Katta Spiel

VU Ethics & Design

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Office Hours: FR 2-4pm and upon request
Office: Argentinierstraße 8/2nd floor

Time: WED October 6th, 20th, November 3rd, 17th, December 1st, 15th, January 12th, 26th 09-13.00h

Place: Library, HCI Group, Argentinierstraße 8/2nd floor

Course Description

This course introduces ethical theories and deliberations as they relate to the design and development of modern technologies. It deals with a range of ethical deliberations at different stages in design processes and puts them into practical contexts. Within the course, students will engage with different axes of ethical considerations relevant to complex algorithms, modern artifacts and the differentiation between intents and effects. The first session will introduce basic terms and concepts, whereas for the remainder of the semesters students will directly work with existing literature and present them to colleagues. It will be possible for students to shape parts of the course along their individual and collective interests.

Learning Goals

After successful completion of the course, students are able to...

1. name core historical and current-day definitions and concepts of ethical conduct

2. demonstrate awareness of a range ethical issues on layers of meta, normative, applied and micro-ethics

3. analyse and discuss the potential effects and impacts of technological design in a nuanced way

4. formulate and argue ethical positions towards technological designs

5. critically reflect on different positions shaping the values defining ethical conduct in context

6. evaluate and communicate socio-technical aspects and technological parameters to technology and societal stakeholders

ECTS Breakdown

Successful completion of the course counts for 3 ECTS, relating to 75 hours of work. These are expected to be allocated as follows:

30h – In-class attendance

30h – Individual and Group Work

15h – Final Essay (or alternative)

Individual and Group Work includes preparatory reading for the seminar, reflective blogging and preparation of seminar presentations as well as continuous development of a personal reference booklet.

Code of Conduct

The following Code of Conduct illustrates how I envision the learning environment. Please communicate your own desires as well.

During the course

You may use a laptop or similar digital device for digital note taking. Though, as an interest to your learning process and success, I generally prefer handwritten notes. If you choose a digital device, though, I am asking you to not use it for anything else. However, you absolutely may knit, crochet, draw and anything else that supports your focus. Please silence your phones. If you have to take a phone call, you can leave the room at any point. You may eat and drink in this seminar. When you do so, though, please consider everyone else in the room and, therefore, stay away from strong smells in your food (No Leberkäse rule).

Attendance

You are expected to attend every time, but there is no strict rule for attendance. I assume you are able to individually assess how important attendance is for your learning. If you come late or leave earlier, please try to keep the disruption for others to a minimum.

Overall Conduct

You are as responsible as I am for a positive learning environment that allows every one to learn independently from their academic or personal background. Many social structures in our daily lives make this already more difficult for marginalised people. Assume the best. I encourage you to not just allow, but encourage and invite critique. If you don't like someone's tone, take a step back and try to ignore it. Reflect your privileges and allow space for others (including their mistakes). I am also striving towards this goal. Additional parameters will be defined in our first meeting.

Preliminary Schedule

Week 1 – October 6th Introduction

- Introduction of basic terms
- Presentation of schedule
- Discussion of mutual expectations
- Defining further procedure with this class

Week 2 – October 20th In the trenches of design ethics

- In-Action Ethics
- Micro-Ethics
- Marginalised Populations
- Power & Other

* Frauenberger, Christopher, Marjo Rauhala, and Geraldine Fitzpatrick. "In-action ethics." *Interacting with Computers* 29, no. 2 (2017): 220-236.

* Bennett, Cynthia L., and Daniela K. Rosner. "The Promise of Empathy: Design, Disability, and Knowing the" Other"." In *Proceedings of the 2019 CHI conference on human factors in computing systems*, pp. 1-13. 2019.

Spiel, Katta, Emeline Brulé, Christopher Frauenberger, Gilles Bailly, and Geraldine Fitzpatrick. "Micro-ethics for participatory design with marginalised children." In *Proceedings of the 15th Participatory Design Conference: Full Papers-Volume 1*, pp. 1-12. 2018.

Bratteteig, Tone, and Ina Wagner. "Disentangling power and decision-making in participatory design." In P*roceedings of the 12th Participatory Design Conference: Research Papers-Volume 1*, pp. 41-50. 2012.

Week 3 – November 3rd Values in Design

- Values in Design
- Neutrality
- Identifying values
- Negotiating values

* Friedman, Batya, and Peter H. Kahn Jr. "Human values, ethics, and design." In *The human-computer interaction handbook*, pp. 1267-1292. CRC press, 2007.

* Shilton, Katie. "Engaging values despite neutrality: challenges and approaches to values reflection during the design of internet infrastructure." *Science, technology, & human values* 43, no. 2 (2018): 247-269.

Le Dantec, Christopher A., Erika Shehan Poole, and Susan P. Wyche. "Values as lived experience: evolving value sensitive design in support of value discovery." In *Proceedings of the SIGCHI conference on human factors in computing systems*, pp. 1141-1150. 2009.

Flanagan, M., Howe, D.C. and Nissenbaum, H., 2005, April. Values at play: Design tradeoffs in socially-oriented game design. In *Proceedings of the SIGCHI conference on human factors in computing systems* (pp. 751-760).

Week 4 – November 17th Fairness, Accountability & Transparency

- Fairness being not all

- Making it complicated

- Absurd outcomes

- Accountability needing two sides

* Hoffmann, Anna Lauren. "Where fairness fails: data, algorithms, and the limits of antidiscrimination discourse." Information, Communication & Society 22, no. 7 (2019): 900-915.

* Rediet Abebe, Kehinde Aruleba, Abeba Birhane, Sara Kingsley, George Obaido, Sekou L. Remy, and Swathi Sadagopan. 2021. Narratives and Counternarratives on Data Sharing in Africa. In *Proceedings of the 2021 ACM Conference on Fairness, Accountability, and Transparency (FAccT '21)*. Association for Computing Machinery, New York, NY, USA, 329–341. DOI:https://doi.org/10.1145/3442188.3445897

Alkhatib, Ali. "To live in their utopia: Why algorithmic systems create absurd outcomes." In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*, pp. 1-9. 2021.

Jacob Metcalf, Emanuel Moss, Elizabeth Anne Watkins, Ranjit Singh, and Madeleine Clare Elish. 2021. Algorithmic Impact Assessments and Accountability: The Co-construction of Impacts. In *Proceedings of the 2021 ACM Conference on Fairness, Accountability, and Transparency (FAccT '21)*. Association for Computing Machinery, New York, NY, USA, 735–746. DOI:https://doi.org/10.1145/3442188.3445935

BONUS Keyes, Os, Jevan Hutson, and Meredith Durbin. "A mulching proposal: Analysing and improving an algorithmic system for turning the elderly into high-nutrient slurry." In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*, pp. 1-11. 2019.

Week 5 – December 1st Design Justice

- #TechWontBuildIt

- Who gets to design

- Ethics as Design

- Social Justice in Design

* Costanza-Chock, Sasha. Directions for Future Work: From #TechWontBuildIt to #DesignJustice. (2020). In *Design Justice* (1st ed.). Retrieved from https://design-justice.pubpub.org/pub/ev26fjji

* Christina Harrington, Sheena Erete, and Anne Marie Piper. 2019. Deconstructing Community-Based Collaborative Design: Towards More Equitable Participatory Design Engagements. *Proc. ACM Hum.-Comput. Interact.* 3, CSCW, Article 216 (November 2019), 25 pages. DOI:https://doi.org/10.1145/3359318

Whitbeck, Caroline. "Ethics as design: Doing justice to moral problems." *Hastings Center Report* 26, no. 3 (1996): 9-16.

Lynn Dombrowski, Ellie Harmon, and Sarah Fox. 2016. Social Justice-Oriented Interaction Design: Outlining Key Design Strategies and Commitments. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems (DIS '16)*. Association for Computing Machinery, New York, NY, USA, 656–671. DOI:https://doi.org/10.1145/2901790.2901861

Week 6 – December 15th Bleak Futures

- Dark Patterns

- Speculating the Worst

- Speculating Ustopias

- Designing in times of existential crisis

* Arvind Narayanan, Arunesh Mathur, Marshini Chetty, and Mihir Kshirsagar. 2020. Dark Patterns: Past, Present, and Future: The evolution of tricky user interfaces. *Queue* 18, 2, Pages 10 (March-April 2020), 26 pages. DOI:https://doi.org/10.1145/3400899.3400901

* Fiesler, Casey, Innovating Like an Optimist, Preparing Like a Pessimist: Ethical Speculation and the Legal Imagination (February 4, 2021). *Colorado Technology Law Journal*, Vol. 19, No. 1, 2021, Available at SSRN: https://ssrn.com/abstract=3779036

Renee Noortman, Mathias Funk, Kristina Andersen, and Berry Eggen. 2021. What Would Margaret Atwood Do? Designing for Ustopia in HCI. In *Academic Mindtrek 2021 (Mindtrek 2021)*. Association for Computing Machinery, New York, NY, USA, 72–80. DOI: https://doi.org/10.1145/3464327.3464344

Ann Light, Alison Powell, and Irina Shklovski. 2017. Design for Existential Crisis in the Anthropocene Age. In *Proceedings of the 8th International Conference on Communities and Technologies (C&T '17)*. Association for Computing Machinery, New York, NY, USA, 270–279. DOI:https://doi.org/10.1145/3083671.3083688

Week 7 – January 12th Not another Trolley

- Playing with Emotions

- Being accurate

- What do you mean by trolley?

- Sociotechnical foresight

* boyd danah. Untangling research and practice: What Facebook's "emotional contagion" study teaches us. Research Ethics. 2016;12(1):4-13. doi:10.1177/1747016115583379

* Lucy Suchman (2020) Algorithmic warfare and the reinvention of accuracy, *Critical Studies on Security*, 8:2, 175-187, DOI: 10.1080/21624887.2020.1760587

Rua M. Williams, S. Smarr, D. Prioleau and J. E. Gilbert, 2021, "Oh No, Not Another Trolley! On the Need for a Co-Liberative Consciousness in CS Pedagogy," in *IEEE Transactions on Technology and Society*, doi: 10.1109/TTS.2021.3084913.

Mohamed, S., Png, MT. & Isaac, W. Decolonial AI: Decolonial Theory as Sociotechnical Foresight in Artificial Intelligence. *Philos. Technol.* 33, 659–684 (2020). https://doi.org/10.1007/s13347-020-00405-8

Week 8 – January 26th OPEN TOPIC