


NAME: CalcBoard


DATE: July 1, 2025 1:02 PM

DESCRIPTION OF TECHNOLOGY

This project develops a board game with RFID technology, which adds complexity without additional burden on the player. The board contains scanners with RFID tags that transmit data. A LAN lobby is created for players via a smartphone app. Three games are being developed, with a strategic game as the main objective, supported by simpler games to learn to use the technology.




HUMAN VALUES




not really, we just want that the user is able to save hes progress on our technology among other infos.

TRANSPARENCY



yes we have a hole document with al the information about our technology

IMPACT ON SOCIETY




Board games bring people together, but they also have limitations that can diminish the experience. A common problem is the limited replayability: after a few plays, players often know all the strategies and options, making the game predictable. Our solution addresses this by giving players the freedom to customize rules, change difficulty, and even create new game boards. This ensures that the game continues to surprise and adapt.


STAKEHOLDERS



SUSTAINABILITY




HATEFUL AND CRIMINAL ACTORS




non

DATA




no I'm no familiar with and no we don't take account.

FUTURE




we can start a buisness model with

PRIVACY



Yes user can login in our plataform, we use the persons name fouter non other personal info is used

INCLUSIVITY



yes

FIND US ON [WWW.TICT.IO](http://WWW.TICT.IO)

THIS CANVAS IS PART OF THE TECHNOLOGY IMPACT CYCLE TOOL. THIS CANVAS IS THE RESULT OF A QUICKSCAN. YOU CAN FILL OUT THE FULL TICT ON WWW.TICT.IO








**NAME:** CalcBoard

**DATE:** July 1, 2025 1:02 PM

**DESCRIPTION OF TECHNOLOGY**  
This project develops a board game with RFID technology, which adds complexity without additional burden on the player. The board contains scanners with RFID tags that transmit data. A LAN lobby is created for players via a smartphone app. Three games are being developed, with a strategic game as the main objective, supported by simpler games to learn to use the technology.



**IMPACT ON SOCIETY**



**What is exactly the problem? Is it really a problem? Are you sure?**

Can you exactly define what the challenge is? What problem (what 'pain') does this technology want to solve? Can you make a clear definition of the problem? What 'pain' does this technology want to ease? Whose pain? Is it really a problem? For who? Will solving the problem make the world better? Are you sure? The problem definition will help you to determine...

**HATEFUL AND CRIMINAL ACTORS**



**In which way can the technology be used to break the law or avoid the consequences of breaking the law?**

Can you imagine ways that the technology can or will be used to break the law? Think about invading someone's privacy. Spying. Hurting people. Harassment. Steal things. Fraud/identity theft and so on. Or will people use the technology to avoid facing the consequences of breaking the law (using trackers to evade speed radars or using bitcoins to launder...

**PRIVACY**



**Does the technology register personal data? If yes, what personal data?**

If this technology registers personal data you have to be aware of privacy legislation and the concept of privacy. Think hard about this question. Remember: personal data can be interpreted in a broad way. Maybe this technology does not collect personal data, but can be used to assemble personal data. If the technology collects special personal data (like...

**HUMAN VALUES**



**How is the identity of the (intended) users affected by the technology?**

To help you answer this question think about sub questions like:

- If two friends use your product, how could it enhance or detract from their relationship?
- Does your product create new ways for people to interact?...

**STAKEHOLDERS**



**Who are the main users/targetgroups/stakeholders for this technology? Think about the intended context by...**

When thinking about the stakeholders, the most obvious one are of course the intended users, so start there. Next, list the stakeholders that are directly affected. Listing the users and directly affected stakeholders also gives an impression of the intended context of the technology.

...

**DATA**



**Are you familiar with the fundamental shortcomings and pitfalls of data and do you take this sufficiently into...**

There are fundamental issues with data. For example:

- Data is always subjective;
- Data collections are never complete;
- Correlation and causation are tricky concepts;
- Data collections are often biased;...

**INCLUSIVITY**



**Does this technology have a built-in bias?**

Do a brainstorm. Can you find a built-in bias in this technology? Maybe because of the way the data was collected, either by personal bias, historical bias, political bias or a lack of diversity in the people responsible for the design of the technology? How do you know this is not the case? Be critical. Be aware of your own biases....

**TRANSPARENCY**



**Is it explained to the users/stakeholders how the technology works and how the business model works?**

- Is it easy for users to find out how the technology works?
- Can a user understand or find out why your technology behaves in a certain way?
- Are the goals explained?
- Is the idea of the technology explained?
- Is the technology company transparent about the way their...

**SUSTAINABILITY**



**In what way is the direct and indirect energy use of this technology taken into account?**

One of the most prominent impacts on sustainability is energy efficiency. Consider what service you want this technology to provide and how this could be achieved with a minimal use of energy. Are improvements possible?

**FUTURE**



**What could possibly happen with this technology in the future?**

Discuss this quickly and note your first thoughts here. Think about what happens when 100 million people use your product. How could communities, habits and norms change?

**FIND US ON** [WWW.TICT.IO](http://WWW.TICT.IO)

**THIS CANVAS IS PART OF THE TECHNOLOGY IMPACT CYCLE TOOL. THIS CANVAS IS THE RESULT OF A QUICKSCAN. YOU CAN FILL OUT THE FULL TICT ON WWW.TICT.IO**





