

## *App Store Ethics: The Game*

### *Background*

As digital services are increasingly more present in our lives, the responsibility of those designing and implementing IT artefacts increases. After all, you do not want Alexa convincing people to smoke (despite the fact that this might be a viable business model). Thus, there is a need to discuss ethics when teaching computer science.

Yet, most of us computer scientists prefer well-defined, discrete tasks. The fuzzy and cumbersome world of ethics is an extra burden. Consequently, we need to find ways to teach and apply ethics in designing computer systems. One way to do this in a meaningful way is design fiction—creating fictional uses and fictional systems. This enables us to see how and why an evil computer scientist could misuse the system which we created. Yet, building such fictions takes effort and time.

This project is behind building an app where the user can put themselves in the role of an app store employee. They decide if a given app would be allowed into the store. The player should be able to see the consequences of their decisions and how the app affect the app store users. Further, there should be *good* and *evil* modes so that the player can experience both sides of ethics.

The task consists of designing and implementing the app, designing the consequence system in an engaging way and providing ways for users to easily modify the content of the game.

### *Suggested reading*

There is a collection of great resources at <https://chi4evil.wordpress.com/resources-and-examples/>

### *Further details*

#### *Special prerequisites:*

- This may require web programming
- Basic interest in ethics
- Basic interest in being (or recognising) evil

*Target group:* DV, D, I and IT students

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Supervision in this project is offered in a number of European languages including Swedish. However, as this is a collaborative project most material and some meetings will be in English.