

# LOST IN TRANSLATION

## The Story

We're flying around the galaxy, and we watch our fuel gauge run empty. We land on a nearby planet and see a building in the distance. After walking across the desert to the building, we realise it is a help and information centre for tourists. There is an attendant inside and a kiosk designed for calling for help and pick-up.

The kiosk puts the player through a series of tests and puzzles, trying to identify their race and language settings. The kiosk is actively biased against recognising human beings, as they have only recently joined the galactic civilisation. By the end of the game, the kiosk has learned to understand the player and successfully calls for help.

## Puzzle Ideas

1. Language settings - everything is depicted by pictographs, player has to identify the "correct" "human" setting (note: the setting language changes depending on what language the player picks in the game set-up screen)
2. Facial recognition attempt - fails
  - a. Recognises you as having a disease? Allusion to algorithmic biases in diagnostic tools for skin cancers etc.
3. Tries to take picture of your eyes, blinds you for a few seconds because the flash is too bright for human eyes
4. Biometric recognition attempt - fails
5. "Please enter your name", but the keyboard inputs are switched around
6. Captcha identification - pictures where you can't "see" anything, try and identify an image with the made-up object
  - a. If you get it incorrect once, it gives you a hint
7. Drop down for planet identification - we're the last ones in the list (as the most recently added planet to the database)

**Concept art (AI generated)**

*Alien concept art -*



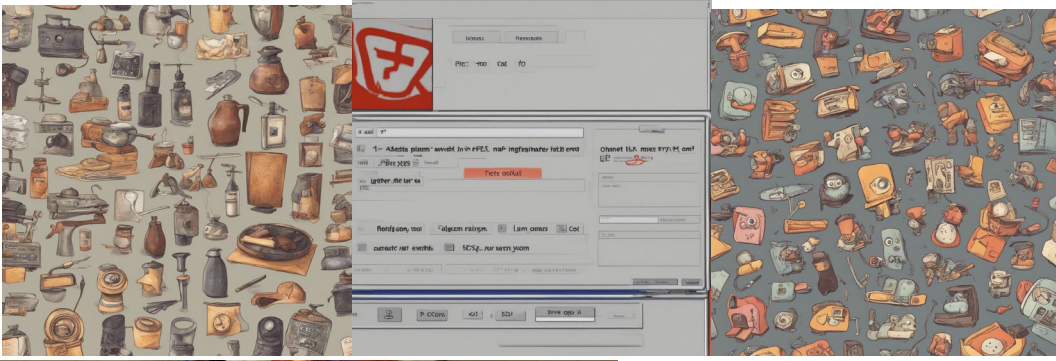
*The parked ship -*



*The tourism building -*



*The ReCaptcha -*



## **Mission statement**

Our concept explores the algorithmic bias in system design and user interfaces. By putting humans into a scenario where they *all* experience algorithmic bias, we try to demonstrate to those who don't experience it in their day-to-day lives how it works and feels, thus improving empathetic understanding. Furthermore, we have tried to expose the bias blindspot - where one sees themselves as less biased than others - to try and demonstrate functions of algorithmic bias without trivialising the issue by emulating it directly. By forcing people into a position where their assumptions are challenged by the fact everyone can experience algorithmic bias, we highlight the work that needs to be done to avoid it.

## **Inspirations**

We drew on many inspirations for our game concept, including the following:

- The Hitchhiker's Guide to the Galaxy by Douglas Adams
- Papers, Please
- Don't Press The Button
- Beholder 1 & 2
- Stories Untold
- The Password Game