Chapter 7



VALUE SENSITIVE DESIGN

Arjan Engelbracht, Lisa Gerards, Emiel Hassefras, Carmen de Nier, Jesse Zeelen







Outline for today



- Introduction
- Value Sensitive Design (chapter 7)
- Quiz
- Design Challenge
- Pitches and discussion
- Completion and evaluation

Value Sensitive Design (VSD)

Instrumentalism



- Substativism
- Interactionism

Instrumentalism

Technology is value-free

National Rifle Association (USA)



Substantivism

Technology is value-loaded

No human influence

Neglected in creation and use

Interactionism

Value is created and embedded

Interaction (used and designed)

- Human influence in creation and use



Value Inclusion

- Problem:
 - Value pluralism
- Distinction in values:
 - Instrumental values
 - Intrinsic values
- Value Hierarchy

Value Pluralism

- Incommensurable values

- Example: Life of a nun vs life of a mother



Value distinction

- Intrinsic values
 - e.g. Happiness
- Instrumental values
 - e.g. Wealth



Value Hierarchy

- An order of value importance
- Max Scheler:

Тор

Values of the Holy

Spiritual values

Vital Values

Pleasure Values



All sciences are now under the obligation to prepare the ground for the future task of the philosopher, which is to solve the problem of value, to determine the true hierarchy of values.



German Philologist QUOTEHD.COM 1844 - 1900

Bottom

VSD

Topdown

Bottom up



READY, SET, INNOVATE

---- DO THIS, DON'T DO THAT: -----

Don't save creative thinking for last-minute brainstorming sessions -make it a way of looking at your world. This infographic will help you change your thinking, down to your brain's chemicals, so you can embrace new solutions and your next great big idea.

DO MEDITATE.

Studies show that those who meditate daily for at least 30 minutes have better focus.



DO BEA SPONGE.

Constantly try new things. Seek out new viewpoints, places, ideas, music. and even food.

DO TRUST YOURSELF.

When people believe they can grow their brainpower, they become more curious and more open-minded and are less likely to

give up.

DO MODEL THE GREATS.

Think, What are smart people doing. and what can that teach me?



DON'T GO IT ALONE.

DON'T

WAIT FOR

Give yourself the

address your most

time-and energy-to

challenging questions.

INSPIRATION.

Consider generating ideas solo, then bringing them to a group for more insights. Complex problems often require multiple viewpoints.

DON'T

BE A SHEEP.

Just because someone else is doing it, doesn't

mean it works for you.

Inspiration isn't

imitation.

Quiz

ATTENTION. Listen closely. Be

observant and informed. Be patient and in the moment.

DO

PAY

DO SAY, "YES, AND."

Great improv actors listen to one another and build a scene with each new comment. They have open minds and think on their feet to move ideas forward.



SAY "THAT NEVER WORKS." Old patterns only bring old results. Research shows that repetitive

DON'T

JUDGEMENT.

The creative process is

Work to understand the

just that: a process.

problem, not just to

PASS

solve it.

DON'T

thinking etches "grooves" into the brain, reinforcing the old at the expense of the new.

DON'T

ARGUE

DO PUSH BACK.

To truly innovate, you must diverge from the norm. Question assumptions; draw out new solutions by asking pointed, open-ended questions



it's sofe to express new thinking.

New ideas require risk

People need to know

DO

Let the body wander, and your mind will follow according to a recent study. During and after a short walk, creative output and thinking increase 60%.



BE LAZY.

Challenging deas -and even hoobies -better prepare you for divergent thinking.

GET MOVING.

Week 1 Responsible innovation and applied ethics



- We discussed the subject responsibility
- What are the criteria for someone to be responsible?

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- What are the criteria for someone to be responsible?

- 1. Must be free to act
- 2. Knowledge of outcomes
- 3. Causal connection
- 4. Tragression of norm

Name the four levels out of which the four layer model consits



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Which of the following statements is true?

a. Technology and informal institutions embody values; formal institutions however are neutral.

- b. Technology embodies values. However, both formal and informal institutions are neutral.
- c. Technology and formal institutions are neutral, informal institutions embody values.
- d. Technology, formal and informal institutions embody values.



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existing market



Why is it often difficult for existing companies in a sector to develop radical innovations? (Choose the best answer)

a. Radical innovation involves more uncertainty and is therefore more difficult.

b. Existing companies tend to be less creative and to think more in terms of existing solutions.

- c. Radical innovations often destroy existing knowledge and markets and are therefore not so attractive for existing companies.
- d. For existing companies, radical innovation is only interesting when patents on current innovations have expired.



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When are frugal innovations really responsible?

DON'T DESIGN FOR DESIGNERS DESIGN FOR

Base

PEOPLE

DON'T DESIGN FOR DESIGNERS DESIGN

Base

FOR

PEOPLE

When are frugal innovations really responsible?

 When they are inclusive for both poor producers and consumers

DON'T DESIGN FOR DESIGNERS

DESIGN FOR PEOPLE

Base

What is one reason that the current dominant path of innovation often results in increasing inequality? (Choose the best answer.)

- A. Government policies that target high tech innovations.
- B. Products that focus on the needs of the more wealthy.
- C. Smaller scale and high capital intensity of innovations.
- D. Reliance on low skilled labour.

DON'T DESIGN FOR DESIGNERS

DESIGN FOR PEOPLE

A15e

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 Name the two forms of risk and corresponding examples



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Risk as a harm





Risk as a probability



• What does the Collingride Dilemma mean?



- What does the Collingride Dilemma mean?
- When a technology is new, it's extremely hard to predict its negative consequences, and by the time that one can figure those out, it's too cosly to do much about it.



When do we apply the precautionary principle?

A. If we know the risks and the impacts.

B. If we do NOT now know the risks and impacts.



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The "many hands" problem in self-driving vehicles refers to...

A. You need a multi-disciplinary team to develop the car.

B. Besides technical issues, you will also have to think about regulation, etc.

C. In some countries, AV will not be possible because the government will not allow companies to publish and re-use material required for digital road maps.

D. In case of an accident, many parties can be blamed. There is more than just one cause.



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- Cost benefit analysis
- What does the NPV of a safety investment express

$$NPV = \sum_{t=0}^{T} \frac{X_t}{(1+r)} = \operatorname{cash flow in year t} r = \operatorname{discount rate}$$



- Cost benefit analysis
- What does the NPV of a safety investment express
- The difference between the total discounted present value of the benefits and the total discounted present value of the costs.



VSD has its origins in?

A. Television

B. IT

C. Ethics

D. Mobile telephony



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Design Challenge



- VSD hierarchy to translate values into design
- Bottom-up and top-down approach
- Values hierarchy
- A way to make sure values are represented in a design



Design challenge

We'll devide in to three groups:

- VALUES (15 minutes) \rightarrow Jesse
- NORMS (15 minutes) \rightarrow Carmen en Lisa
- DESIGN REQUIREMENTS (15 minutes) \rightarrow Emiel en Arjen

The assignment: Apply your design to your approach, to make sure values, norms and design requirements are represented in your design.

SPG1+SPG6: Design Requirements \rightarrow Norms \rightarrow Values

SPG2+SPG5: Norms \rightarrow Values \rightarrow Design Requirements

SPG3+SPG4: Values \rightarrow Design Requirements \rightarrow Norms

Finally you'll pitch your SPG project : 1 minute: the idea of your SPG 5 minutes: the approach(values/norms/design requirements) and the things you came up with.

Schedule



- 1st round 15 minutes
- 2nd round 15 minutes
- 3rd round 15 minutes
- Break 15 minutes (Finish your presentation!)
- Explanation of next steps 5 minutes
- Pitches and discussion