

Ethical Implications

Answer the following questions. In your answers, please distinguish which implications follow from your *conceptual* design and which follow from your *UI* design.

- 1. Did you make cultural or other assumptions about your users that affect how they interact with Fritter?**
- 2. Would an effective use of design heuristics to maximize engagement with Fritter be manipulative?**
- 3. How would you adjust your design if your only goal were to: get children addicted to Fritter? or make it hard for older people to use Fritter? or stop fake news spreading? or prevent harassment? How, if at all, do your answers to these questions inform how you would actually design Fritter?**
- 4. You have the option to allow users to see which other users have upvoted a Freet. What forms of engagement between users (positive or negative) would be encouraged by allowing this?**
- 5. In A3, we asked about stakeholders who aren't your immediate users. Identify a design choice you faced that would benefit or harm such a stakeholder, and explain how.**
- 6. What are the accessibility implications of your design for people with different abilities?**
- 7. One of the heuristics is to "speak the user's language." In retrospect, assuming you followed this, can you identify what kind of user you had in mind?**

MIT OpenCourseWare

<https://ocw.mit.edu>

RES.TLL-008 Social and Ethical Responsibilities of Computing (SERC)

Fall 2021

For information about citing these materials or our Terms of Use, visit:

<https://ocw.mit.edu/terms>