



Value Sensitive Design: Shaping Technology with Moral Imagination

Batya Friedman

VSD  Information School®
UNIVERSITY of WASHINGTON 

The work reported here has been generously supported by the National Science Foundation Awards IIS-9911185, SES-0096131, IIS-0102558, EIA-0121326, IIS-0325035, IIS-0849270, CNS-0905384, IIS-1143966, UW Tech Policy Lab and numerous private individuals.

Collaborators & Community

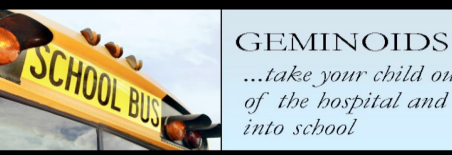
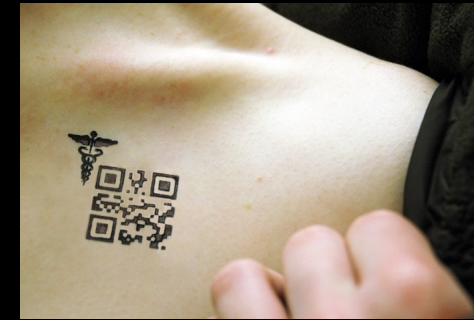
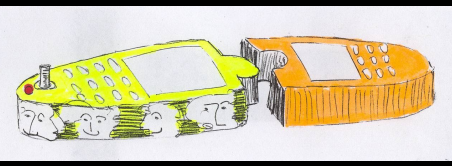
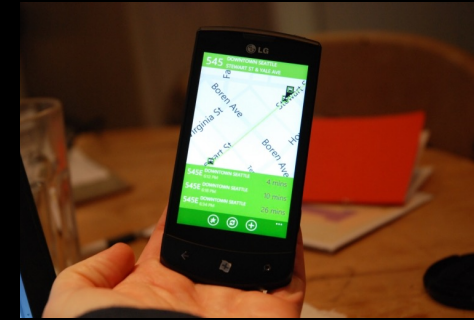
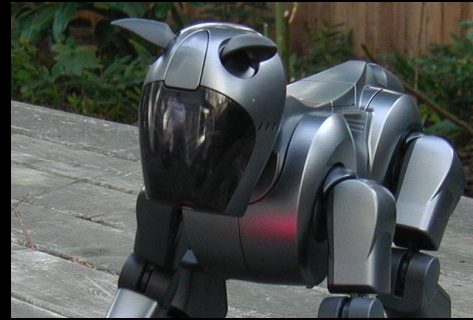
David Hendry · Alan Borning · Daisy Yoo

Norah Abokhodair | Robert Alsdorf | Ron Baecker | Stephanie Ballard | Emily Bender | Liam Bannon | Ryan Calo | Ishita Chordia | Alexei Czeskis | Sunny Consolvo | Janet Davis | Tamara Denning | Katie Derthick | Abigail Evans | Edward Felten | Gerhard Fischer | Nathan Freier | Shaghayegh Ghassemian | Brian Gill | Elias Greendorfer | Ken Goldberg | Nell Carden Grey | Maaïke Harbers | Isaac Holeman | Kristina Höök | Daniel Howe | Alina Huldtgren | Catholijn Jonkers | Peter Kahn | Zoe Kahn | Shaun Kane | Mike Katell | Ian King | Rose Paquet Kinsley | Travis Kirplean | Pedja Klasnja | Tadayoshi Kohno | Milli Lake | Christopher Le Dantec | Peyina Lin | Nicholas Logler | Lassana Magassa | Angelina McMillian-Major | Jessica Miller | Lynette Millett | Michael Muller | Lisa Nathan | Cliff Nass | Bryce Newell | Trond Nilsen | Helen Nissenbaum | Jennifer Rode | Ben Shneiderman | Ian Smith | Deborah Tatar | John Thomas | Elizabeth Utter | Robert Utter | Jeroen van den Hoven | Ibo van den Poel | Aimee van Wynsberghe | Åke Walldius | Kari Watkins | Terry Winograd | Jill Woelfer | Volker Wulf | Jason Yip | Meg Young

Moral Imagination
Technical Imagination



Stakeholders



Design Activity



Sleeve

Sleeve is a hypothetical, embodied technology which uses a brain computer interface to detect the wearer's affective states, then displays those affects through an e-textile garment. The fabric can change colors, texture, and shape according to the feelings of the wearer. Sleeves can be worn by people, such as those with autism, to help make their emotions more accessible to the people around them.

A Toolkit: Envisioning Cards

envisioningcards.com



Perceptions of a Value

Stakeholders

Time

Values

Pervasiveness

Perceptions of a Value

Sometimes stakeholders have different perceptions of the definition of a specific value (e.g., some may define privacy as having control over your information vs. those who define privacy as being left alone).

Investigate a value. In user studies, have participants write a brief (1-2 sentence) definition of that value as it relates to the system. Identify any substantive differences in participant perceptions.

Investigate

© 2011 University of Washington, vdesign.org

(Friedman, Nathan, Kane and Lin, 2011)

Sleeve

Sleeve is a hypothetical, embodied technology which uses a brain computer interface to detect the wearer's affective states, then displays those affects through an e-textile garment. The fabric can change colors, texture, and shape according to the feelings of the wearer. Sleeves can be worn by people, such as those with autism, to help make their emotions more accessible to the people around them.

Card 1

envisioningcards.com



Consider Children

Stakeholders · Time · Values · Pervasiveness

Consider Children

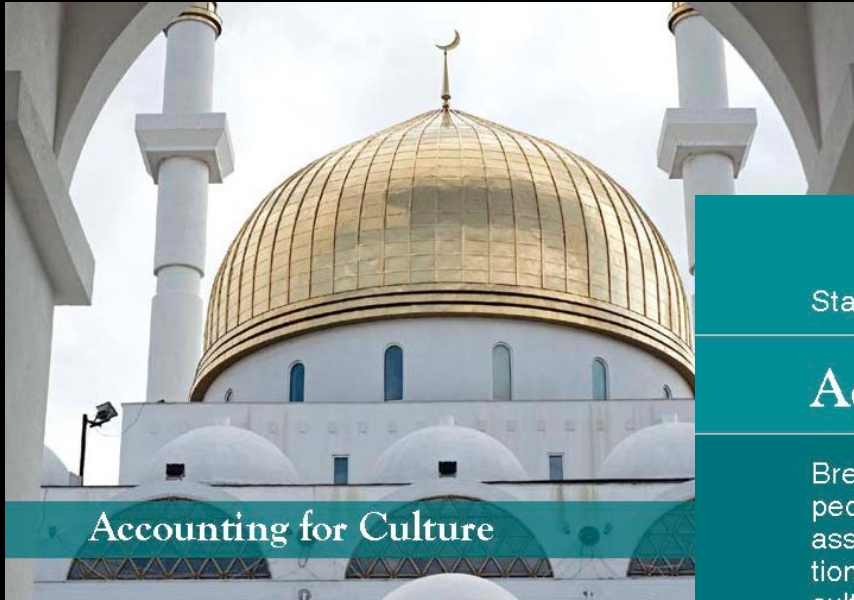
Children often appropriate systems originally designed for adults. How might this system influence a child's social and moral development?

Develop a scenario that portrays a seven-year old interacting with the system. How might the system influence the child's learning, or play with other children?

Develop

Card 2

envisioningcards.com



Stakeholders · Time · Values · Pervasiveness

Accounting for Culture

Breakdowns can develop when people from one culture make assumptions about the conventions, norms, or practices of other cultures. How might your system be misunderstood by users who are unfamiliar with your culture?

Record 2-3 positive effects of your technology when used within your own cultural context. How might those effects be different in another culture? Develop and discuss potential breakdowns.

Record

What's a technical decision
got to do with it?



EXAMPLE 1:

Twitter-like channel.

140 characters in a “tweet.”



EXAMPLE 1:

Twitter-like channel.

140 characters in a “tweet.”

English vs. Kinyarwanda



EXAMPLE 2:

Scheduler for “virtual” meeting.

Automatic time-zone converter.



EXAMPLE 2:

Scheduler for “virtual” meeting.

Automatic time-zone converter.

Absolute vs. Situational Time



6 Practical VSD Takeaways

- 1 There are methods. Use them. Frequently and throughout the product development (design and engineering) process.
- 2 Use human values as a criteria for evaluating system performance (alongside of other criteria such as reliability).
- 3 Co-evolve technology and social structure (policy).
- 4 Think long term. And at scale.
- 5 Planet: finite, yet regenerative. Engineer within this constraint.
- 6 Have the courage NOT to build. Just say "no."



Progress
not perfection



Thank you!

<https://vsdesign.org>