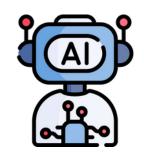




PERSPECTIVE CARD



Questions to consider

- How can I amplify and support **underrepresented needs** in the codesign of AI/Robotics applications?
- How can I reach the **people that need support** for understanding, developing and putting AI/Robotics technology to use?
- How can I share best practices and case studies that demonstrate both the risks and opportunities of AI/Robotics in ways that support informed decision-making?
- How can I pool funding to support different actors' collaborative efforts to develop AI/Robotics?
- How can I ensure that the test environments (e.g. labs, sandboxes, pilots) are **inclusive** and reflect the diversity of real-life use cases and users?
- How can I bring in sustainability experts to partake in the development of AI/Robotics?



FACILITATOR

Enables encounters and collaborations between technology developers and technology adopters - business and society.

PERSPECTIVE CARD **HOW IT WORKS?**

Industry 5.0 takes humans to the centre of industry.

PERSPECTIVE CARDS are best used in a role-playing game, where each player takes the perspective of the key stakeholder and examines the set of questions with a particular technology in focus.

The six + 1 perspectives are those from:

- DEVELOPER
- CITIZEN
- USER
- REGULATOR
- INVESTOR/VENTURE CAPITALIST
- MALICIOUS AGENT
- INTERMEDIARY





This card was co-developed with European Robotics Forum Community at workshop#28.



















HAVE FUN!

- The card deck includes six + 1 perspectives. The perspectives provide detailed prompts around the interests of the actors, providing ground for the exploration of considerations about the societal impacts of technology.
- This is a game with no individual winners or losers, aiming to generate new ideas, and contribute to identifying potential problems, and the solutions for those problems.
- You can take multiple rounds and change the perspectives, and you can start the game over with a new technology.



