Introduction to BuildBot board game: fostering ethics oriented design

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BuildBot aims:

- Raise awareness about **ethical shortcomings** in design and development
- Introduce the topics on an **easy and enjoyable way**
- Reach **different audiences** with different backgrounds and needs
- Suggest a **way rather than a solution**

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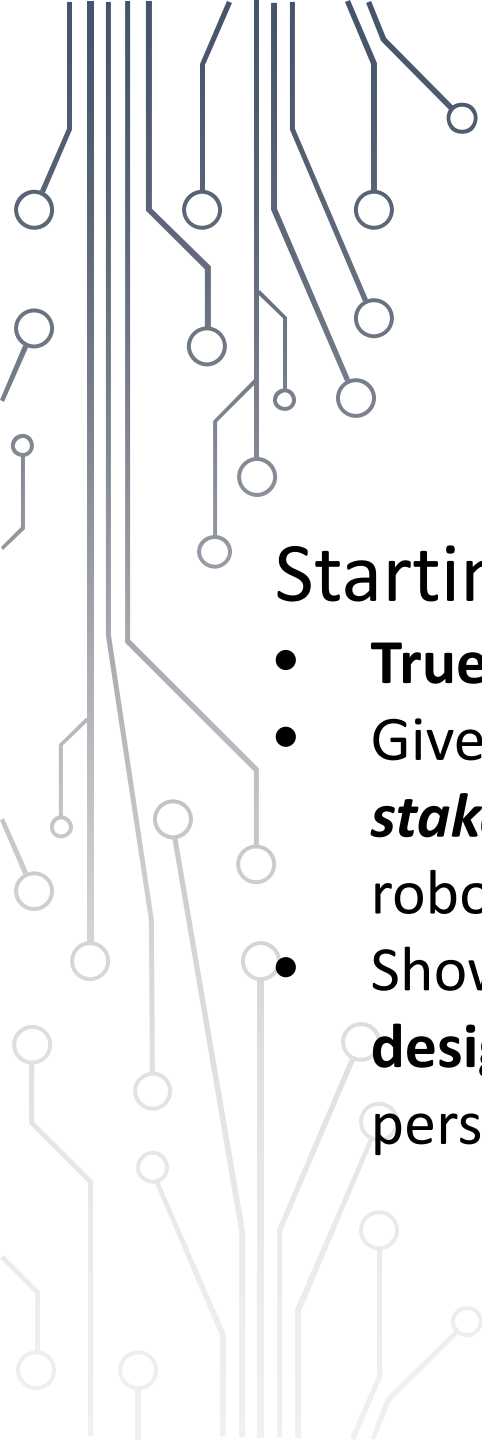
Starting points:

- **True data** collected from the **field**
- Give a voice to all the *affected stakeholders*, potentially impacted by the robot under design
- Show how this **knowledge may improve design** (considering earlier the user's perspective)

Last year's testing:

- Milano: Engineering students
- Leyda: Scientists in humanities
- Tampere,**ERF2018:** Some of you. Probably ☺
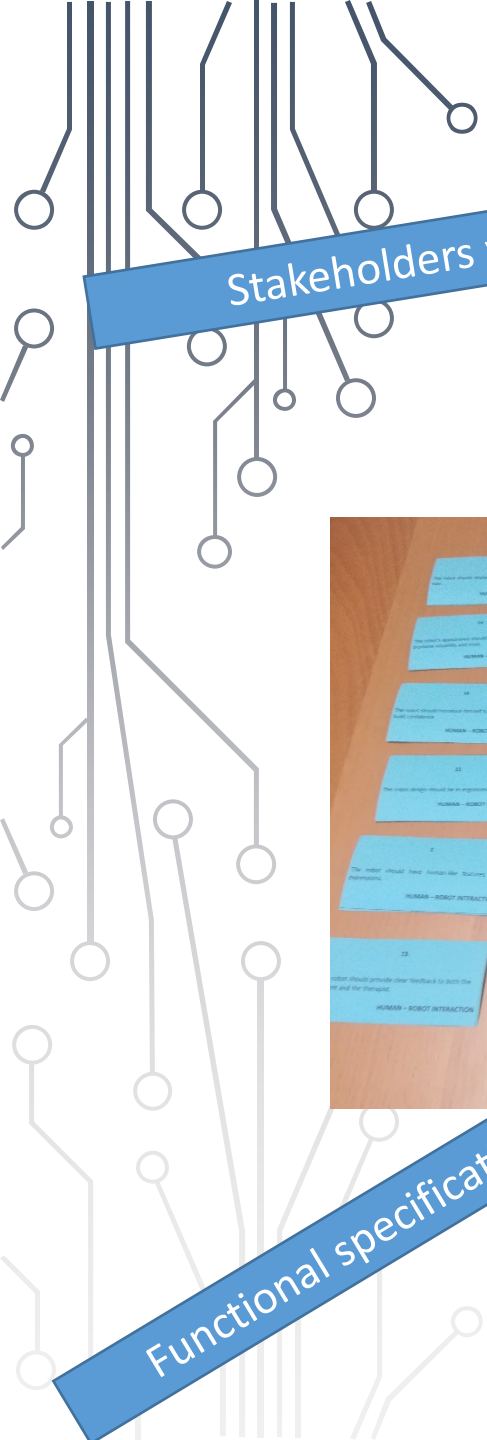
Lesson learnt:

- Engineers are often **not aware** of the ethical implications of their design.
- Human scientists are often **not aware** of the impact of external constraints on design decisions.
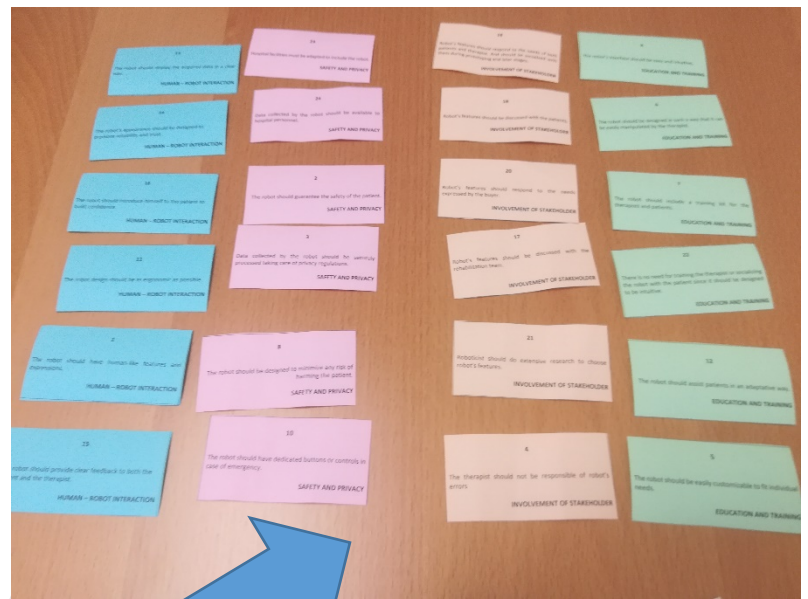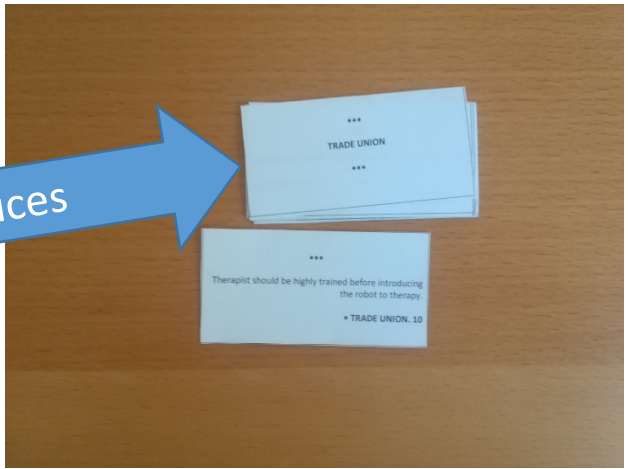- The card game was **not a real game**

What makes a *game **real***?

- Clear Rules ✓
- Limited Resources* ✓ ✗
- Randomness ✗
- A winner ✗

Randomness
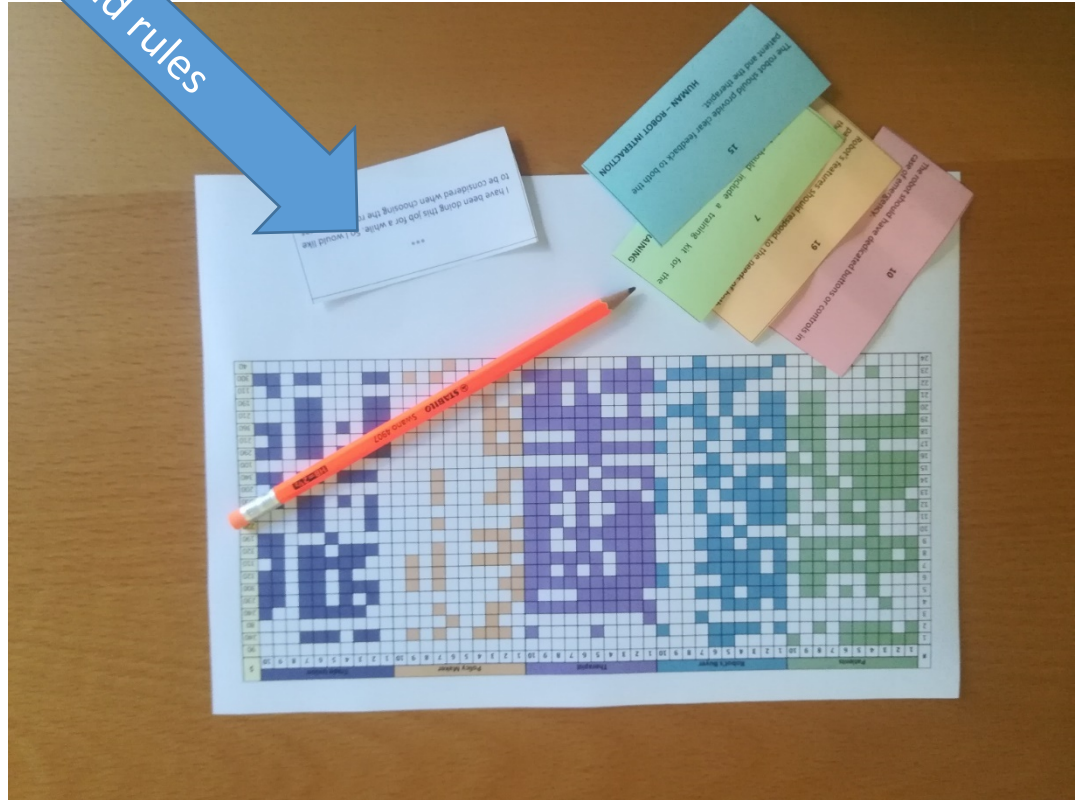
Time and Money*

Stakeholders voices

Functional specifications

Points and rules

REELER
Responsible
Ethical Learning
with Robotics

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What did we improve?

- Engagement ☺
- Fun 😃
- Bigger Impact? 🧠