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Discussing design ethics in an interdisciplinary team using mediation theory in a speculative design

How can we include ethics in the design process in an interdisciplinary project? The article takes challenges discussing these questions in the context of the development of a brain-computer interface in the project Patient-Centric Engineering in Rehabilitation(PACER) as a starting point. Based on the notion that technology has a moral relevance, three variations of the speculative design called "unwind" is used to discuss this statement. Unwind is the wearable non-invasive brain-computer interface using non-invasive technology. Unwind is a offers a personalised device that is helping the user to snap out of harmful thinking patterns. It can help to avoid downward spiralling by nudging the user to more healthy brain activity using meditation and concentration techniques. The three variations enable different mediations, and the discussions will revolve around Foucault's Ethics as "care of the self" and technological mediation. By observing how people are coping with the influences of technology, the three variations of Unwind highlights this. As a result, different responsibilities are placed on the user, by making these responsibilities explicit the authors argue that they can be put back on the designer. The variations of Unwind span from using logic from prescription medicine to data as a currency. The goal of the speculative design is to discuss how different variations of a seemingly ethical product can be problematised through postphenomenological perspective.