A little something about everything
Or how to be versatile
Kai K. Kimppa
Contents

• Motivation
• Background – what is studied in IT and Ethics (according to me)
• Used theories
• Research in which I concentrate
• What next?
• Other activities

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Why ethics?

- Technology advances faster than ethical values, morals and laws
  - Rules of taking video in public spaces
  - No time needed to cut and create video, can be uploaded with a smart phone within seconds – and is available to “all”.
    - E.g. taking video on a gig and uploading it to YouTube
  - The laws lacking

- Discussion between relevant parties needed, moral philosophers, professionals, ’intelligentsia’, organisation representatives, politicians, media, ’normal’ people, etc.

- Law and morals do not always meet
Motivation

• Vacuum of rules
  – Rules of the field derived from old rules, there aren’t any rules or they aren’t followed

• Conceptual muddles
  – Is a program a service, means of production, idea or a presentation of an idea?

• Social use environment
  – ICT artefacts are almost never private affairs anymore

• Valued technology
  – There is (almost) no morally ‘neutral’ technology (see e.g. Tavani, pp. 35-39)
Why philosophical ethics?

(Tavani, 2007)

• Philosophical ethics: Value + rational argument.

• Obedience to (divine) authority?
  – Which (divine) authority and why?

• Obedience to law (legalism)?
  – Which law and why?

• Study the world / deduct logically,
  – find out what people value,
  – argue for the value rationally
  → ethical ‘laws’ or rules.
Ethics, Applied Ethics and Morals

• Ethics is the study of morals
• Morals are the (right or good) habits which people have (in a society, lat. mores)
• Applied ethics tries to clarify the questions of ethics/morals so that they can be discussed
• Ethics have been and are still (albeit to a lesser degree) used to formulate policies in societies
The aim(s) of Ethics

• The **good** of the people
  – To understand what it would be – **meta ethics**
  – To build a system(s) to solve how to get there – **theoretical ethics**
  – To apply the system(s) to actual questions coherently and consistently – **applied ethics**
  – To aid us in our moral problems – **moral problems**
Major areas of study of IT ethics

(See the books at the end on IT and Ethics)

- Privacy (7)
- IPRs (7)
- Professional Ethics (5)
  - Responsibility (+1)
- Free Speech (4)
  - Censorship (2)
- Security (4)
  - Surveillance (+1)
- Crime (3)
- Internet Governance (3)
  - Net Citizenship
- (e)Commerce (1)
  - Work and Wealth (+1)
- Politics (1)
- Sex (1)
- Games (1)
Some areas IT ethics handles (Major confs & journals 2008-2016)

• AI, Cyborgs, Robotics, Agents, Automatisation (63) +24
• Autonomy, Empowerment, Identity (29) +4
• Bio-Informatics and -Technology + Nanotech (25) +1
• Censorship, Freedom of Speech, Access to Information (11) +6
• Children and Youth (13) +2
• Crime / Law (23) +1
• Cyberspace, Internet, On-line (22) +3
• Digital Divide / Developing Countries / International (70) +5
• Disabled Persons (3)
• eGovernment, eDemocracy, eSociety, eVoting (33) +8
• eHealth, Wellbeing (30) +10 (one on “eDeath”)
• Emerging or Future Technologies (e.g. 3D printing, bitcoin, Internet of Things) (18)
...a few more areas...

- Enhancing (?) Humanity (10)
- Environment (7)
- FLOSS (15)
- Friendship/relationships online (5) +4
- Games (22) +8
- Gender, Feminist ethics, Discrimination, Minorities (19) +2
- Hacker Ethics (6) +2
- Intellectual Property Rights, “Piratism” (illegal copying of immaterial), P2P and Digital Rights Management (33) +5
- Internet Governance (e.g. Net Neutrality) (6) +1
- Knowledge Management (8)
- Porn, Prostitution, Sex (4) +1
- Privacy, (Big Data/Cloud) (74) +29
…and a few more areas…

- Professional Ethics, Work Ethics, (IT-)Business Ethics/CSR, Values in Design (56) +4
- Religion (10)
- Research, Theory (Late ‘fad’s’ Wisdom and RRI) (100) +5
- Responsibility and Accountability (5) +1
- Rights (5)
- Security (24) +1
- Social Media, Social Computing, Wiki’s (101) +7
- Spam (1)
- Surveillance, Sousveillance, Panopticon (24) +12
- Teaching (IT-)Ethics/eLearning (87) +7
- Trust (27) +2
- Ubicomp, Pervasive Computing, Ambient Intelligence, RFID (16) +1
...and still a couple

- Virtual/Augmented/Mixed Reality +3
- Warfare, Terrorism (10) +2
- Uncategorized (26) +6
- Cloud Computing +5
- eBanking/eFinances/Cryptocurrencies +4
- Ethics by Design/Responsible Research and Innovation +13
- Japan +4 (Because … Japan)
- ~1245 papers

- From: Ethics and Information Technology, JICES, IRIE, Ethicomp, CEPE
- These conferences (+CAP) and journals define, according to Stahl et al. (2014) who are computer ethics researchers.
Theories

- Locke – Liberalism, rights
- Kant – Deontology, duty ethics
- Mill – Utilitarianism, consequence ethics
  – Moor – Just-consequentialism
- Relativism – tolerance
- Aristoteles – Virtue ethics, character
- Heidegger – what is it to be human? How does technology affect this?
- Rawls – Justice, a just world for all
- Habermas – critical ethical discussion

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IPRs

• Problems with the justifiability of IPRs in relation to SW and Digitally Distributable Media

• Both Master’s and PhD thesis on this topic
  – Master’s thesis to department of Philosophy (2001)
  – (Now working at School of Economics, Information Systems)

• 8 papers, 2003-2008, no co-authors... But also pretty much done with that

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eHealth

- Variety of potential misuse cases with Janne Lahtiranta (defended in 2014)
- Heideggerian approach “being in the world”, dasein vs. das Man – what is health, and how do we know it, do ICTs support this with Jani Koskinen (defended in 2016)
- Variety of papers looking into researching and defining eHealth
  - What are patient health records?
  - Where is the patient in the project?
  - What kind of research methods are ethical?

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eHealth (cont)

- Supervise Anne-Marie Tuikka and Neeraj Sachdeva on disability related topics
  - Autism spectrum, legally blind
- Game use in eHealth
  - “Jumppatikku”
  - Quitting smoking gamification
- 15 papers, 2004-2017 and ongoing

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Games
(and other virtual environments)

- Cheating
- Gold farming
- Speech recognition usability heuristic
- Augmented reality
- Gamification ("Jumppatikku" again) for health promotion
- Business models "First doze is always Freemium", from "Virtual to Virtuous Money"
- 13 papers, 2005-2017 and escalating

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eGovernment
(excluding eHealth, well, mostly)

- eVoting
- Biometric passports
- Censorship
- Information Warfare (and actual warfare...)
- Client-vendor relationship

→ Critical Governmental Information Systems, mainly (but not only) with PhD student Olli Heimo

- 15 papers, mainly 2010-2017, but very much ongoing

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Other areas

• Security, 6 papers from social engineering scenario’s to passport security (see previous slide) 1 coming
• Developing countries and mobile ecosystems, 2 papers
• Inseparability postulate (Nordic/Scandinavian IS research), 2 papers
• Agentisation, 2 papers
• Trust building in the internet, voice creation, usability of voice commands in games, netnography, etc.

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What next?

- Dark side of Gamification seems to be taking off to various directions
- As well as professional ethics for game designers – e.g. who is responsible for kids or cognitively challenged people’s gaming – especially with in-game purchases?
- Quantifying academics via ResearchGate, Academia.edu, Scholar.google.com, and national ranking systems – are we das Man, or is our dasein strong enough...?
- With Ryoko Asai a paper on friendship/love with Ais/robots
- With Mikael Laaksoharju a paper on automatically ethical and environmentally responsible choice enhancing apps

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Computer Societies

- FIPA: Ethics of Computing working group, editor in one book, associated with several about ethics
- IFIP: Ethics of Computing Committees and Codes of Ethics, Conferences and other publications
- CEPIS: 4 pillars of professionalism, 1 pillar ethics
- ACM: Renewing code of ethics - reviewer
- IEEE: Code of ethics relating to autonomous devices – cooperating
- (AICA: Italian code of ethics, commenting)
Projects

• Ethics evaluation: currently VALCRI EU FP7 project (and occasionally Responsible Innovation), previously many other projects.
  – But always as an outsider...

• 2 Horizon 2020 projects proposals submitted
  – Happy to participate in others as well, should you need a Finnish partner 😊

• ISESA (Information Systems, Ethics and Social Accountability) group (for now unofficial) in University of Turku, 3 phds, 4 phd students

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Your research?

• Is there any contact between what you research and IT-ethics?
• Do you see something that we could cooperate in?
• Do you see something you would want to cooperate with Iordanis, Ryoko or Mikael?
• “Joint paper is half the work, but all the glory!”

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Thank you!

Questions?

https://scholar.google.fi/citations?user=Bnh6cP4AAAAJ&hl=en&oi=ao

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