

KREATIVE METHODEN IN DER POLITIKBERATUNG

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ITAS 2024, Wissen für die Politik



FORSCHUNGSSINTERESSE

Welches Wissen birgt die kreative Spekulation über Zukünfte?

#Imaginationsforschung

KREATIVE METHODEN & ZUKUNFTSFORSCHUNG

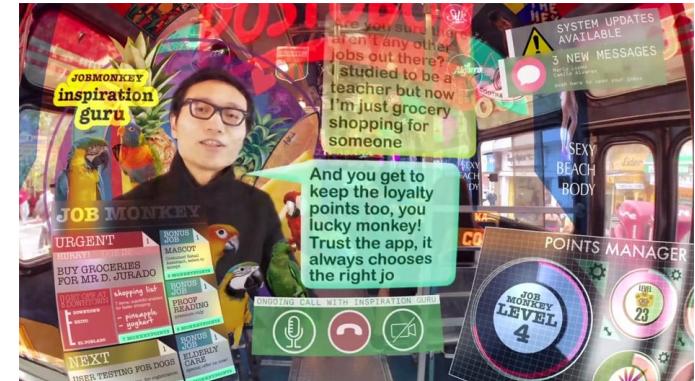
Experiential Futures, Speculative Design, Design Fiction, Sci-Fi Prototyping



Marco Janssen – DryLab 2023 (2017)



Ai Hasegawa – I Wanna Deliver a Shark (2011)



Keiichi Matsuda – Hyper-Reality (2016)

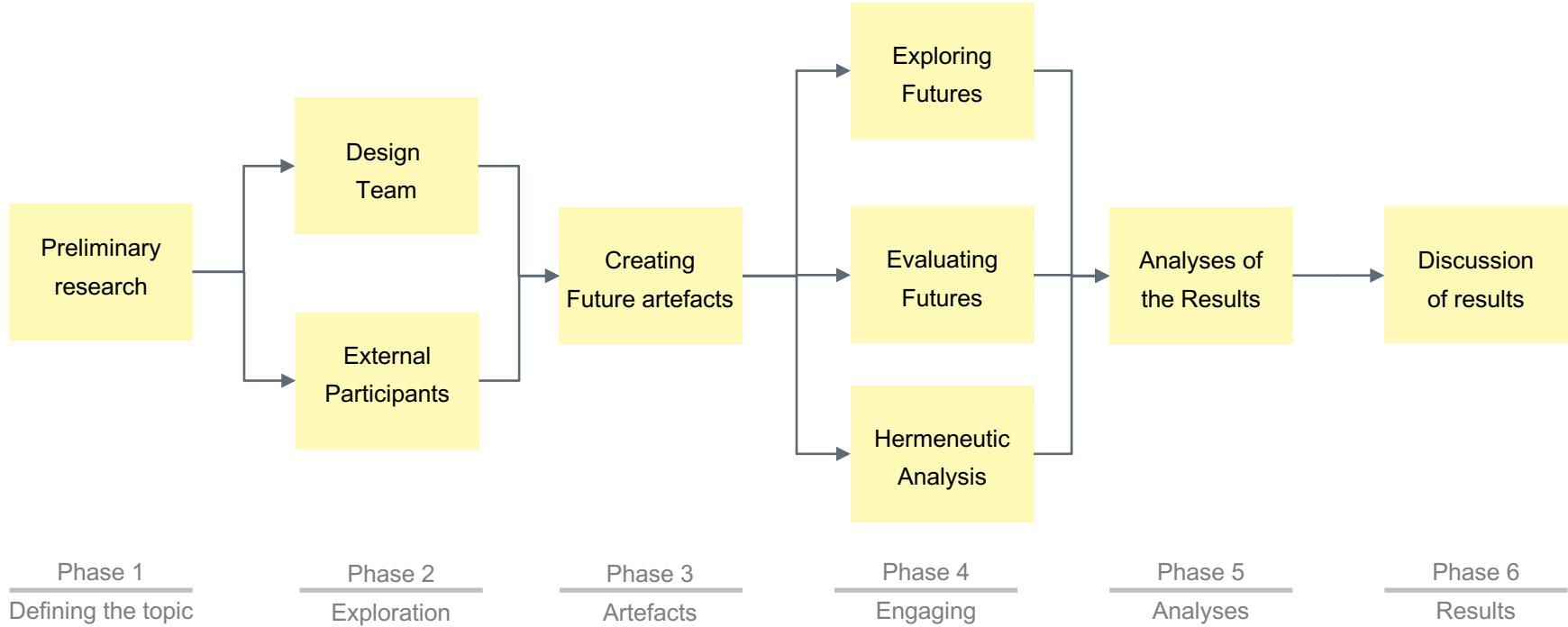
ANALYTISCHES / METHODISCHES FRAMEWORK

Need: Eine verlässliche und **einheitliche Terminologie** zur Beschreibung kreativer Methoden, ihrer Ergebnisse und dessen, was sie bewirken sollen und was sie bewirken können.

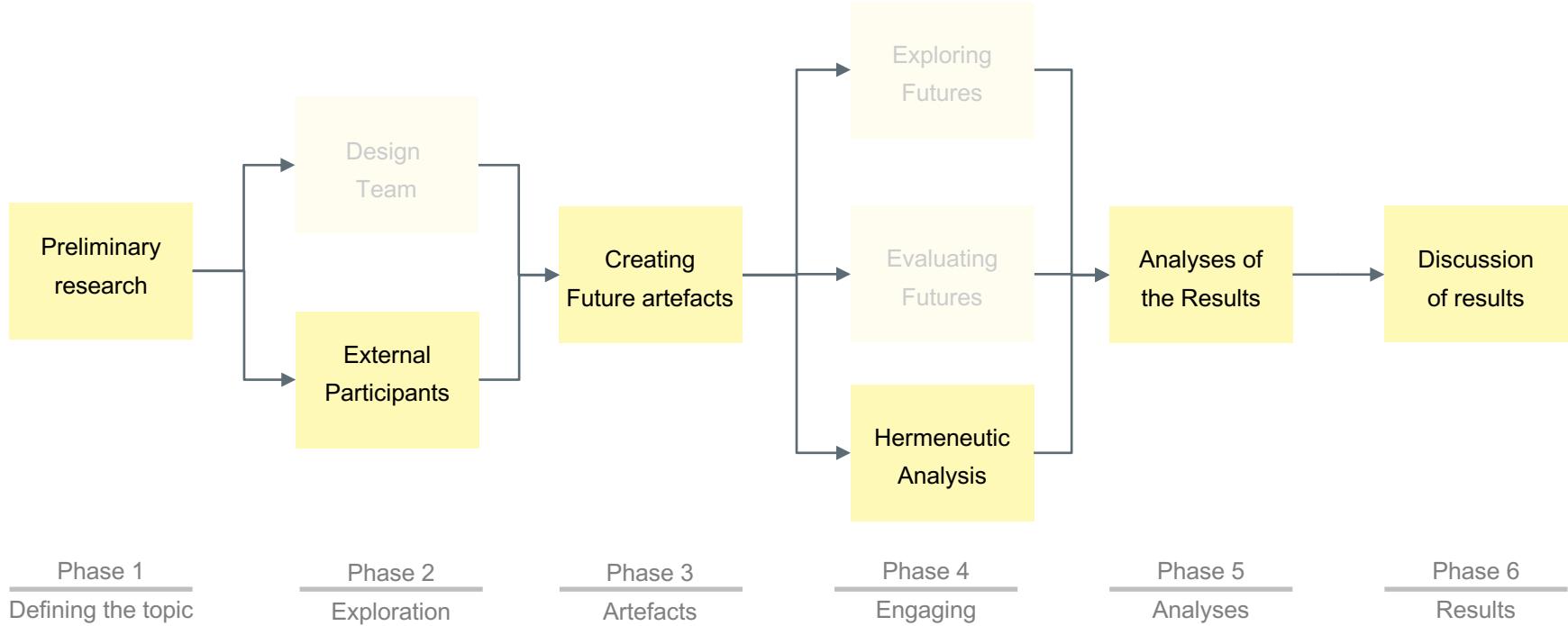
Need: Gemeinsame Parameter, die das Gespräch zwischen **Kunden und Kreativen** leiten können, um die **Erwartungen aufeinander abzustimmen.**

Need: Ein Modus zur **Bewertung kreativer Zukunftsmethoden** und ihres Outcomes, der Projektübergreifend funktioniert kann.

VERSUCH EINER SYSTEMATISIERUNG

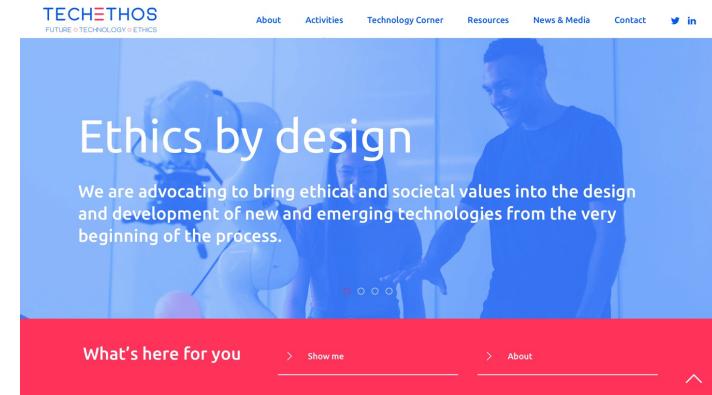


VERSUCH EINER SYSTEMATISIERUNG



CASE STUDY: TECHETHOS (2020 - 2023)

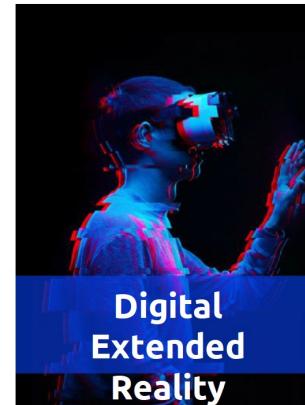
- Horizon 2020
- Emergierende Technologien bringen eine Reihe potenzieller **ethischer Herausforderungen und gesellschaftlicher Folgen** mit sich.
- Projekte zur Ermittlung ethischer Herausforderungen konzentrieren sich häufig auf eine **begrenzte Anzahl von Experten**, beziehen aber das Wissen der Bürgerinnen und Bürger nicht mit ein.
- Wie können wir zukunftsweisende Aktivitäten eröffnen, die Perspektiven der **Bürgerinnen und Bürger einbeziehen** und ihre ethischen Bedenken gezielt erheben?



<https://www.techethos.eu>

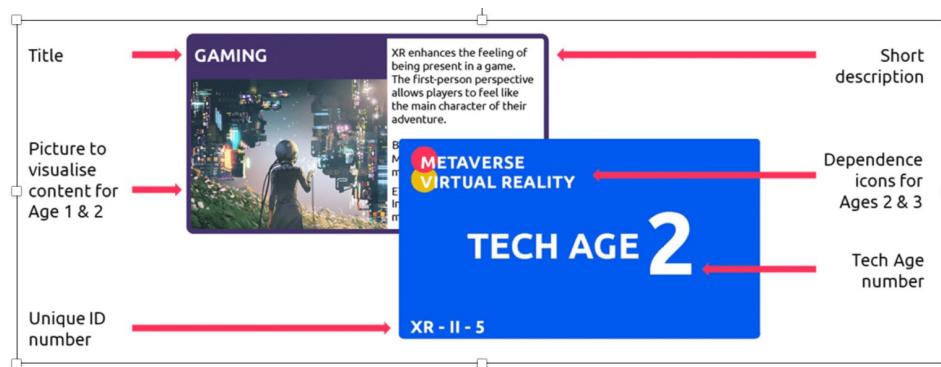
PHASE 1: DEFINING THE TOPIC

- Drei Technologiefamilien
- Vorrecherche zu ethischen Herausforderungen, Szenario Entwicklung mit Experten



PHASE 2: EXPLORATION

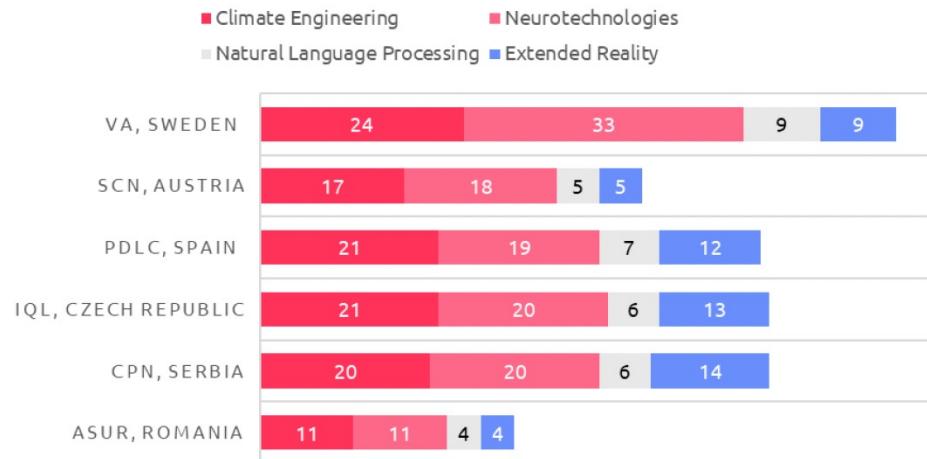
- TechEthos Game: Ages of Impact
- Citizen World Council
- „Es wird Ihre Aufgabe sein, zu entscheiden, welche technologischen Entwicklungen **eine bessere Zukunft ermöglichen**.“



PHASE 2: EXPLORATION

- 20 workshops (Dec 2022 – March 2023)
- 6 countries (Austria, Czech Republic, Romania, Serbia, Spain, Sweden)
- 331 participants
- Aufbau:
 - (1) Einführende Aktivitäten
 - (2) Spiel
 - (3) Nachbesprechung & Reflexion

LTPS WORKSHOPS' PARTICIPANTS



PHASE 3: ARTEFAKTE

- Kurzgeschichten über die veränderte Welt
- Transkripte der Diskussionen über die veränderte Welt

"Neo wakes up when his implanted chip sends a small impulse to his brain. He is happy to be alive and enjoys every single day. He used to be totally blind and only now, in his old age, is able to see the world he lives in. The recent developments in tech have given him the ability to see his family and friends, his house and all the world around him. He lives in a high-tech neighbourhood like those from the SF audiobooks he used to listen to when he was a teenager. Everyone he knows has at least one enhancement operation done over the years. Some for health reasons, some for cosmetical uses. The people that develop the newest techs are the richest in the world and have a lot of economical and political power to change the world, for better or worse. Sometimes he thinks that he was lucky to live in this era, because the future scares him a bit. He was fortunate enough to enjoy the new development in a period when the laws were made for the good of the people and the tech companies and state leaders were kept in check through legal methods by the people. But all the enhancements done over the years have reduced the people's interest in autonomy and the young ones are willing to give up their data and their power of decision to those who provide the newest techs at the lowest prices. But for now Neo chooses to focus on the good. Like the fact that he can project and print toys for his grandkids. Or that he can see his wife happy again, after she got the treatment that saved her from early onset dementia. They do their best to remain active, to use to the maximum the time they have left on this planet."

PHASE 4: ENGAGING

- 773 Statements aus den Diskussionen
- *“Companies can have essential data on individuals that serve to give them more control over them while individuals lose control over their personal data.”*
(Comment 8, XR)
- *“People will lose their jobs (...)"*
(Comment 103, NLP)
- *“... relieving people of mundane repetitive jobs.”* (Comment 422, NLP)

country	tech family	technology	comment	codes
Initial Impression & Discussion				
ASUR, Romania	Person	CE - Unspecific	Excitement	Before the game
ASUR, Romania	Person	CE - Unspecific	Concern	Before the game
ASUR, Romania	Group 1	CE - Unspecified	Excitement	Unveiling the technology family
ASUR, Romania	Group 1	CE / SFR / CE+I	Concern	Tech Age 1
ASUR, Romania	Group 1	CE - Engineered CDR	Excitement	Tech Age 1
ASUR, Romania	Group 1	CE - Nature-Based C	Excitement	Tech Age 1
ASUR, Romania	Group 1	CE - Bioenergy with...	Concern	Tech Age 2
ASUR, Romania	Group 1	CE - Forestry and Iar	Excitement	Tech Age 2
ASUR, Romania	Group 1	CE - Outer-fertilizi...	Concern	Tech Age 2
ASUR, Romania	Group 1	CE - Enhanced wear	Concern	Tech Age 2
Values				
ASUR, Romania	Group 1	CE - Unspecified	Excitement	Intergenerational Justice
ASUR, Romania	Group 1	CE - Unspecified	Concern	Dangerous Side effects
ASUR, Romania	Group 1	CE / SFR / CE+I	Concern	Reliability
ASUR, Romania	Group 1	CE - Engineered CDR	Excitement	Justice
ASUR, Romania	Group 1	CE - Nature-Based C	Excitement	Intergenerational Justice
ASUR, Romania	Group 1	CE - Bioenergy with...	Concern	Dangerous Side effects
ASUR, Romania	Group 1	CE - Forestry and Iar	Excitement	Reliability
ASUR, Romania	Group 1	CE - Outer-fertilizi...	Concern	global climate responsibility
ASUR, Romania	Group 1	CE - Enhanced wear	Concern	Healthy Environment
ASUR, Romania	Group 1	CE - Direct Air Capt.	Uncertain	Efficiency
ASUR, Romania	Group 1	CE - Soil Carbon Se...	Excitement	Biodiversity
ASUR, Romania	Group 1	CE - Unspecified	Concern	Environmental Quality
ASUR, Romania	Group 1	CE - Unspecified	Concern	Safety
ASUR, Romania	Group 1	CE - Unspecified	Concern	Accessibility
ASUR, Romania	Group 1	CE - Unspecified	Concern	Post-technological solution
Categories!				
Values!				
Bereit  Barrierefreiheit: Untersuchen				
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PHASE 5: ANALYSES

- Welche Einstellung haben die Teilnehmer zu den Technologien?
- **Die Teilnehmer sind der Technologie aufgeschlossen, wenn [X] gewährleistet ist und wenn [Y] verhindert werden kann**
- Clustering von Werten
 - 450+ codes
 - 25 Kategorien



The word cloud illustrates various values and principles that participants consider important for technology. The words are color-coded by category:

- Blue words:** Safety and reliability, Effectiveness, Progress, Autonomy and agency, Trustworthiness, Expanded opportunities for human experience, Techsolutionism, Knowledge and education, Human centered development, Ecosystem health oversight and control, Democracy, Good Life, privacy and security, Aesthetics.
- Red words:** Usefulness, Human and efficiency, Justice, Economic opportunity, Naturality, Cultural preservation, Authentic human connection and experience, Equity, diversity, inclusion.
- Mixed colors:** Peace, and reliability, and efficiency, Responsible, use and accountability, Trustworthiness, Naturality, Cultural preservation, Knowledge and education, Human centered development, Democracy, Good Life, privacy and security.

PHASE 6: DISCUSSION

- Drei übergreifende Themen
- **Equity**
 - Erschwinglichkeit der Technologie und gerechte Verteilung des Nutzens
 - Marktstörungen könnten die Machtdynamik zugunsten der KI entwickelnden Unternehmen verschieben
 - Anerkennung von Lizenzen und Urheberschaft sowie gerechte Verteilung des Nutzens in der Gesellschaft
- **(Re)liability**
 - Datenrechte und verantwortungsvolle Nutzung der gesammelten Daten werden wichtig.
 - Vertrauen in Visionen und Rechenschaftspflicht der Unternehmen für Versprechen (z.B. technische Lösung für ein soziales Problem)
 - Zentrierung der Entwicklung auf den Menschen gegenüber den Einnahmen der Unternehmen aus der Technologie
- **Environmental sustainability**
 - Anstieg der CO2-Emissionen durch Infrastruktur für die Ausbildung von LLMs und die Speicherung von Daten
 - Ressourcen- und Entsorgungsprobleme (z.B., zunehmender Abbau seltener Erden oder Giftmüll)¹⁴

PHASE 6: DISCUSSION



Policy Brief

Key messages for the ethical governance of neurotechnologies

Highlights

To ensure responsible, just and sustainable development of neurotechnology, the Horizon 2020-funded **TechEthos** project encourages EU policymakers to consider the principles of autonomy and dignity, privacy, justice, interoperability, and environmental regard in legal, regulatory, and guidance reforms.

Who is this for?

This brief seeks to inform EU policymakers and officials involved in the preparation of legislative or policy initiatives related to neurotechnology. It also addresses ethical use items, privacy and data protection, and systematic algorithmic learning and machine inference systems.

Background

Neurotechnology encompasses research, development, and use of devices with the potential to directly access, monitor, investigate, affect, manipulate, and/or extend the structure and function of the neural systems of natural persons. Neurotechnologies hold the potential to enable significant improvements in relation to a range of conditions, including Parkinson's and Alzheimer's diseases, mental health, stroke and trauma recovery, and

prosthetics. Such medical applications, as well as specialized applications for human enhancement, labour management, and legal determinations, present a range of social, ethical, and legal challenges and questions. Ethical issues accompanying neurotechnologies raise questions of use, notably medical treatments versus human enhancement (e.g., neurogaming, neuroeducation, neuromarketing). In either case, the question is whether the use is based on neurological ability or inequity of access to beneficial medical interventions or enhancements. Questions of data privacy and data protection are raised by many applications, as do concerns regarding testing of prototypes in animal and human subjects, and their impact on climate and energy consumption. Issues of responsibility of companies and governments to people dependent on neurotechnology must be clarified. At a more abstract level, questions of non-manipulation, cognitive privacy, questions and stigmatization about what it means to have a brain function "in the right way", and definitions of the human-self arise.

The ethical values and principles identified below, drawing on the range of social, ethical, and legal issues raised in the TechEthos project, intend to inform regulatory developments and ensure alignment of the technology with societal concerns.

TechEthos receives funding from the EU H2020 research and innovation programme under Grant Agreement No 101006246. This output reflects the views of the authors. The Research Executive Agency and the European Commission are not responsible for any use which might be made of the information contained herein.



Policy Brief

Key messages for the ethical governance of Carbon Dioxide Removal (CDR)

Highlights

To ensure responsible, just and sustainable development of Carbon Dioxide Removal (CDR), the Horizon 2020-funded **TechEthos** project encourages EU policymakers to:

- Clarify the implementation of existing EU principles for the implementation and governance of CDR, in particular the Do No Significant Harm (DNSH) principle and the Leave No-one Behind (LNOB) principle;
- Clarify how CDR can be implemented by EU member states in accordance with the UNFCCC's principle of Common But Differentiated Responsibilities and Capacities (CBDR-RC). Since the CBDR-RC includes the Polluter Pays Principle (PPP) and the Polluter Adapts Principle, it is important for research policymakers at both the national and international levels, and research organisations;
- Clarify how CDR can be implemented by EU member states in accordance with the EU's Biodiversity Strategy 2030, especially the potential for the implementation of CDR across the EU and CDR suppliers beyond the EU, especially for biofuels;

Who is this for?

The brief seeks to inform EU policymakers and officials involved in the international coordination of climate policy and the coordination of research ethics and additional climate policies. The brief will also be of interest to international Organisations including agencies of the UN government, intergovernmental bodies, and research policymakers at both the national and international levels, and research organisations.

Background

CDR is already part of many national climate mitigation strategies. Some techniques, such as carbon sequestration in agriculture, may benefit both society and the environment, increase agricultural productivity, and be cost-neutral. Some forms of CDR, such as Direct Air Capture with carbon capture and storage, are currently very expensive and have significant side effects, but are limited by very high unit costs. Other forms of CDR, such as afforestation, might be made of the information contained herein.

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Policy Brief

XR and General Purpose AI: from values and principles to norms and standards

Highlights

The TechEthos project focused its **ethical analysis** on existing Reality, Natural Language Processing (NLP) in the context General Purpose Artificial Intelligence (AI). AI has already been broadly implemented for a variety of purposes and applications and is now used in many data collection and analysis to sophisticated, human-like operations. The types of use open completely different ethical questions and risks. We focus here on two specific aspects:

- An AI system can be outfitted with language capabilities and an avatars representation, both of which raise a problem of individual identity. In addition, human-like language and machine simulation thereof;
- Personal data and biometric data collected via XR devices is used for training next-generation general-purpose AI, such as emotion AI systems or chatbots that efficiently nudge people toward desired behaviour.

Who is this for?

Values and high-level principles are not enough for AI regulation

Ethical issues of AI systems are usually framed through the lens of values and principles. However, these policies should go beyond merely listing such values and principles, because manufacturers may not immediately understand how to implement them. In the case of AI systems, for the proposed EU regulation to be effective, we offer an operationalization of the values and principles for the development of new standards. Here, we list new and emerging issues to supplement, enhance and update the Assessment of Trustworthy Artificial Intelligence (ATRA) developed by the High-Level Expert Group on AI.

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Policy Brief

Who is this for?

This policy brief seeks to inform those involved in the governance and development of XR technologies and general purpose AI, and is primarily aimed at EU policymakers and tech developers.

Background

Values and high-level principles are not enough for AI regulation

Ethical issues of AI systems are usually framed through the lens of values and principles. However, these policies should go beyond merely listing such values and principles, because manufacturers may not immediately understand how to implement them. In the case of AI systems, for the proposed EU regulation to be effective, we offer an operationalization of the values and principles for the development of new standards. Here, we list new and emerging issues to supplement, enhance and update the Assessment of Trustworthy Artificial Intelligence (ATRA) developed by the High-Level Expert Group on AI.

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TAKE AWAY

- Kreative Methoden werden manchmal als Mittel für "alles Neue" überbewertet
- Kreative Methoden werden manchmal als Mittel zum "Schönmachen" unterschätzt
- Es bedarf eines besseren Verständnisses der verschiedenen Überschneidungen zwischen Foresight, Designansätzen und Innovationspolitik
 - ... in dem Beispiel helfen kreative Methoden, die Vorstellungen von TeilnehmerInnen offenzulegen

VIELEN DANK!

Buchinger E, Mehnert W, Csabi A, Nishi M, Bernstein MJ, Gonzales G, Porcari A, Grinbaum A, Adomaitis L, Lenzi D, Rainey S, Umbrello S, Vermaas P, Paca C, Alliaj G, Whittington-Davis A (2023). **D3.1 Evolution of advanced TechEthos scenarios**. TechEthos Project Deliverable to the European Commission. Available at: www.techethos.eu

Wenzel Mehnert, Michael J. Bernstein, Steven Umbrello, Alexandra Csabi, Masafumi Nishi, Renata Mandzhieva, Greta Alliaj, Pieter E. Vermaas;
Ethical Playgrounds: Unveiling a Serious Game for Technological Ethics within the TechEthos Project (forthcoming)

<https://www.techethos.eu>

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