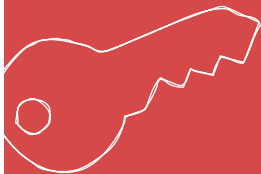values

How might the networked object create unsafe situations for **users and/or non-users**? (Ex. Texting and Driving) How could that be avoided?

How does the networked object protect **user's** information?

How might a power or data outage compromise security of the object's **owner**?

Should **users** have access to information captured by the object? Makers? Developers?

Who defines what information will be captured and controls **user** information captured by the networked object?

Should the object's **user** be able to opt in or out to keep the data completely private? Will the producer be able to guarantee it?

What should happen with the data collected by the object if the **user** disposed of the object or cancels the account?

## PRIVACY / SECURITY

Might the networked object be in a situation where **user** privacy is a variable rather than a binary choice?

Should public information captured by the networked object be public for all (users and **non-users**) or only the user group?

Do Not. Disturb

How might the **business owner** be transparent in the way it uses data from the networked object?

How might the networked object development prevent coding mistakes by **developers?**

Will the **government** have access to the data collected by the object?

How might you protect
user information that is sent
to **data centers?**

Do Not.
Disturb

How might we make sure the **sensors** in the networked object won't have unintentional access by third parties?

How might we make sure the **sensors** in the networked object don't capture unintended data?

**PRIVACY / SECURITY**

Who will review the massive amount of data collected by the **networked object?** Who will own the data?

Does the networked object condone a bias to any **user** group?

Will all **users** (user groups) be on a similar playing field when using the networked object, or will any user groups have unfair advantages?

**FAIRNESS**

How can the networked object be fair to its **user?**

How might the networked object create an unfair advantage for users over **non-users?**

What other objects/**businesses** will be run out of business with the launch of the networked object?

How might platforms based on this object create fair, competitive markets and **companies?**

Does the networked object condone a bias to any **developer/maker** group?

**FAIRNESS**

Does the networked object condone a bias to any **distributor** group?

How might the networked object help people understand it's impact on the **environment?**

Should the networked object
data capturing system
be designed for any specific
**data center?**

What drives the decision for the **networked object** to be locked into any proprietary standard/technology or not?

How might the **networked object** be creating any unfair situations for users?

How democratic is your networked object? Are there any specific requirements for **users?**

How might **users** gain access to the object? Do they have to buy it? Rent it? Subscribe to it?

Are there any **user** groups that should be prevented from using this networked object?

Will the object discriminate against **users** based on their level of education, wealth, race, social status, age or language?

## ACCESS / INCLUSION

If the object is accessible to multiple **users** (for example a married couple) what happens when someone changes the setting to a single user only?

Does the networked object allow **users** to perform any new activities they were previously excluded from?

Does the networked object require **users** to use any other networked objects together?

Does the networked object create new **user** segments? (Ex. iOS vs Android)

How might the networked object allow **users** to feel as though they are part of a tribe?

What level of involvement is the **user** required to have with this networked object and others that are related/connected to it?

Does the networked object keep **non-users** disconnected from any activities?

Does the material, form, software exclude anyone within the potential users? Does it force **non-users** out of the market?

# How easy is it for a **non-user** to become a user?

How might the networked object open up new lines of **business** by bringing in a different group of users?

How might **businesses** manufacture the networked object in ethical ways?

How might a platform based on this object create **business** opportunities for different groups of people?

How might the networked object allow excluded **developers and makers** to participate in its development?

What skills might **makers/ developers** need to develop in order to make the networked object? (Ex. can it be 3d printed?)

Does the choice of **distribution** include any disenfranchised groups?

What existing **distribution** channels might the networked object need to work within? Can it bypass them?

Does the choice of **distribution** exclude any portion of society?

# How might the networked object create a more inclusive society?

How might other networked objects be included in the **product ecosystem?**

How might networked objects use **data centers** to share data in ethical ways?

Does the choice of **sensors** used in the networked object exclude any potential user group?

When multiple **sensors** monitor similar things, how is the decision made to favor one vs the others? Is one favored?

How might the **networked object** 'decide' to include and connect up with others? Is this strictly a functional decision?

Authors: Forlano, Ichikawa, Jung, Rad, Baccarelli Justino, Vodopivec

Will this networked object create any habits or persuade the **user** into continuous use?

How will the networked object affect **users** in regards to anxiety, depression?

What new experiences will this networked object allow **users** to cultivate?

What feelings will the use of this networked object generate among **users?**

How might this object
be pleasant to use for both
**users** and non-users?

Does the object encourage the **user** to withdraw from interacting with people? Does it make the user feel isolated and lonely?

Does using the object create unhealthy habits for **users?**

Does the object create a new source of stress for the **user?**

How might the object
emotionally impact a **non-user?**

How can we make the development platform fun for **makers?**

Is this object a joy to **make?**

Is this object a joy to **sell?**

How might data from the object help people and **society** make choices they feel good about?

Do the aesthetics of the object "speak" to any specific **user** segments?

How can there be subtle craftsmanship in the **user** interaction design of this object?

What kind of emotions and moods will the object's aesthetic appearance evoke in **users?**

Is this networked object always present and visible (perceptible) to the **user?**

Do the aesthetics of the object exclude any specific user segments? Does it create any non-users?

How might **non-users** perceive users of this networked object?

How might interactions with the networked object reinforce the **company's** brand?

Can we create a platform for **development** that is elegant?

How might the networked object help people value the **environment?**

What do the aesthetics
of the **networked object**
say about it?

How might the **networked object** balance tradition and innovation, as it pertains to style?