



# INTEGRITY



This project received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 824586.

## Technology Module



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The University of Dublin

# Structure of this session

Introduction

Scenario discussion in groups

Groups report back

Full group discussion

Reflection, summary, wrap-up



# Introduction

- Technology is everywhere. We interact with mobile phones, computers, smart devices and the Internet multiple times every day.
- Much of this technology can be very helpful with our study and schoolwork, but only if we know how to use it properly!
- Access to this technology also allows us to act unethically in our work (poor research integrity and conduct) and provides many opportunities to cheat, copy and plagiarize material.
- A better understanding of technology allows us to think more critically and make more informed decisions about how we use the technology in our schoolwork.



# What we will discuss today – 6 scenarios

1. Voice assistants & smart devices
2. Smart & driverless cars
3. Deepfake technologies
4. Augmented reality (AR) and virtual reality (VR)
5. Social media - TikTok, Instagram, Facebook, Twitch, YouTube
6. “The game of life” Chinese social credit system

# 1. Voice Assistants & Smart Devices



Created by Adrien Coquet  
from Noun Project

Should you ask a smart device (e.g. a smart phone or voice assistant) to help with your homework?

How is this different to working with other (real) people or asking a parent, sibling, or friend for help?

Is this any different to looking up homework answer online?

Is it acceptable to pay someone online to complete one of your school assignments?

Is this any different to asking Alexa or someone else for help?



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## 2. Smart & Driverless Cars



Created by LUTFI GANI AL ACHMAD  
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## 2. Smart & Driverless Cars

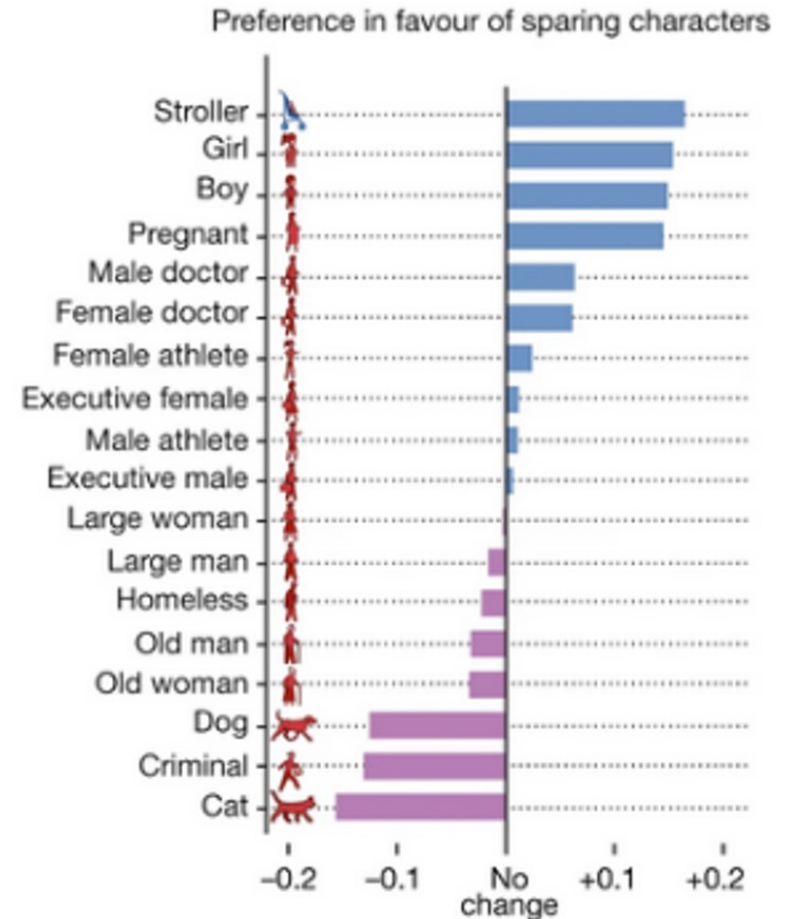
Is it ok to disagree with or challenge research findings when they go against your own personal beliefs?

Do you believe it is preferable to hit an “old woman” rather than a “male doctor”?

Would these results be more useful if data was only collected in Ireland instead of worldwide? Should Irish data only be used to build cars for Irish roads?

How do you think differences in culture in different countries might have impacted these results?

Should we try to take culture out of this research? What value does it have?



### 3. Fake News & Deepfake Technologies



Created by The Pyramid School  
from Noun Project

When is news “fake news”? Who decides whether news is “true” or “fake”?

How can we believe what we see and read when we are doing homework and assignments?

When do personal biases make something “fake”?

Does it matter whether or not news/research is “true” or “fake” when we are doing homework and assignments? Does it matter whether or not we believe it?

What is your opinion of “deepfake” technologies?

What is wrong about using such technologies, e.g. in elections or school?



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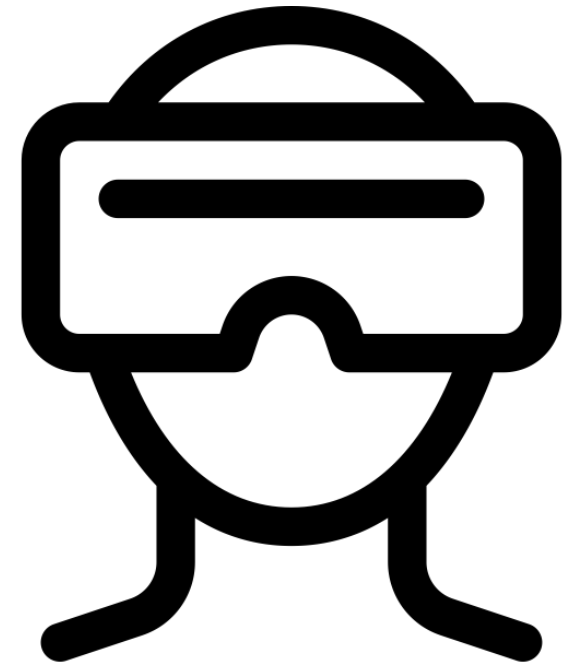
## 4. Augmented Reality & Virtual Reality

How can AR and VR technologies be used in our schoolwork? How can they be used for homework and assignments?

What ways could these technologies be used for collecting data for a school assignment?

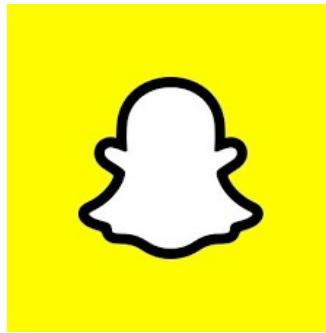
Could such technologies be used to collaborate with others?

Is AR and VR a replacement for school trips and actually being there?



Created by Andrejs Kirma  
from Noun Project

## 5. Social Media



Should you use data taken from social media for homework or assignments?

Is this data different from data taken from a book or other research source?

How can you trust data on social media?

How can we best use social media platforms for our schoolwork?

Do you think collaboration is possible across social media? Is this any different to working with a real person?

Can you trust social media influencers?

## 6. The Chinese Social Credit System



## 6. The Chinese Social Credit System



Created by Wilson Joseph  
from Noun Project



Created by Wilson Joseph  
from Noun Project

Should something similar to the “game of life” be applied in schools?

Would this reduce copying, cheating, and plagiarism? Or could it make things worse?

Could something similar to the game of life in schools go towards your exam results or college entry?



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### Full Group Discussion



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# Class Discussion – Voice Assistants & Smart Devices



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from Noun Project



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from Noun Project



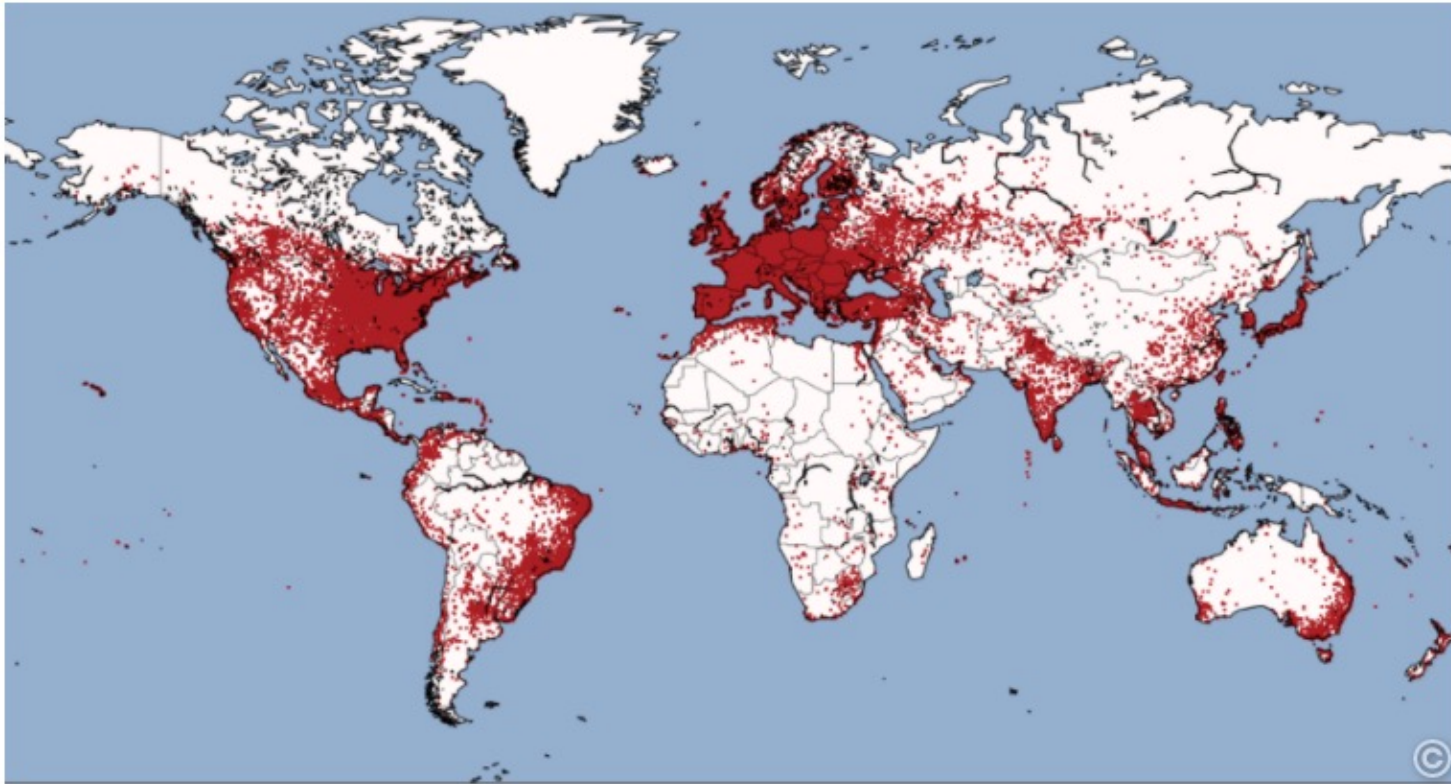
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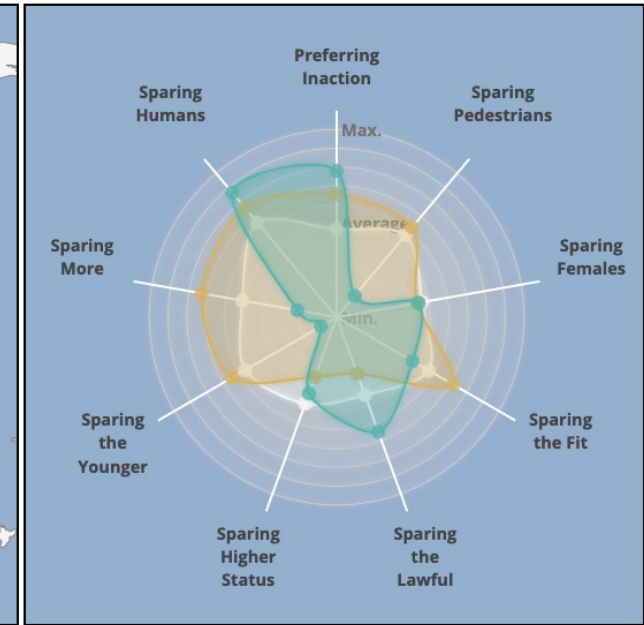
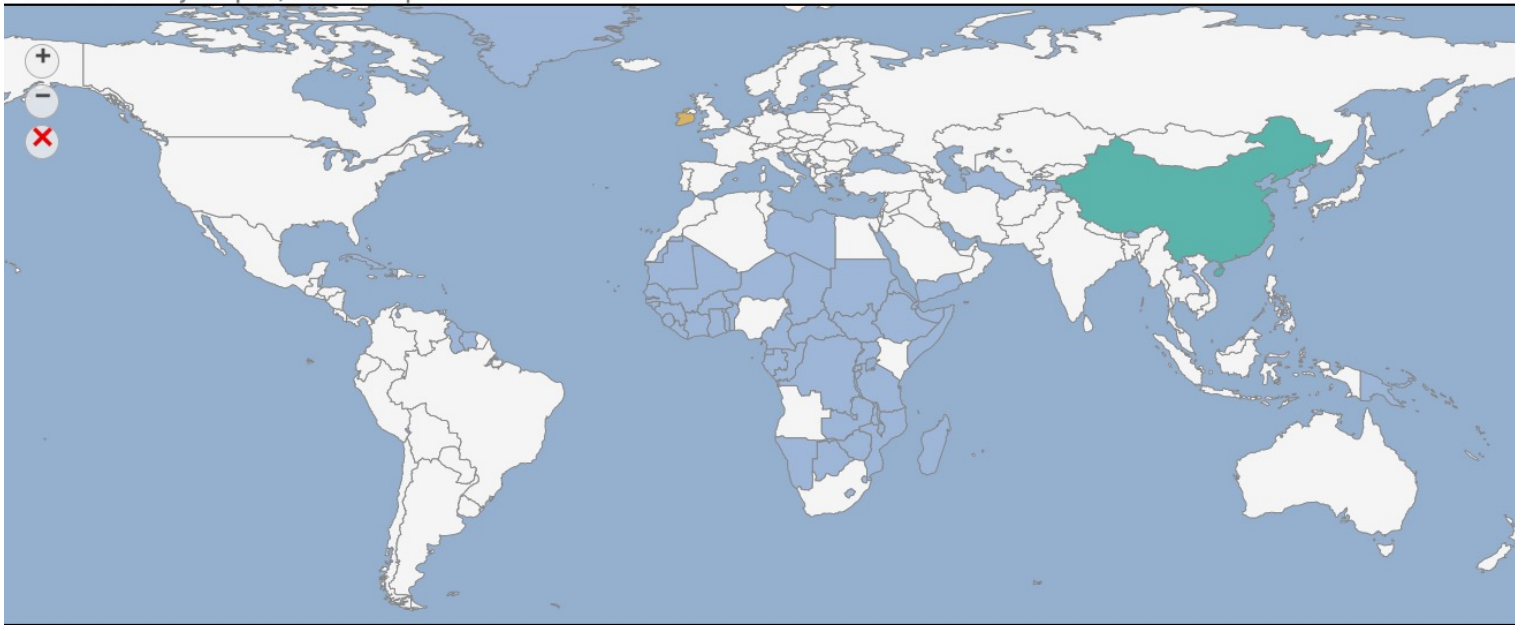
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# Class Discussion – Smart & Driverless Cars



# Class Discussion – Smart & Driverless Cars



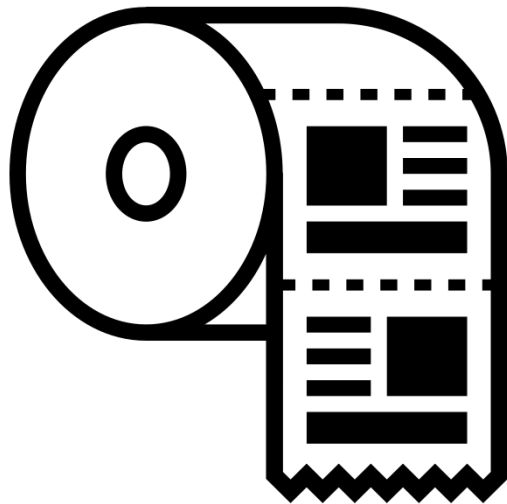
Ireland (Yellow) v China (green)  
<http://moralmachineresults.scalablecoop.org/>



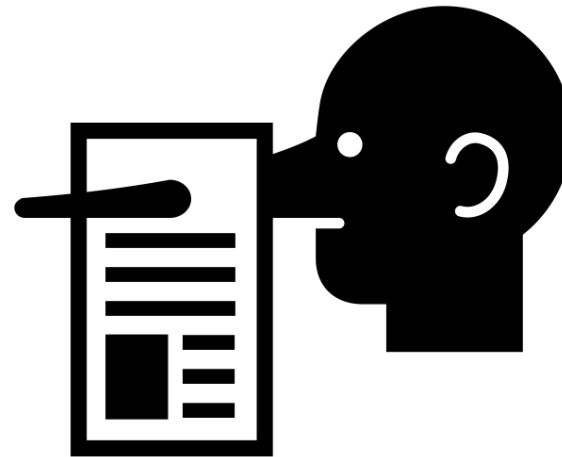
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# Class Discussion – Fake News & Deepfake Technologies



Created by Máximo Gavete  
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Created by Luis Prado  
from Noun Project



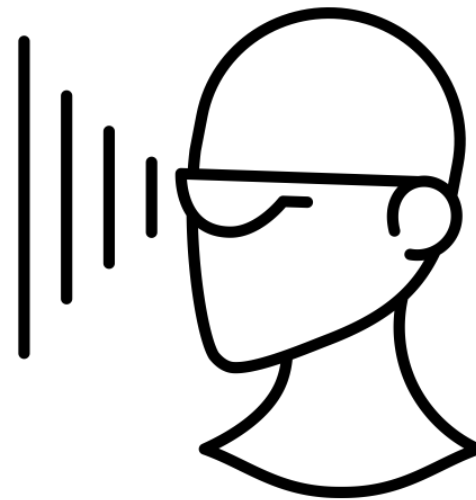
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# Class Discussion – Augmented Reality & Virtual Reality

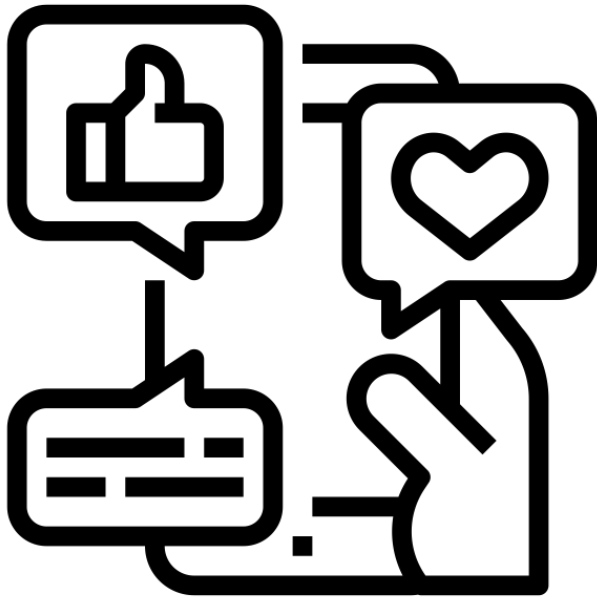


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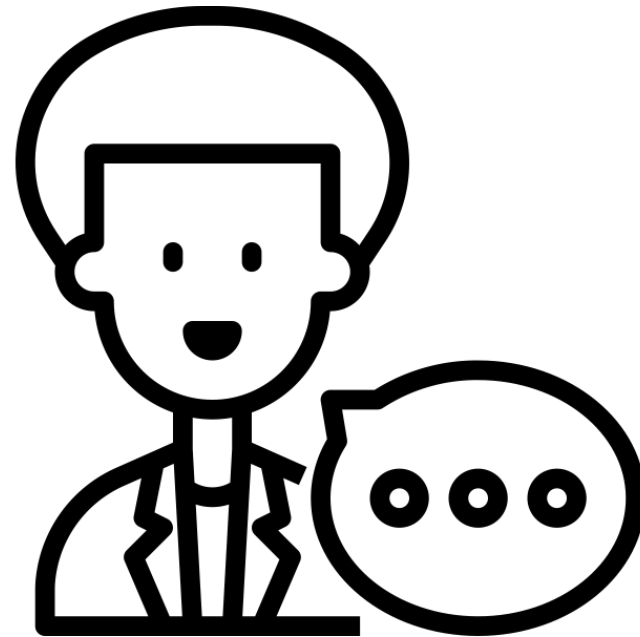


Created by KARNA RAJA  
from Noun Project

# Class Discussion – Social Media & Influencers



Created by monkik  
from Noun Project

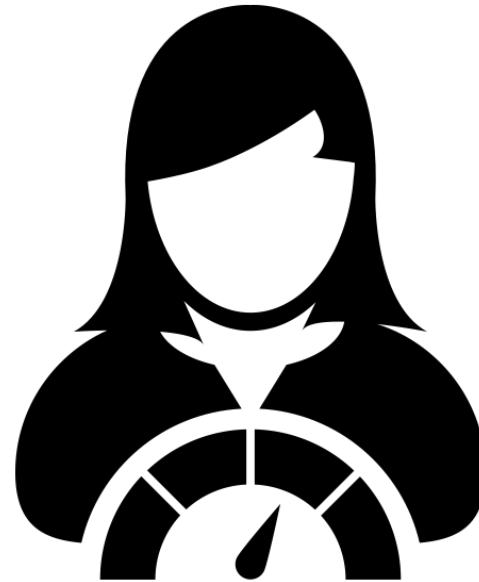


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from Noun Project

# Class Discussion – Chinese Social Credit System



Created by Wilson Joseph  
from Noun Project



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from Noun Project



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### Wrap-up and Reflection



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