

Proposed learning experience:

The goal of this proposed learning experience is to help students interrogate questions of privacy, equality, and fairness that emerge when artificial intelligence (AI) is used in the criminal justice and public safety systems.

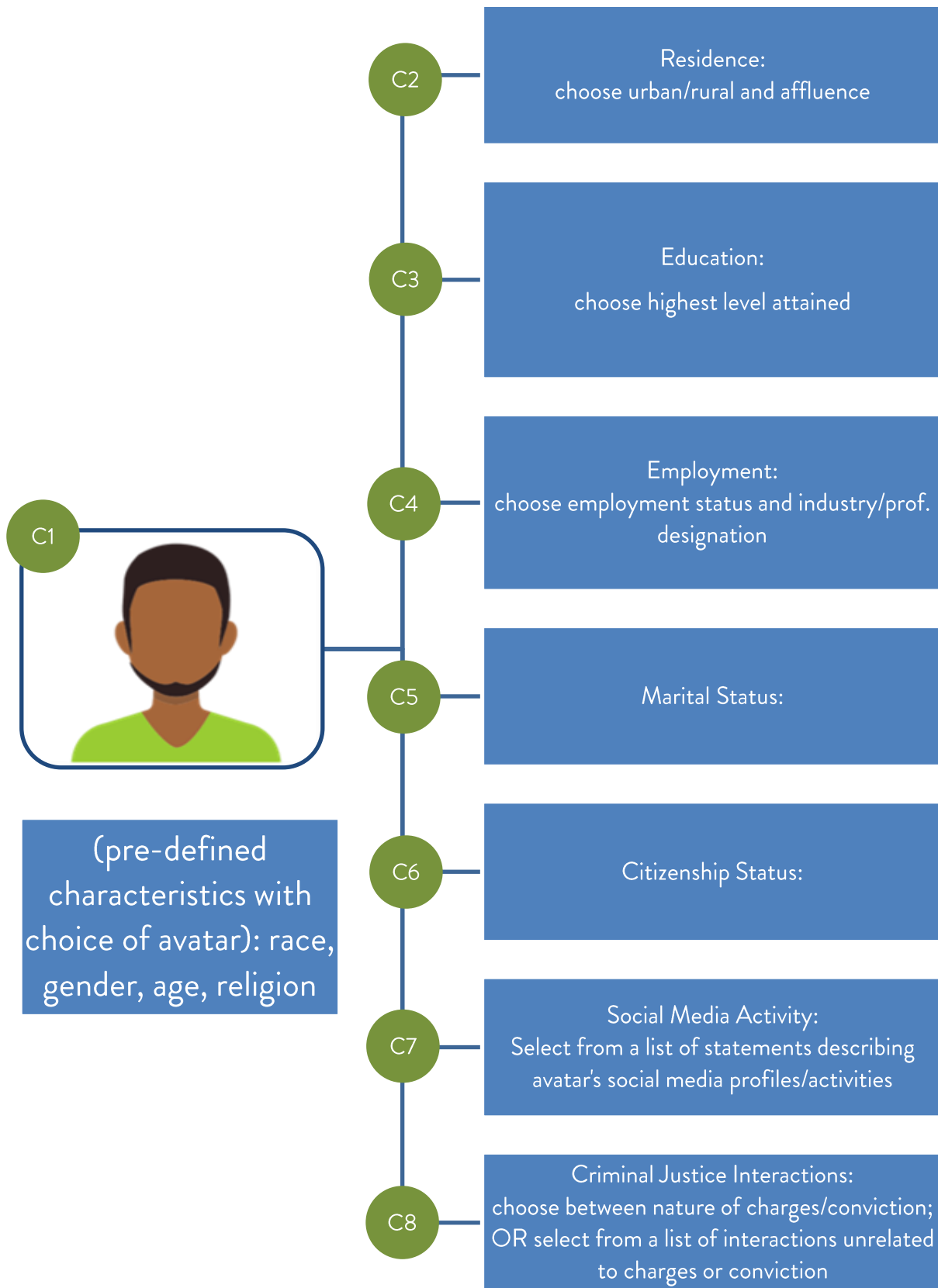
The tool will allow students to work through an interactive scenario in which they choose from a selection of avatars. Users are then able to customize their chosen character's profile by selecting from a list of characteristics (data points).

Each of the chosen data points, as well as pre-defined data points connected with their avatar choice (i.e. race, age, gender, religion), is weighted to influence the final "risk profile" of their avatar.

At the end of the exercise, users will receive a summary of their risk profile and an explanation of how this profile might be relied upon to make significant determinations about their lives (e.g. likelihood of being profiled/surveilled by police, likelihood of being released on bail, severity of criminal sanctions etc.). Users will also see how each of their characteristics, whether chosen or pre-determined, contributed positively or negatively to their final risk profile.

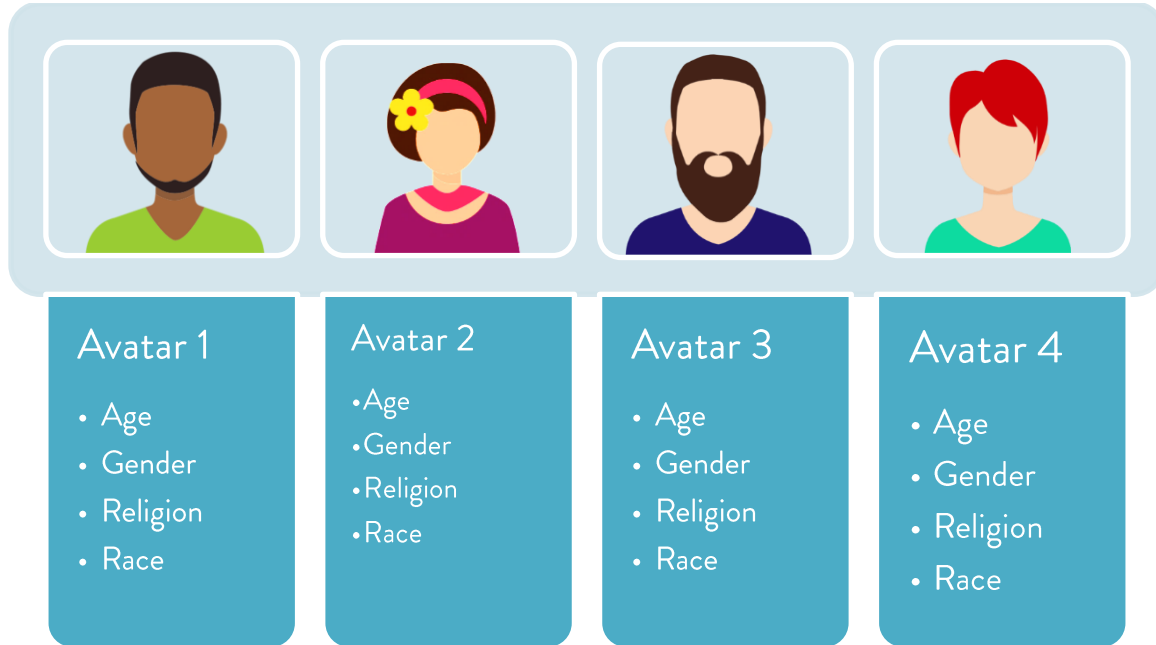
Different algorithms use different data points. Our learning experience and the criteria we've chosen for this exercise is informed by existing models, but is not based on any particular algorithmic decision-making system.

Overall User Experience Structure: User will be prompted to make selections related to eight risk profile categories.



User Choice Category 1:

User chooses from a selection of avatars represented only by an image and name. Each avatar has four pre-defined characteristics: age, gender, religion and race.

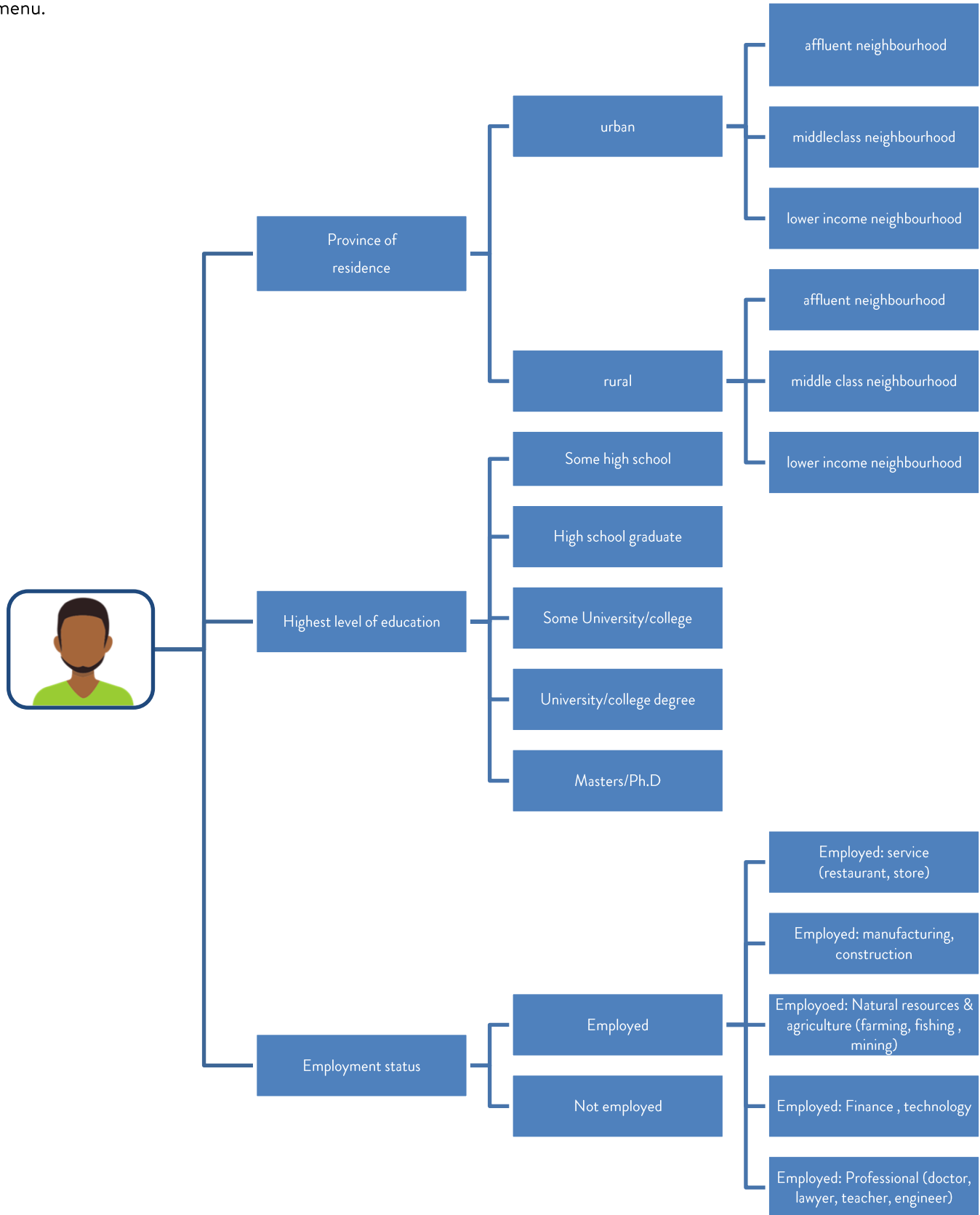


The diagram illustrates four avatars, each with a unique appearance and a set of four pre-defined characteristics: age, gender, religion, and race. The avatars are displayed in a light blue rounded rectangle at the top, with their names and characteristics listed in teal boxes below them.

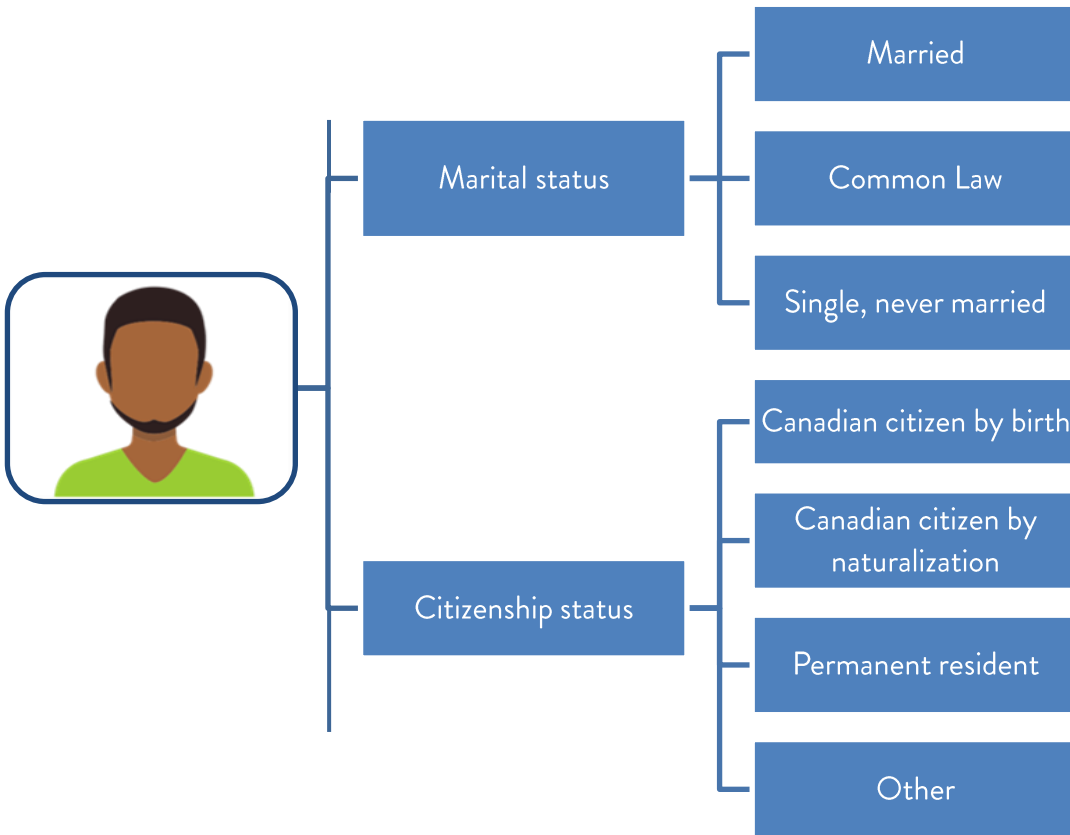
Avatar	Characteristics
Avatar 1	<ul style="list-style-type: none">• Age• Gender• Religion• Race
Avatar 2	<ul style="list-style-type: none">• Age• Gender• Religion• Race
Avatar 3	<ul style="list-style-type: none">• Age• Gender• Religion• Race
Avatar 4	<ul style="list-style-type: none">• Age• Gender• Religion• Race

User Choice Categories 2 - 6: Residence, Income, Education and Status

User develops their avatar's identity by selecting characteristics that provide data on proxies for wealth from a drop down menu.

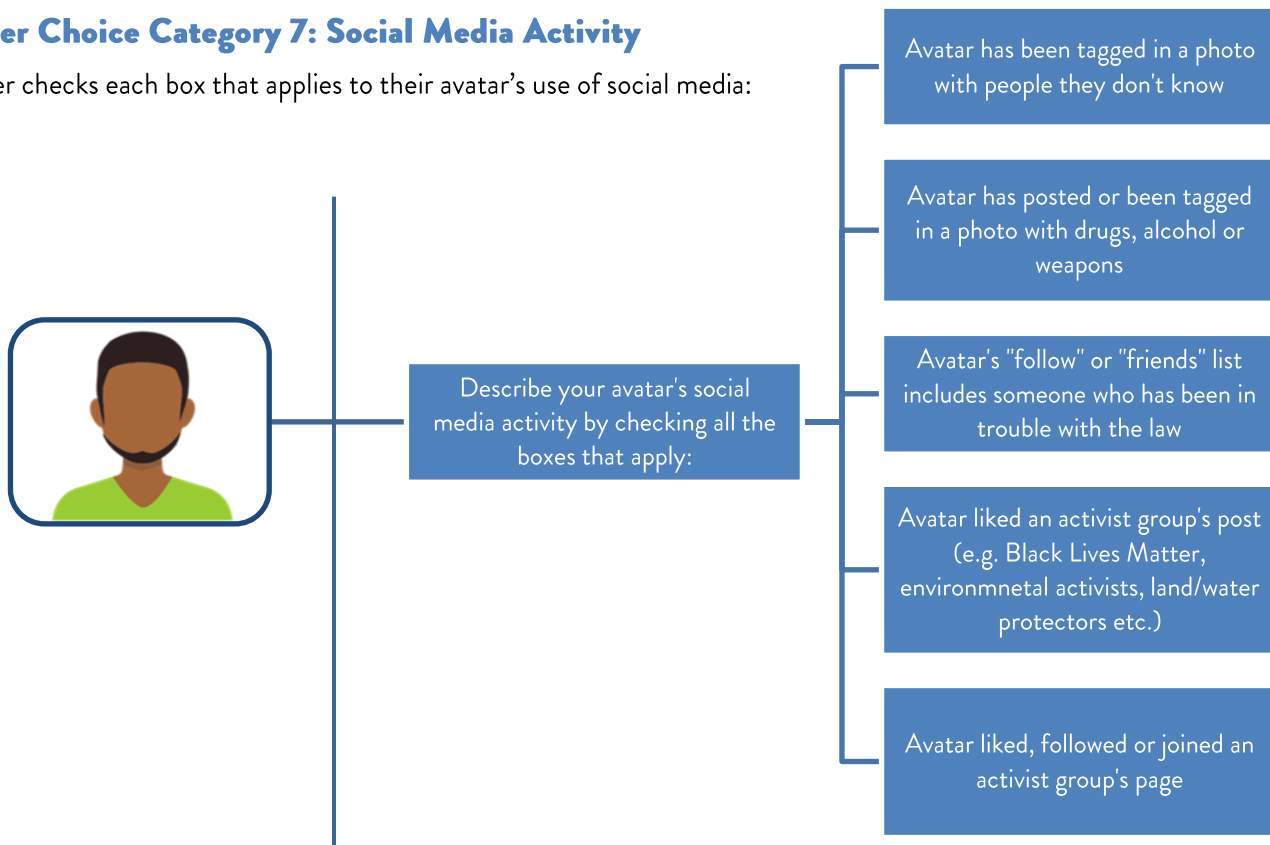


User Choice Categories 2 - 6 (cont'd): Residence, Income, Education and Status



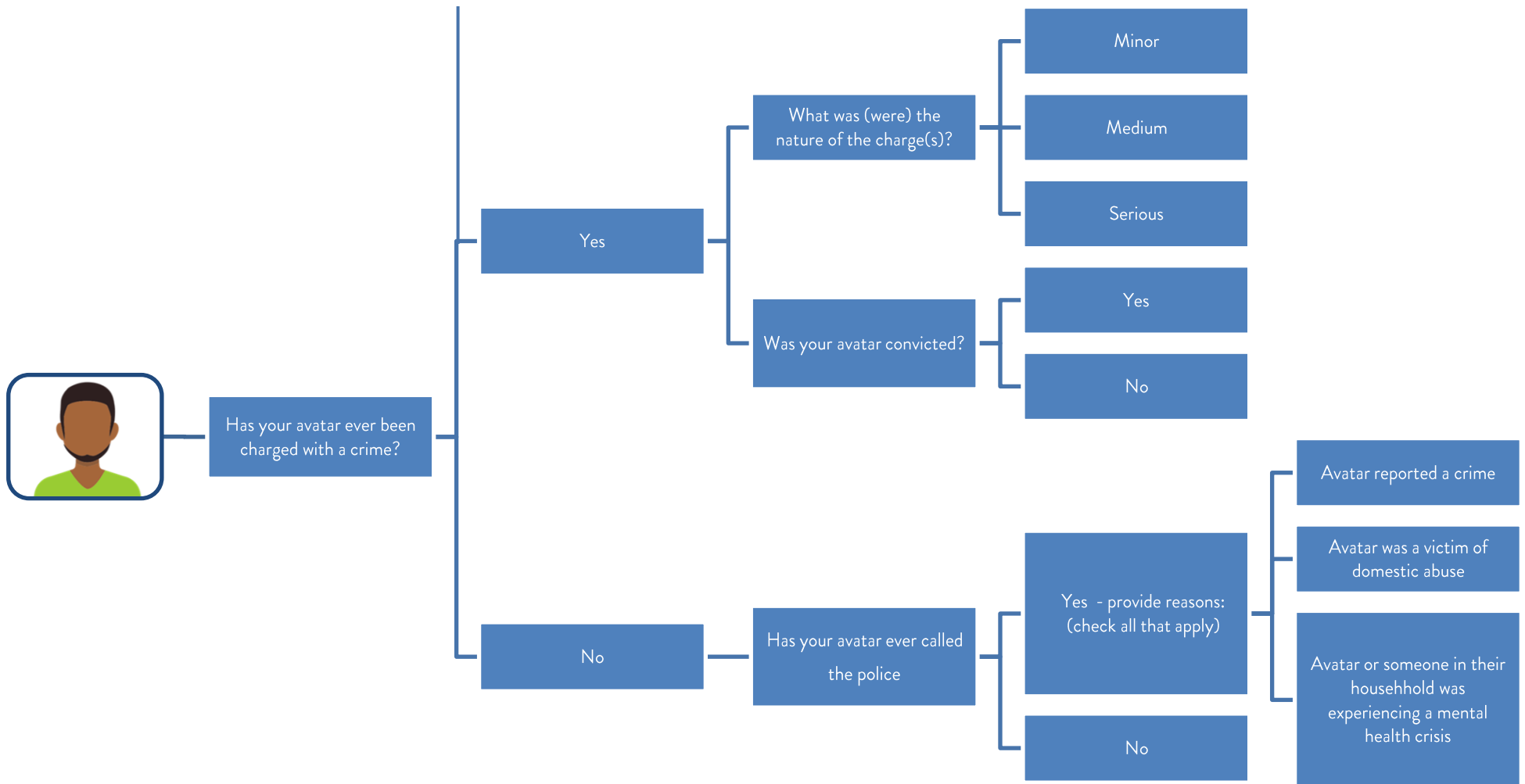
User Choice Category 7: Social Media Activity

User checks each box that applies to their avatar's use of social media:



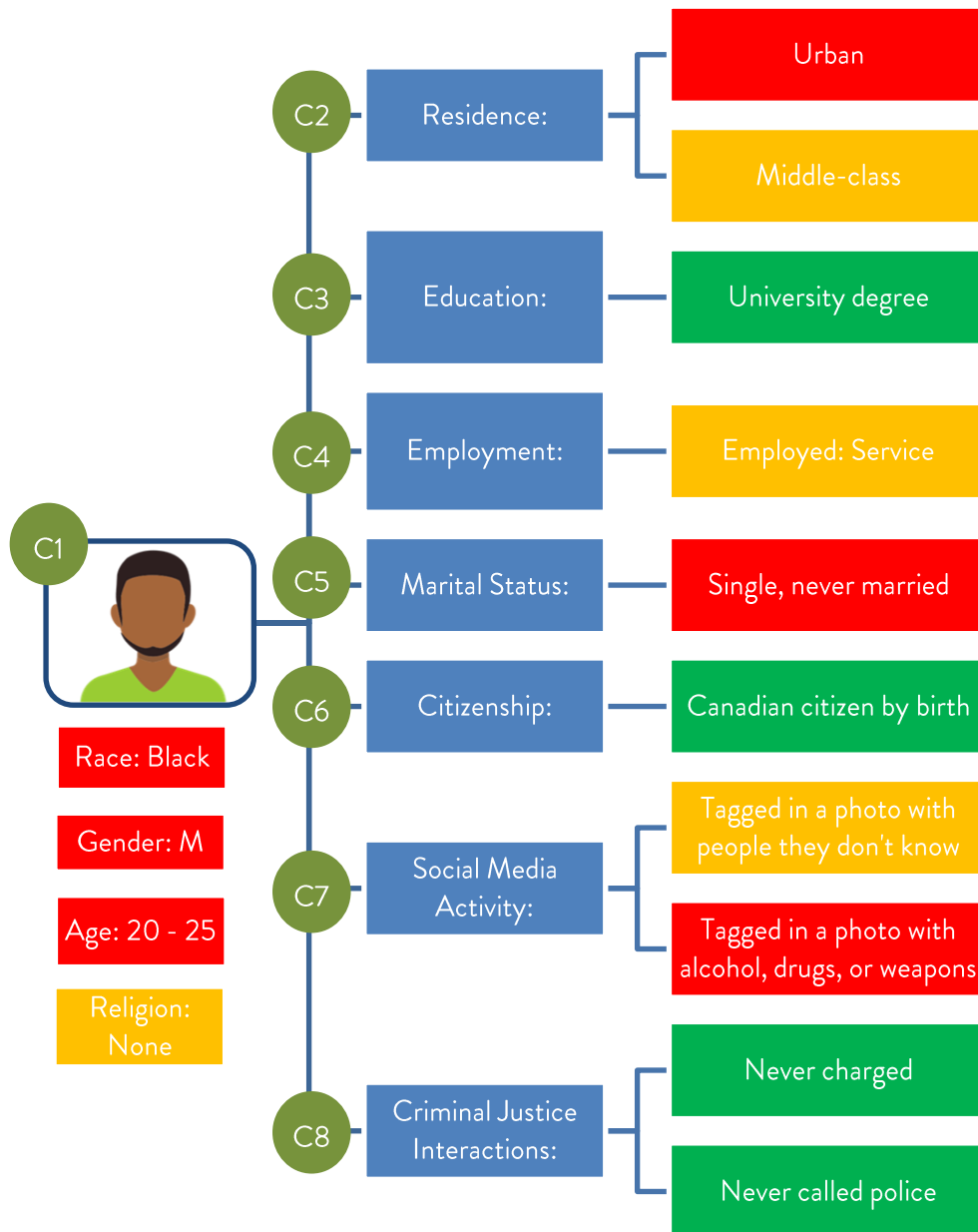
User Choice Category 8: Criminal Justice Interactions

User makes selections to describe their avatar's interactions with the criminal justice system:



Risk Profile Summary:

Once the user has answered all the questions, a colour-coded summary will appear displaying all the choices they have made. The colour coding will indicate how their choice contributed to lowering or raising their risk profile. Users can click on each of their selections for a brief description explaining why that particular choice had a negative or positive impact on their risk profile based on the risk assessment algorithm.



Risk Profile Assessment: Based on your selections, your avatar's risk profile is [x].
Individuals with this risk profile may experience the following ...