

A Technological Approach for Supporting Ethical Community Formation Against Weaponized Narratives

Jumanne Donahue, PhD.

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The Problem with Computational Propaganda

- **New Warfare**

- “Efforts outside of—but often complementary to—traditional military operations that seek to undermine an opponent’s civilization, identity, and will by using information and ideas to generate complexity, confusion, and political and social schisms.”
- “Adversaries use weaponized narrative to attack Enlightenment thinking, by undermining expertise, critical thought, and a belief in objective truth.”

* The MADCOM Future By Matt Chesson <http://www.atlanticcouncil.org/publications/reports/the-madcom-future>

I think morality is more important than ever before. As we gain more power, the question of what we do with it becomes more and more crucial, and we are very close to really having divine powers of creation and destruction.

-Yuval Noah Harari

There are victimizations, grievances, and poverty...but it is more important to have peace so we can address the problems in the context of peace...We need a societal dialogue. The whole society must engage in this dialogue—the men, the women, the youth, the religious leadership, the political leadership so that we can examine the alternatives to war.

-Shaykh Abdallah Bin Bayyah

There is great chaos under heaven; the situation is excellent.

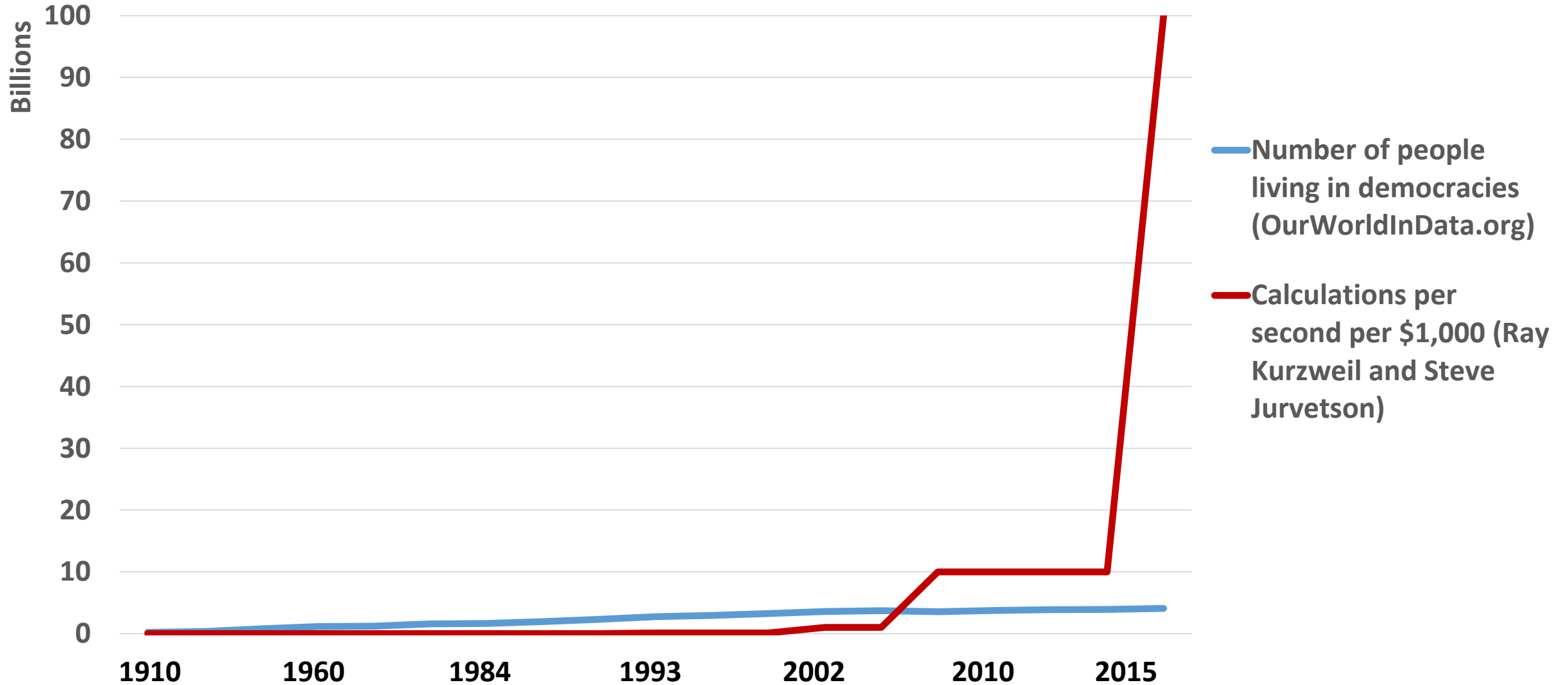
-Mao Zedong

We can have something like this...





Number of People Living Under Democracies (OurWorldInData.org) vs. Moore's Law (Ray Kurzweil and Steve Jurvetson)



Dissertation Research

- This dissertation is an examination of social and geopolitical problems and how culturally enabled technology, games, and simulations might be used to address them.
 - Culture must first be defined, then quantified. Thus, the research explores definitions of culture and how it has been quantified in the past.
 - Investigation of game studies—digital training simulations, social online games, socially-conscious games, massively multiplayer games, and face-to-face educational simulations—in order to identify fruitful intersections between game studies and culture.
- Given the complicated nature of culture and society, a third area of study involves the science of complexity and how it has been applied to both conceptualize culture and address social difficulties.
- The outcome of this research was used to propose:
 - A number of original culturally-enabled, game-inspired, concepts for addressing the social and geopolitical problems identified in this dissertation.

Countering MADCOMs Socially

Goals and Solutions

- Problem: cultural divides exacerbated by weaponized narratives.
- Goals:
 - Ethical communities composed of diverse people, not bots.
 - Communities with Enlightenment and prosocial values.
 - The creation of inclusive, coherent, prosocial, identities.

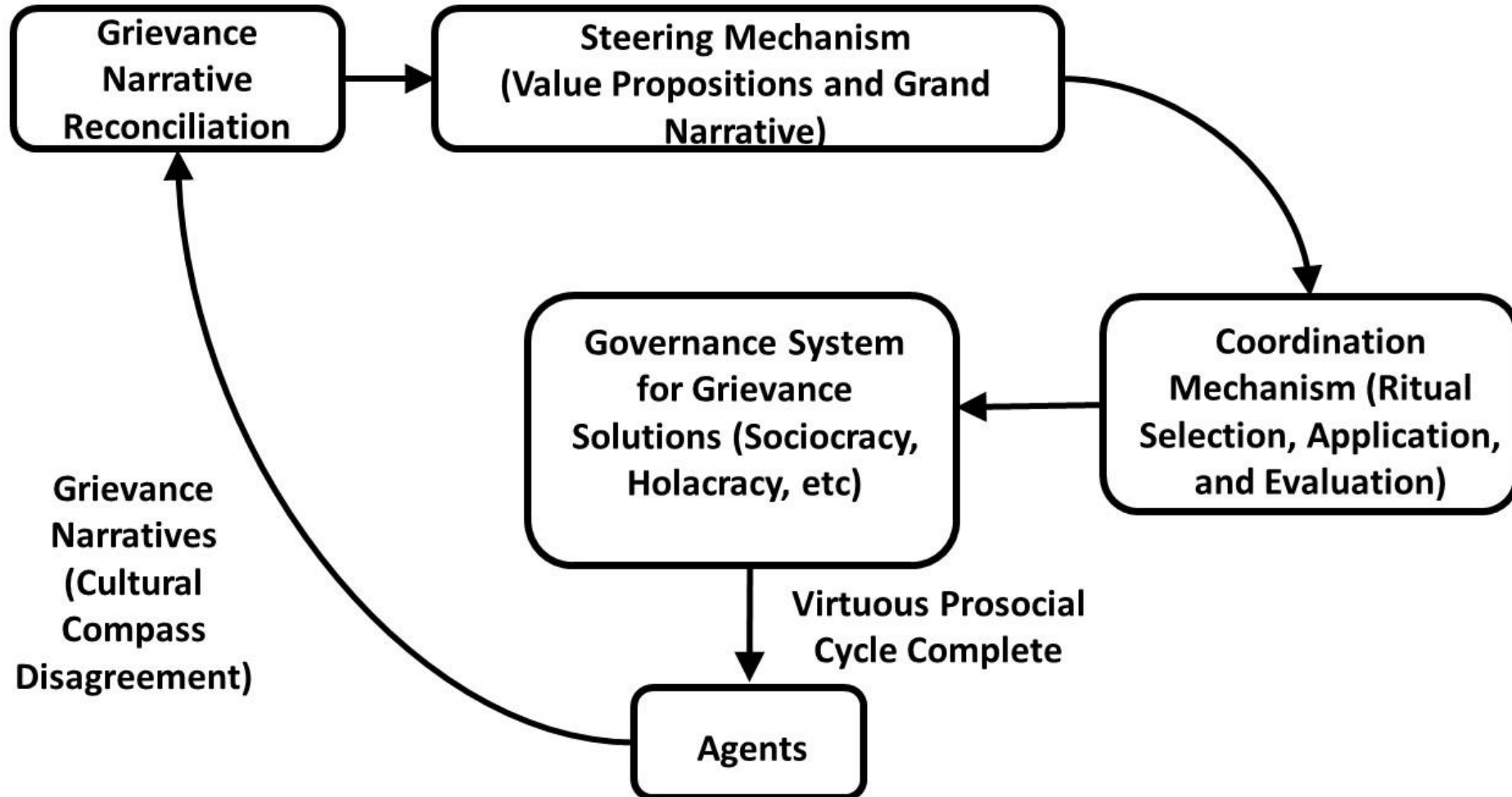
Countering MADCOMs

ICS Prototype Design

- The Features of Community
 - Elinor Ostrom (Nobel Laureate) research on prosocial community features.
- Value Propositions to the Users
 - Quantifiable metrics linked to Personal, Organizational, and Global.
 - Renown (Merit), Belonging (Espirit de Corps), and the realization of their collectively-defined Grand Narrative.
- Culturally Compatible Game Facets/Mechanics Included
 - MMOs can be highly immersive and engaging (should assist with cross-cultural identity and community formation).
 - Exploratory problem-solving and community-building.
- Complexity Science Design
 - Problem-Driven Iterative Adaption: A process used in development circles that starts with a local problem and seeks to solve it iteratively with feedback loops.

Countering MADCOMs

/ICS Process



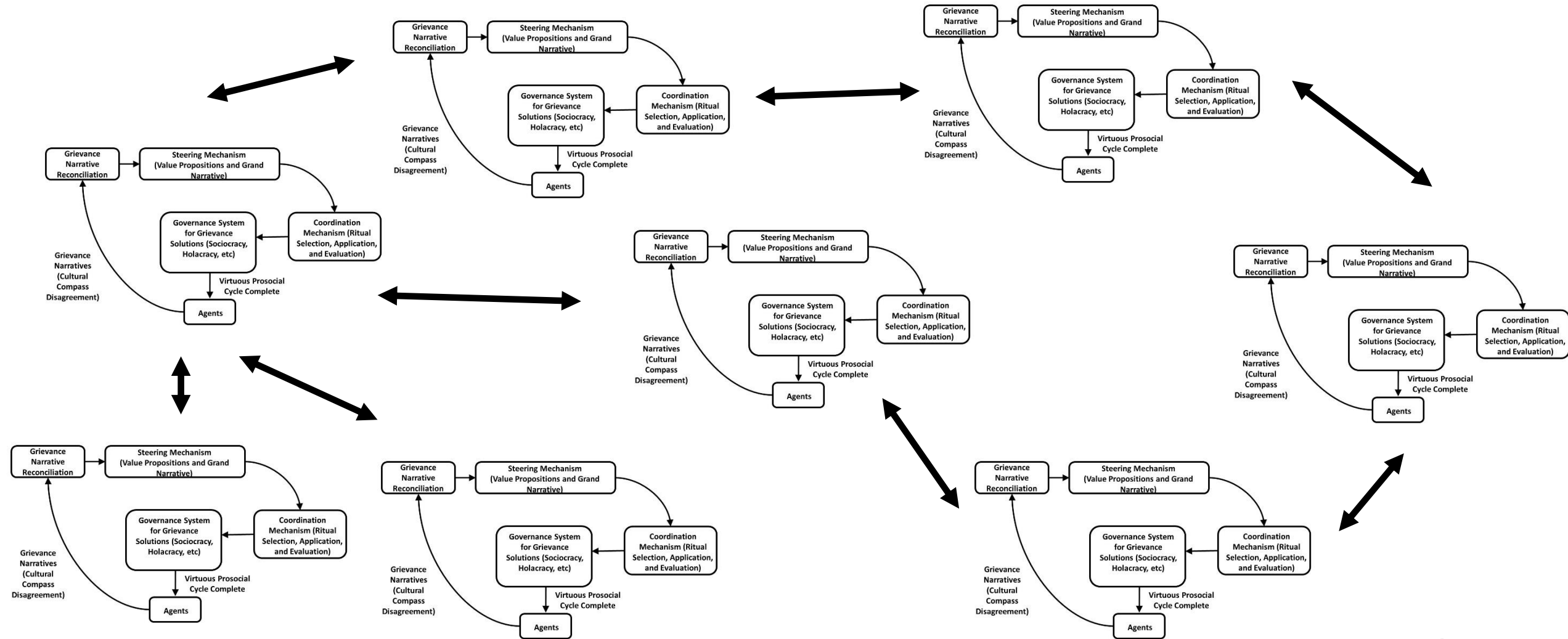
Countering MADCOMs

ICS Applications

- Crowdsourced ratings of information
 - Telling truth from fiction—*ICS* facilitated crowd-reviewed information databases help to dispel fictitious weaponized narratives.
- Democratic: anyone can contribute
 - Anyone who is willing to follow the prosocial norms of the *ICS* can participate. The system encourages inclusive identities over exclusive ones.
- Reputation scores based on prosocial values and activities
 - The *ICS* valorizes identities based on creativity, contribution to community, civility, and rational judgment.
 - The *ICS* encourages trust and esprit de corps.
 - The *ICS* immunizes communities from divisive, weaponized, narratives.

Countering MADCOMs

ICS Community of Communities



Questions?