

Expert assessment form

1. Value change

Addresses the need that public AI systems are responsive to changing societal values.

Strongly Disagree	Disagree	Neither Agree Nor Disagree	Agree	Strongly Agree
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

2. Appeal procedure

Illustrates a way for decision subjects to appeal decisions made by an AI system.

Strongly Disagree	Disagree	Neither Agree Nor Disagree	Agree	Strongly Agree
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

3. Procedural relationship

Illustrates an adversarial process between decision subjects and system operators that serves as the basis for resolving a dispute.

Strongly Disagree	Disagree	Neither Agree Nor Disagree	Agree	Strongly Agree
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

4. New perspective

Is provocative and presents an alternative to the current order. Presents a new perspective on the current practice of public AI (Bardzell et al., 2014).

Strongly		Neither Agree Nor		Strongly
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Disagree	Disagree	Disagree	Agree	Agree
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

5. Plausibility

Is sufficiently believable for a viewer to be able to imagine ways in which it might be brought about. Cannot be easily dismissed as science-fiction. A viewer can imagine themselves living in a world where the prototype is reality (Bardzell et al., 2014).

Strongly Disagree	Disagree	Neither Agree Nor Disagree	Agree	Strongly Agree
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

References

1. Bardzell, J., Bardzell, S., & Stolterman, E. (2014). Reading critical designs: Supporting reasoned interpretations of critical design. Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, 1951–1960. <https://doi.org/10/f3nnk2>