Interested in information technology and human values?  
Want to bring a value-oriented research perspective to the design of new technologies?

VALUE SENSITIVE DESIGN AT THE UNIVERSITY OF WASHINGTON

As part of a new five-year $2.5 million dollar ITR grant from the National Science Foundation, a large-scale effort to extend and validate Value Sensitive Design is underway at the University of Washington.

KEY FACULTY
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WHAT IS VALUE SENSITIVE DESIGN?

In recent years, Value Sensitive Design has emerged as an approach to the design of information and computer systems that accounts for human values in a principled and comprehensive manner throughout the design process. Value Sensitive Design particularly emphasizes values with moral import, including privacy, trust, informed consent, intellectual property, universal usability, freedom from bias, moral responsibility, accountability, honesty, and democracy. While emphasizing the moral perspective, Value Sensitive Design also accounts for usability (e.g., ease of use), conventions (e.g., standardization of protocols), and personal predilections (e.g., color preferences within a graphical user interface). To learn more about Value Sensitive Design, please visit the project website at: http://www.ischool.washington.edu/vsd/

PH.D. AND POST-DOC OPPORTUNITIES

Ph.D. and post-doctoral opportunities that emphasize Value Sensitive Design are available both through the Information School and the Department of Computer Science and Engineering. Please visit their respective websites for more information, including application deadlines.

http://www.ischool.washington.edu/phd/

PROJECT SPACES INCLUDE:

- **Value Sensitive Design in Industry**
  Develop and integrate Value Sensitive Design through industry partnerships with Sun Microsystems, Microsoft, and Openwave Systems.

- **UrbanSim: A Large-Scale Computer Urban Simulation Package**
  UrbanSim is a large-scale computer simulation that predicts patterns of urban development for periods of twenty years or more, under different possible scenarios.
  (a) Redesign UrbanSim’s interaction model and interface to support the mediation of transportation and land use conflicts, and (b) increase the public’s access to the simulation results to support the democratic legislative and voting process.

- **Display Technologies**
  (a) Uncover benefits (and limitations) of natural information mediated by display technologies, (b) integrate natural displayed information into the normal (if not enhanced) flow of information in situ, and (c) bring to the forefront the additional value considerations that emerge when cameras linked to the Web increasingly capture, record, and display human activity in public venues.

- **Personal Robots in Human Lives**
  Investigate the psychological benefits (and limitations) of humanoid robots in the lives of children, the elderly, and the general population; also engage in a value sensitive redesign of a personal robot.

FOR MORE INFORMATION:

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