Moral Lenses case study

Warmup

- Read the problem and the proposed design change
- With your partner, brainstorm:
 - differences that might happen as a result
 - **stakeholders** affected by or interested in those differences
- Write your answers in case-study.txt

Moral Lenses review

- What are the three moral lenses?
 - let's imagine them in the context of a game show

Facebook in 2017

- Problem: people are still using FB, but more passively
 - reading posts and watching videos, but not commenting or liking as much as before
 - "We have an ethical duty not to turn Facebook users into zombies"
- Proposal: rank posts by meaningful social interaction (MSI)
 - MSI = actions on a post (comment >> react-emoji/reshare >> like) made by your own friends
- With your partner:
 - apply the moral lenses for the stakeholder group of your section of the room
 - write your answers in case-study.txt
- Working with the other pairs in your section:
 - put your Outcomes/Process/Structure points in the slides
 - consolidate similar points
 - vote for 1-2 points per slide (e.g. important or nonobvious)
 - **boldface** those key points

Action

- After moral lens analysis, what do we have that we may not have had before?
- What can we do with that new knowledge?



For more about this case study:

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