

# Research Agenda: Revisiting Scenarios

Open Questions from our Scenarios

Concepts (social objectives)

What are we lacking across areas:  
engineering; usability; economics,  
law, policy

Be Inclusive, not driving consensus

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# Considered Scenarios

- Vehicle-to-vehicle communication
- License plate readers
- Emotional contagion study

# Cross Cutting Issues

Thinking about design objectives

- Properties
- Threat models
- Harms and other ways to identify squishy things

# Properties

- How to derive them?
  - Threat models
  - Concepts
  - Harms
  - Individual oriented, methods such as testing regret, other ways to identify squishy things

# Concepts

- Need more
  - FB emotional contagion study couldn't define the concept of privacy at issue crisply; couldn't distinguish harm crisply; big issue now with "algorithmic manipulation", clearly sense of concerns but not well formulated concept to inform design of policy or tech

# Tools to do discovery and translation

- Threat models
  - Useful to a point
  - Not just about adversaries as defined in security
    - Adversary may be one with lawful access
  - Need a broader terminology than adversary
    - Misaligned incentives
    - Aligned incentives but obligated to behave in adversarial way (lawful access)
    - Variations over time or other variables

# Approaches to teasing out “adversary”

- Actor network theory

- Take artifacts seriously, look at them as agents expressing values, and behaving in certain ways
- Focuses on dependencies and networks, not static analysis

- Game theory

- Useful to think about changing states of alignment of parties

- Not just about adversaries