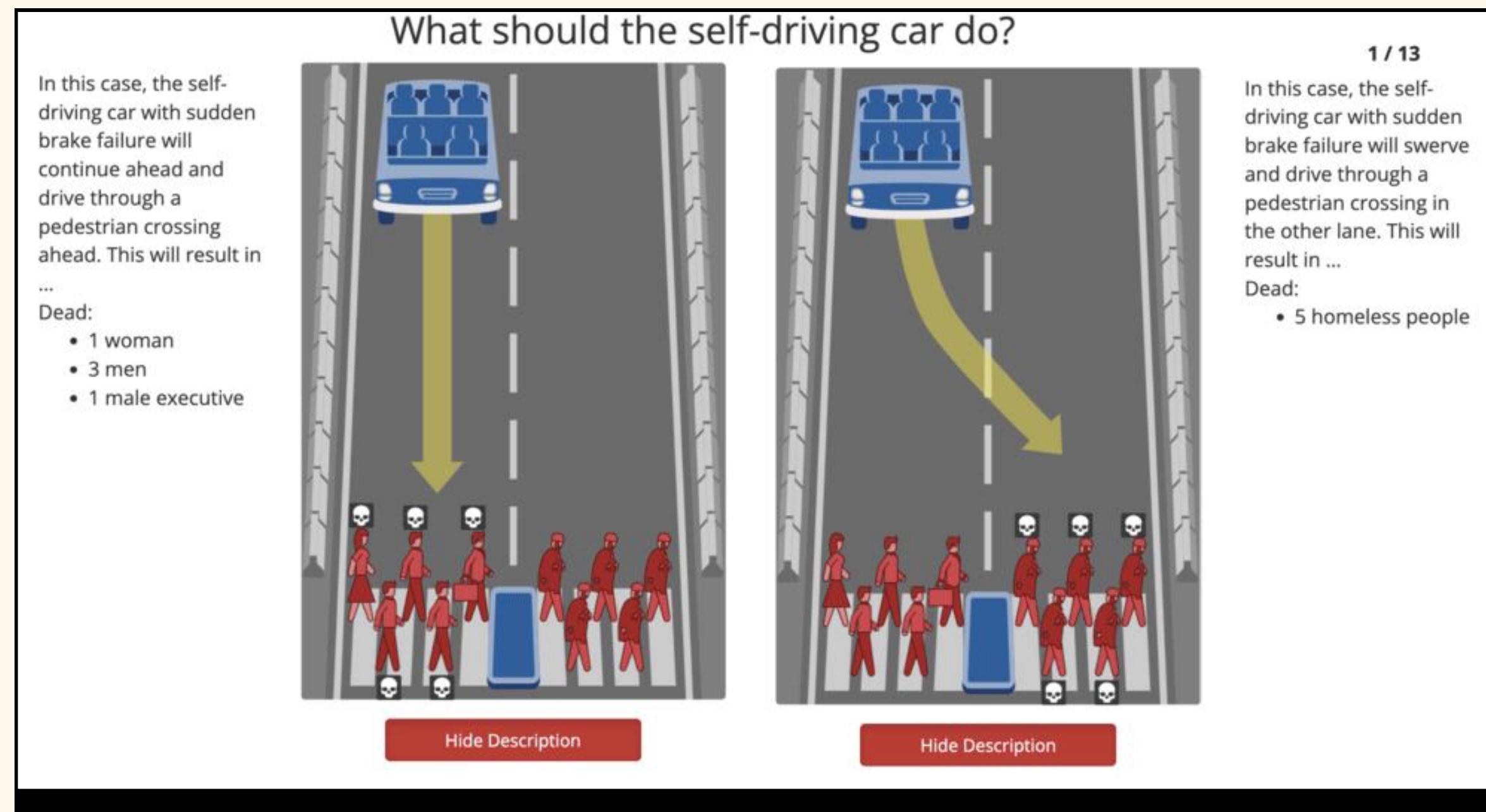
Interested in pursuing a topic related to A.I., I brainstormed various A.I. fields and what a future *could* potentially look like.

The mind map explored various A.I. topics including A.I. in the judicial system, as friends, co-parenting, or dating. Over-dependance and a speculative dystopian future with A.I. interested me the most.



Initially, I was interested in making an A.I. game where players play as the A.I.. However, from feedback, I gathered that playing as an observer or direct contributor would feel more effective and introduce meaningful choice.

# COMPARATIVE ANALYSIS

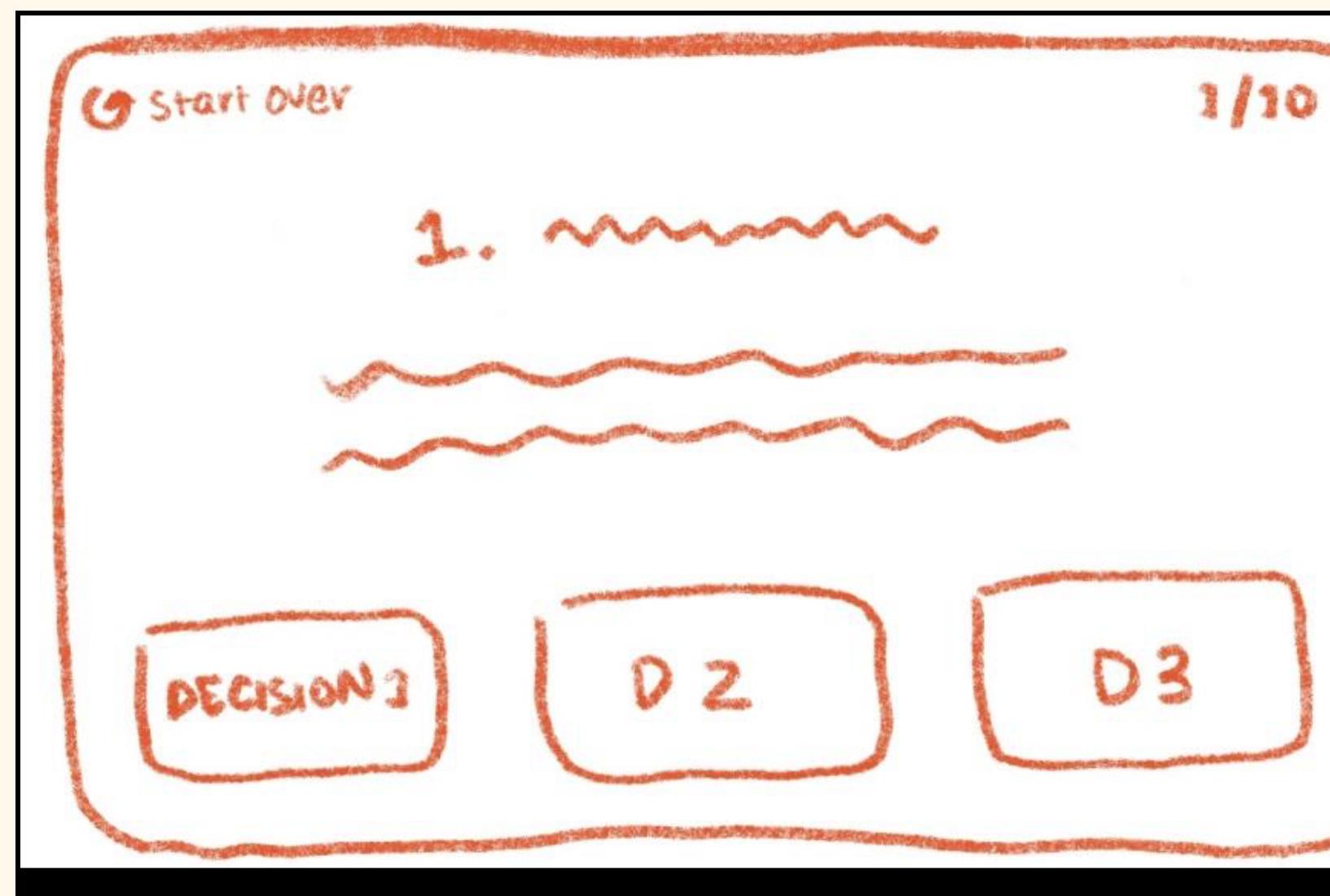
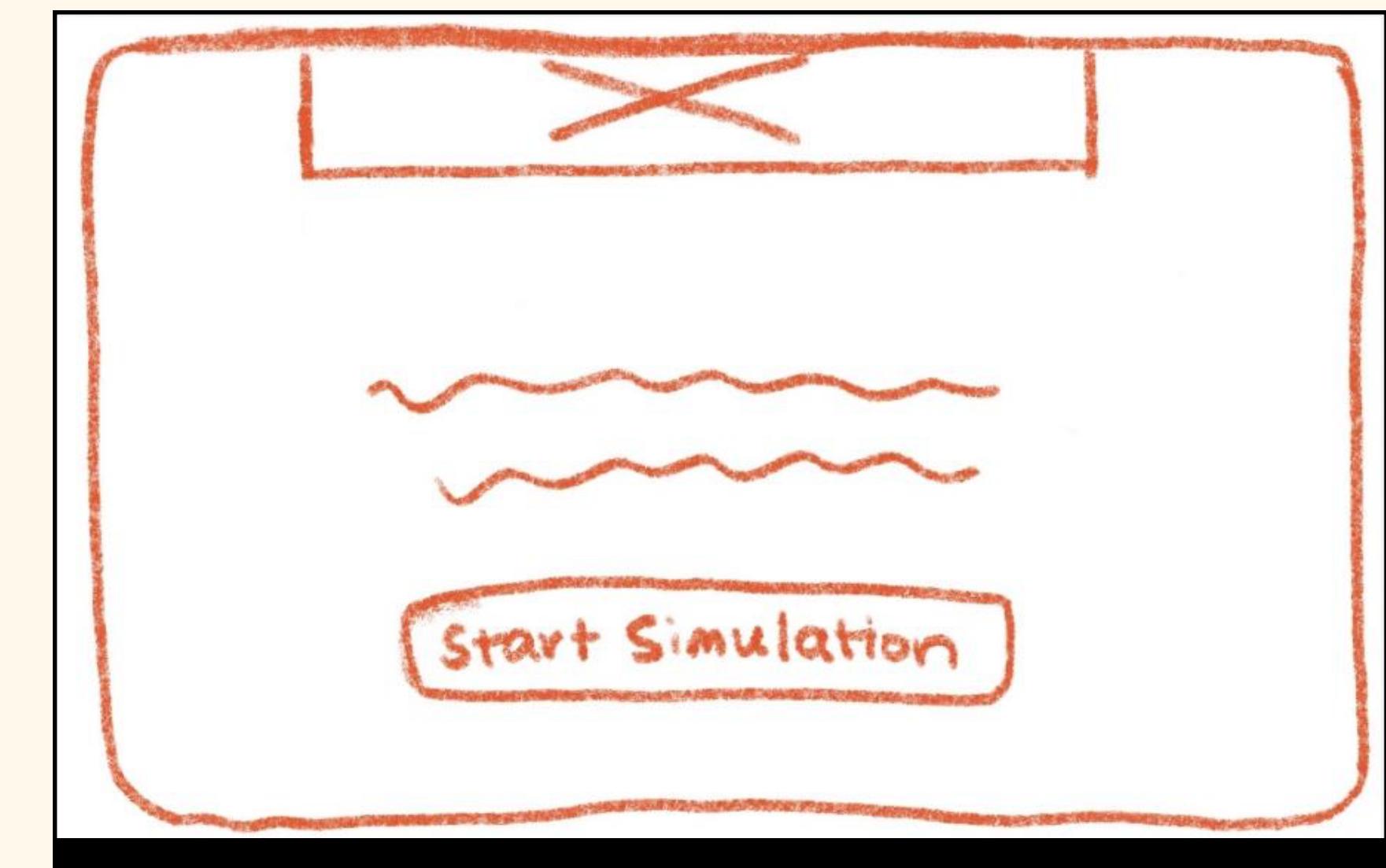


**Moral Machine** is an online experiment studying human perspectives on machine ethics. I took a lot of inspiration for the moral choice-based gameplay, similar to the Trolley Problem. Each choice has a benefit and consequence for each party, which I heavily considered creating JUDGMENT.

**Qualia** is an introspective and philosophical text-based narrative game that explores the concept of being alive. When playing this game, I fell in love with its storytelling methods. Although the story and message is different from JUDGMENT's, the reveals were highly effective and engaging throughout.

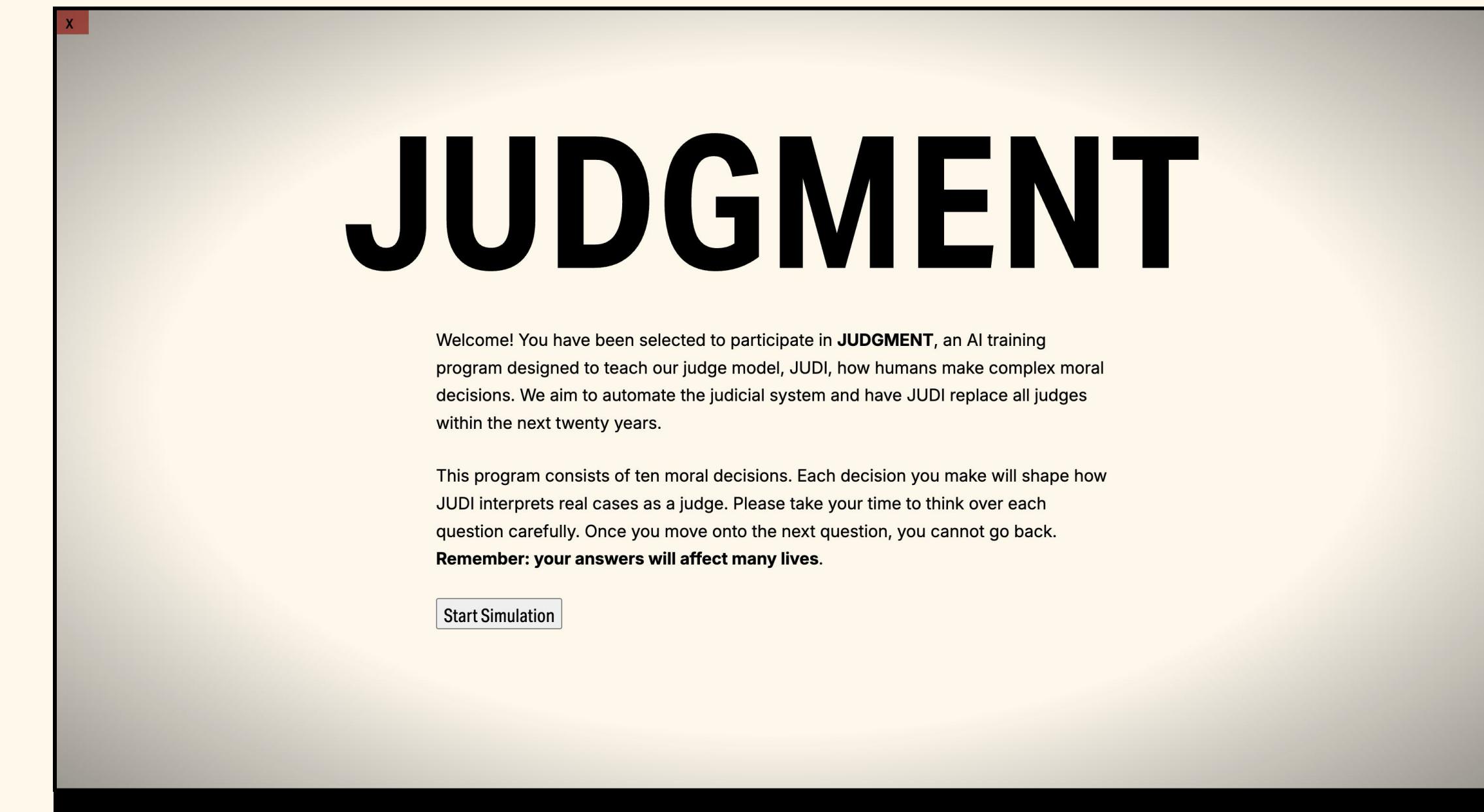
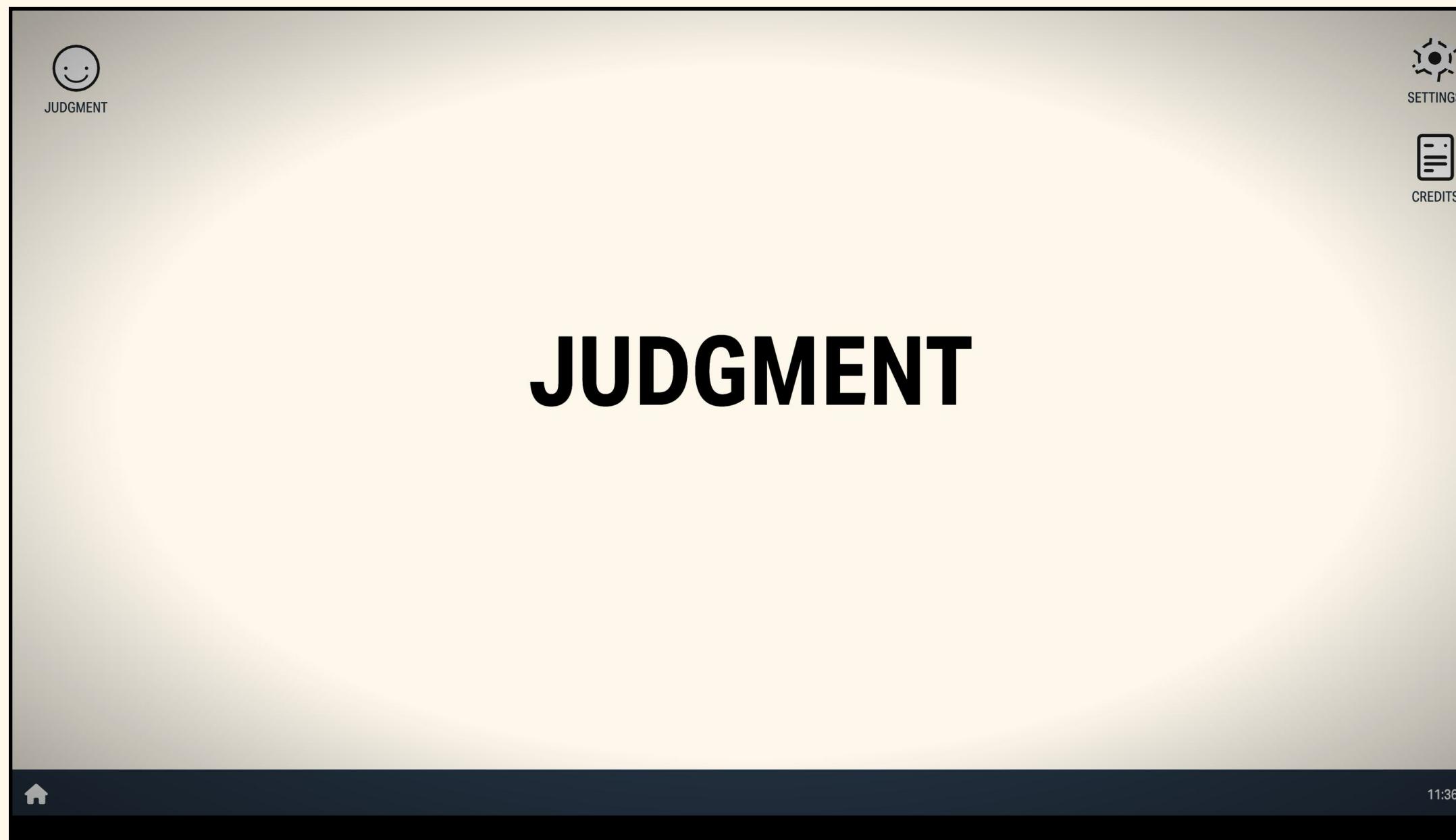
# SKETCHES

The sketches were simple and represented a few pages of the training simulation. I aimed to create an immersive computer-like experience where players read questions and chose between three options.



# VERSION 1

Version 1 laid out the initial home page for the game. In addition to the training simulation depicted in the sketches, I felt it was necessary to create a “start” page. This set the initial tone and setting (computer screen) before players began the game. The main goal aimed to create an immersive, somewhat eerie, somewhat lonely, somewhat uncomfortable feeling. Most of the time was spent on finding the sound effects and a succinct description of the simulation.



# VERSION 2

x

Question 1

A hungry teenager was caught stealing \$100 worth of food from a local grocery store. The store owner wants to press charges. When asked, the teenager revealed they were stealing food to feed their two younger siblings.

How should JUDI respond?

**Dismiss.** The act is forgivable for its cause. Referral to child welfare and child protective services. Let the teenager free.

**Guilty.** Theft is theft regardless of age or purpose. They should still face consequences for their actions. 30 days probation.

**Guilty with no sentence.**

[next question](#)

Version 2 slightly expanded the content by adding the layout and code for the simulation questions. While there were not many visual changes compared to Version 1, there were many bug fixes and structural changes to the code.

Meanwhile, I continued writing the different case questions and the three given options.

# FINAL VERSION

Once I completed the training simulation, I expanded the storyline. What was once projected to be a showcase where players could see the JUDI they created and how it would do in a real case, became a narrative experience. This largely stemmed from the atmosphere-building I pursued. A serious narrative complemented the intensity well.

From the narrative, players can see how their decisions affected a real-world case tied to the player's character. I aim to instill a sense of discomfort at the idea of A.I. determining sentences in judicial law.

It's been ten years since I last used JUDGMENT.

I thought it was the last time I'd ever see it.

But I was wrong.

So very wrong.

## CASE #X90-28B

**CASE:** Fatal Self-Defense

**DEFENDANT:** Alex R.

**VICTIMS:** Amy J., Jude M.

**CASE DETAILS:**

At 1:47AM last night, Alex R. encountered two intruders in his home. Victim, Amy J., was located in the foyer wielding a small pocket knife. He fatally shot her with a Colt revolver at close range. Victim, Jude M., was found shot in the back while fleeing through the front yard. No weapons were found on his body. Alex R. claims it was self-defense and within his right to shoot intruders inside his property. The state will use JUDI to determine this case sentencing.

[Continue](#)