Deliverable B

Introduction:

After discussing the project with our client, we empathized and defined our problem of autonomous weapons and how it can be dangerous and negatively affect society. So, our objective in this virtual reality is to give a sense to the diplomats, government officials and the public, about the impact that autonomous weapons have through making a virtual reality that we will make through the course.

Need Statements:

\*Numbers used to rank priority

**Concrete Needs**

Physical Experience Needs:

* Is a virtual reality experience [5]
* The experience lasts 2-5 minutes [5]
* It is easily movable. [4]
* The user is to be stationary [2]
* Be able to present one on one on booth [3]

Target Audience:

* Targets parliamentarians, diplomats and other government officials [5]
* Easy to understand for people who don’t have background knowledge on the topic [4]
* The experience is bilingual (English and French) [5]
* The experience can be presented anywhere globally [3]

**Abstract Needs**

Within Experience Needs:

* The experience stays away from gore [4]
* The experience is either in first person or third person [5]
* The experience has a fictional bad guy [5]
* The user needs to remain alive [5]
* Has a story-telling design [5]
* The experience is vague (no specific company or countries) [5]
* The experience changes the problem from abstract to reality [5]
* The experience ends on a positive note [5]

Production Needs:

* Creates emotions for the user [5]
* It is informative [5]
  + Digital dehumanizing
  + Technology failure and hacking
  + Morality
  + Bias
  + Arms race and diversion of resources
  + Inability to abide by International Humanitarian Law
  + Explain ability and complexity
* Encourages user to make change [4]
* Reinforces user that is already against it [3]
* It changes user’s mind if they were for killer robots [5]
  + Won’t prevent more soldier deaths (both sides will have autonomous weapons)
  + Won’t prevent human mistakes – code can also go wrong
  + Won’t reduce war crimes such as rape/violence against women
* Give a sense to the user how autonomous is dangerous [5]
* It creates public pressure [4]

Problem Statement:

To create an informative virtual reality experience lasting 2-5 minutes which will persuade government officials and the public about the negative consequences behind autonomous weapons by creating emotion.

Government officials and the public need a virtual reality experience which will persuade about the negative consequences behind autonomous weapons by creating emotion through a two-to-five-minute, storytelling design.

Mines Action Canada need a 2–5-minute virtual reality experience which will persuade government officials and the public about the negative consequences behind autonomous weapons through an informative and emotional story-telling experience.

Conclusion:

As a result, we defined our problem and produced a specific need for virtual reality so we can be able to make a solution of how we can positively affect diplomats, government officials and the public to take some action about the dangers of autonomous weapons.