

MORAL AND ETHICAL ASPECTS OF ARTIFICIAL INTELLIGENCE

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This paper presents a description of the method and the learning outcomes from the workshop hosted by CGI in Stockholm. Conny Svensson, Jonas Forsman and Julie Améen led the workshop that let the participants use role playing as a method to discuss complex issues regarding Artificial Intelligence.

"WHO ARE WE TO SAY THAT WE SHOULD BE IN CONTROL IF WE HAVE RESEARCH SAYING THE OPPOSITE?"

"IF WE LET AI CONTROL OUR DEMOCRATIC SYSTEM IT IS NO LONGER A SUPPORT, IT CONTROLS OVER US" - PROFESSOR

"THE METHOD CAN BE USED IN OTHER TOPICS AS WELL"

PURPOSE

The purpose of the workshop was to use role playing as a method to discuss complex matters with unknown outcomes without rights and wrongs, and by that get inspired and challenge the participants' view of the future.

METHOD

The session started off with an insight of what artificial intelligence is by a description of different concepts like strong AI, weak AI, narrow AI and broad AI, and in what areas artificial intelligence can have an impact.

6 TAKEAWAYS

- Role playing makes the discussions less personal.
- Role playing shows many perspectives.
- Role playing shows that there is rarely one right answer.
- It is important to play with many different roles to get a fair outcome.
- Role playing is applicable to more topics than AI.
- Role playing is a fun method!



Thereafter, each person was given a persona that they were going to play during the session. They all got a Lego figure that represented their persona and a card with information and personal characteristics. The card had one color and symbolized which group they belonged to. The participants were divided into five color groups with three or four people in each group to discuss with.

During the workshop, the participants were supposed to act like their given persona, and not like themselves, to get an

“Should we let go of control, dismantle the democratic voting system, and let the AI completely decide and run the country?”

understanding of how different people would like artificial intelligence to act in several scenarios.

Different scenarios were presented and the participants were supposed to vote and discuss within their group as their persona. Two outcomes, yes or no, were presented for each scenario and to vote they used either a blue or a yellow card that corresponded to one of the outcomes.

If a group could not agree to one outcome, each participant had the chance to change the group decision one time during the workshop by using the veto card. The veto card let the participant challenge the decision by throwing a twenty-sided dice. If the number became seventeen or higher, the group had to change their chosen outcome to the other.

The digital tool *Mentimeter* was used to share and document takeaways at the end of the workshop. This workshop won the title “best workshop” the second day of the conference.

“Is it ok to use AI to predict and prevent crimes from happening?”

“Is it ok to use AI to predict criminal individuals in their teens and convict them to mandatory therapy?”

LEARNING AND RESULTS

Using role playing as a method gives new perspectives and various answers and thoughts.

The voting showed that there in many cases are no right or wrong answers. The chosen outcomes from the different scenarios gave a nearly even distribution between blue and yellow answers. The issues are too complex.

Discussions that came up during the reflection were if we really are going to need experts in the future if we get machines that always figure out the best solutions? How far should we let the machines do our jobs and when do we need the human factor to play a part?

Using role playing as a method to solve complex problems regarding AI really generated interesting discussions of what we might expect in the future and what type of problems we will meet. Many of the participants saw this method useful in other areas as well.

