

Hot Zone Havoc

We often think of robots as tools, but what happens when they're allowed to make **life-and-death** decisions?

A need exists for **Mines Action Canada** to demonstrate the **ethical concerns** regarding **LAWS** through a short, simple, portable, and **immersive experience** with a **RoboMaster S1**, where participants in **groups of 3-5** can grasp the severity of losing human control over weapons systems.



Rules to Stay Alive

1. Pass the Grenade!

Constant movement of the grenade confuses the robot's sensors

2. Keep Moving!

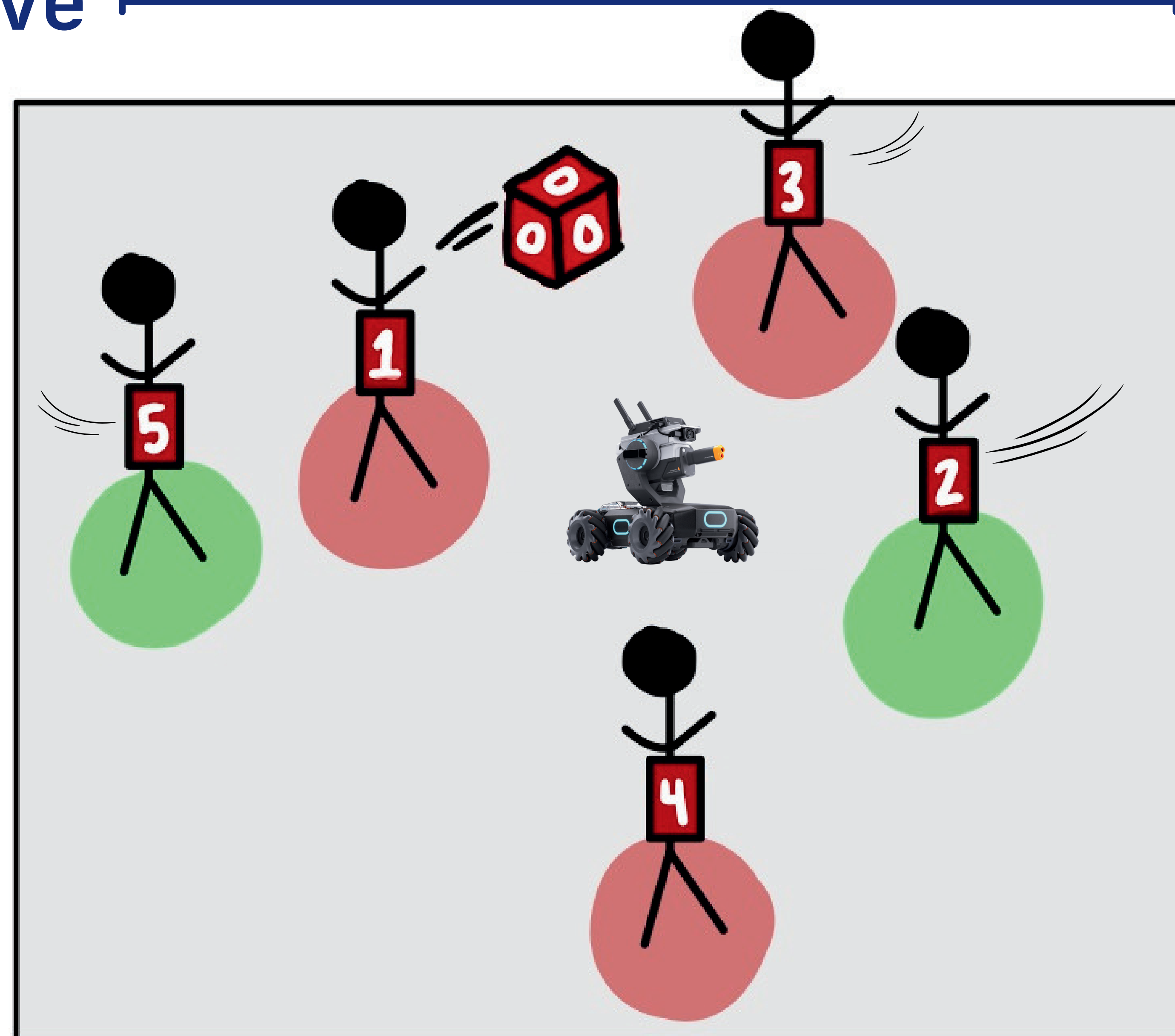
Refugee/enemy zones are determined **randomly**—move to avoid being in an enemy zone

3. Stay Away!

Anything in close proximity is seen as an **immediate threat**

4. Freeze When the Robot Stops!

After each round, a **scanning mode** is enabled—movement may incorrectly mark your zone as an **enemy zone**



Ethical Concerns

1. Lack of Human Judgement & Understanding

Safe/danger zones are random, showing how LAWs can act without human reasoning

2. Digital Dehumanization

Players are **reduced to numbers**, just like LAWs treat people as data

3. Inability to Explain What Happened or Why

The robot's logic is **unknown** and unexplainable, reflecting the **lack of clarity** in decisions

4. Lack of Accountability

Eliminations rely on **programming alone**, leaving **no one** to take responsibility



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