



“QUALITY OF LIFE IN THE DIGITAL AGE: EXPLORING DESIGN TRADE-OFFS BETWEEN ARTIFICIAL INTELLIGENCE AND INTELLIGENCE AUGMENTATION”

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ABSTRACT

Over the last decades, information and communication technologies have made tremendous progress. But applying new technologies does not necessarily lead to an improvement of quality of life (QoL). Currently most information technology professionals and organizations develop technologies that are more usable and more useful in order to make people more efficient and more productive with an insufficient focus on the grand challenge: how does design address the fact that more efficiency and productivity does not necessarily increase the QoL for all of us?

The future of digitalization is not out there to be discovered — it will be designed. In design, trade-offs are universal because there are no best solutions independent of goals, objectives, and values, specifically for systemic, ill-defined, and wicked problems such as quality of life in the digital age.

Grounded in research activities from a broad spectrum of different disciplines and an analysis from our research over the last three decades, this seminar critically analyzes the current hype about Artificial Intelligence (AI) by contrasting it with the objectives pursued by Intelligence Augmentation (IA) by identifying design trade-offs to develop a vision and an agenda for future developments, where the goal is to focus on quality of life for all human beings and prioritize human well-being.



Gerhard Fischer is a Professor Adjunct and Professor Emeritus of Computer Science, a Fellow of the Institute of Cognitive Science, and the Director of the Center for Lifelong Learning and Design (L3D) at the University of Colorado at Boulder. He is a member of the Computer Human Interaction Academy (CHI; 2007), a Fellow of the Association for Computing Machinery (ACM; 2009), and a recipient of the RIGO Award of ACM-SIGDOC (2012). In 2015, he was awarded an honorary doctorate from the University of Gothenburg, Sweden. His current research is centered on quality of life in the digital age, meta-design, cultures of participation, design trade-offs, and new conceptual frameworks and new media for learning, working, and collaborating.