QUICKSCAN - CANVAS

Minifigures

NAME: Minifigures DATE: September 5, 2024 3:23 AM DESCRIPTION OF TECHNOLOGY An object detection AI model, designed to recognize Warhammer:40K miniatures and their armies.	HUMAN VALUES Since this model is used for object recognition, it does not have a direct way to influence a persons' identity.	TRANSPARENCY In the documentation belonging to the model, different aspects of the model are explained such as how the model is trained, which technology it uses, why it behaves in certain ways, etc.
IMPACT ON SOCIETY My model is trying to solve the problem of new players not being able to recognize the units used by an opponent or teammate during a game of Warhammer:40k. The model will assist in the identification process of the armies on the table, which can otherwise be a somewhat tedious task.	STAKEHOLDERS - Players of Warhammer:40K - Developers creating similar functionalities	SUSTAINABILITY This depends on the distribution of the model, when it remains only in the current owners possession it will not have such a big impact. But if and when it will become available to a broader audience, this impact will be increased since there will be more devices doing similar calculations.
HATEFUL AND CRIMINAL ACTORS The model itself is not very usable to break the law, the dataset has some way it can be used to break the law. Because the training data for the model is sources from the internet, it cannot be commercially used. If someone does use it for that purpose, they would be breaking the law.	DATA For this particular model, I am not fully aware if there might be a good enough consideration for these topics. A big pitfall in the model is the creative freedom of the player; they can make the models in any way they see fit, which increases the complexity of the dataset and making it pretty much impossible to complete.	FUTURE If this model gets continuously trained and improved with new data, it has a chance to grow out to cover the entire scope of playable armies (33) and provide an improvement to the overall Warhammer experience for all players
PRIVACY In the current state the model does not register any personal data, since it is only a model that can recognize certain minifigures and weaponry from images. When the end-goal of creating an app to support the model is reached, then the use of personal data could be possible. For example to create an account and store your info, datasheets, etc.	INCLUSIVITY For the model will have a built in bias towards the first unit it is trained with, since it is all it knows. By continuing to teach the model with new and different models, this bias could be reduced. For now this is not super impactful, since the current goal is for the model to only be able to recognize this particular army and its features.	FIND US ON 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 WWW.TICT.IO WIND CONTACT ON CONTACT

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BY

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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	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	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?
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	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;	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?
PRIVACY	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	FIND US ON 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 Fontys

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