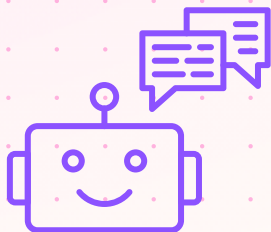
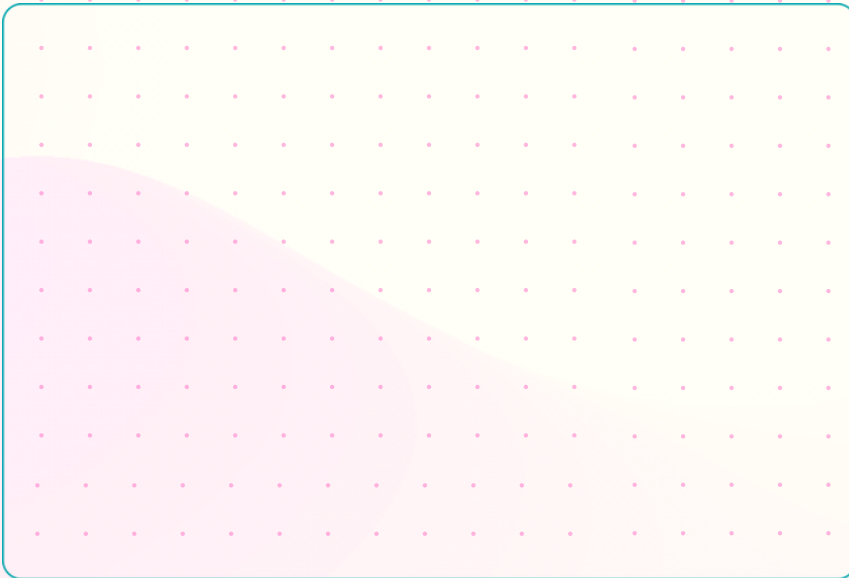


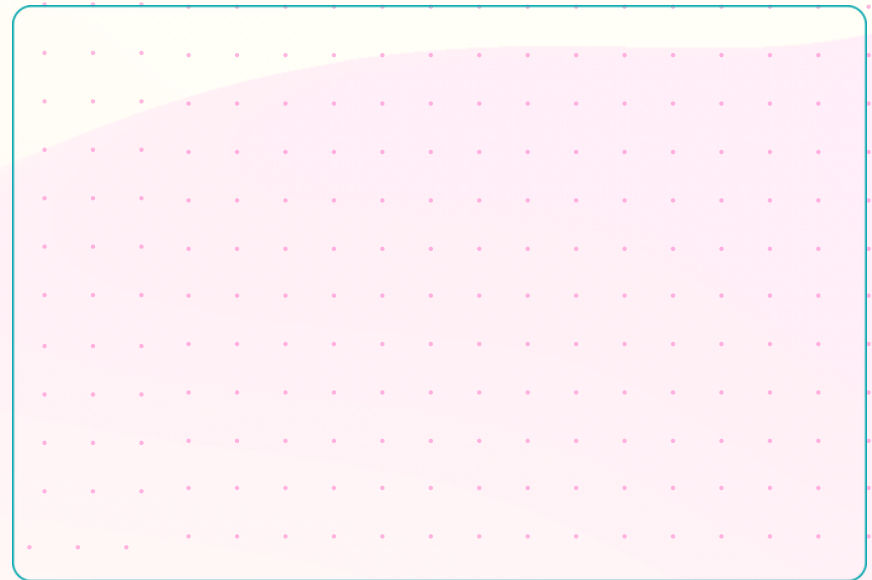
Futures beyond deception

Activity :

1. What are possible new technologies that you can think of which go beyond the screen as the interface, and push the boundaries of technology?



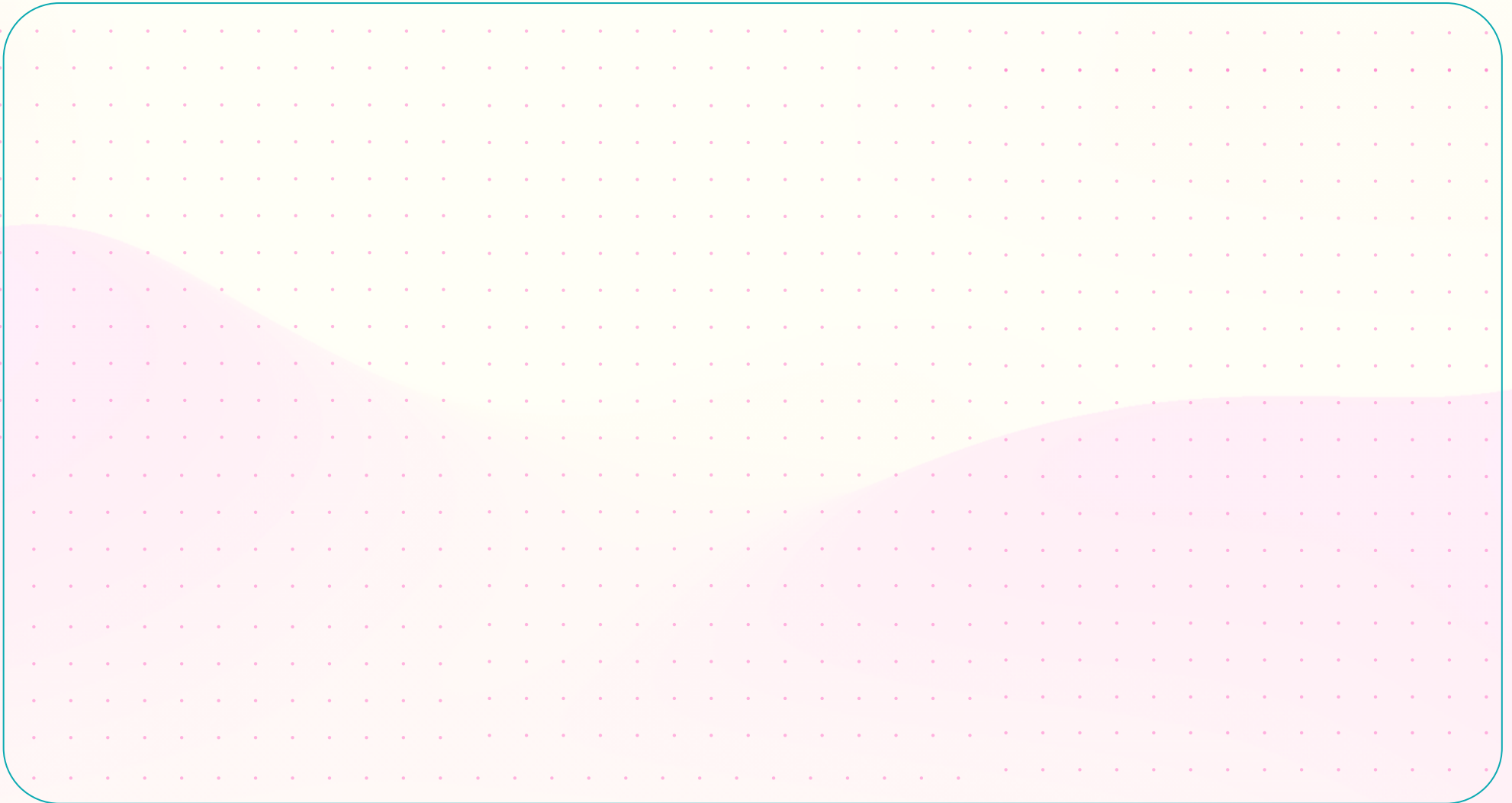
2. What could be possible ways in which deception could happen through these technologies? Let's try make a few connections.



A
C
T
I
V
I
T
Y

You *design* the future

As designers, you play a crucial role in creating our collective digital future. Use the space below to doodle, think, or sketch the digital future you imagine and wish to create.



A
C
T
I
V
I
T
Y

“What We Can Do Next?” Card-Deck

To make things more fun, we have made a card-deck version of action items which you can use in varied scenarios - from team building exercises to design meetups.

The **“What We Can Do Next?” Card-Deck** is designed to facilitate easy use of these suggested actions. Here’s the simple organising principle:

- What can a designer do? (Cards with single punch hole - the white circle)
- What can like-minded groups including design teams, product folk, executives, researchers and content writers do? (Cards with double punch holes)
- And finally, what can organisations and workplaces do? (Cards with triple punch holes)



Annexure Print-outs for action cards

Expand your stakeholder map

Add accessibility checks in your process

Create your own values checklist

Create an ethical design checklist for your prototypes

Run an ethical test on screens designed

Use qualitative methods in user research

Apply the TAO framework for your product

Debugging to check for deceptive design

Design for edge cases, and factor in unintended users

Do risk mapping for your product using high-risk user personas

Annexure Print-outs for action cards

●
Participatory design methods/ co-creation

● ●
Build prototypes which prioritise trust and safety online

● ●
Create “deception audits” for application layers

● ●
Build new tools to expand stakeholders in different contexts and share learnings

● ●
Collaborate and develop non extractive design methods or tools

● ●
Organise workshops on ethical practices for others

● ●
Ethical design as an important conversation at design meet-ups

● ●
Re-designing sprints with different product teams

● ●
Make values a part of working groups or professional associations of designers

● ●
Develop user-centred methods for your product and community

●●●
Conduct ethical design hackathons to change design culture in the organisation

●●●
Make community knowledge valid, and part of the process

●●●
Internalising leader advocacy

●●●
Consult with subject matter experts, grassroots organisations and researchers

●●●
Pitch trusted design as a product feature that sets you apart

●●●
Using ethics as guiding principles and not just as evaluation frameworks for projects

●●●
Building metrics which balance business growth and user wellbeing

●●●
Having an ethics expert as part of your team

●●●
Institutional review boards/ committees auditing for trust

●●●
Make values such as privacy central for leadership and company mission

●●●
Prioritise interdisciplinarity in teams

●●●
Emphasise the value of research- both qualitative and quantitative