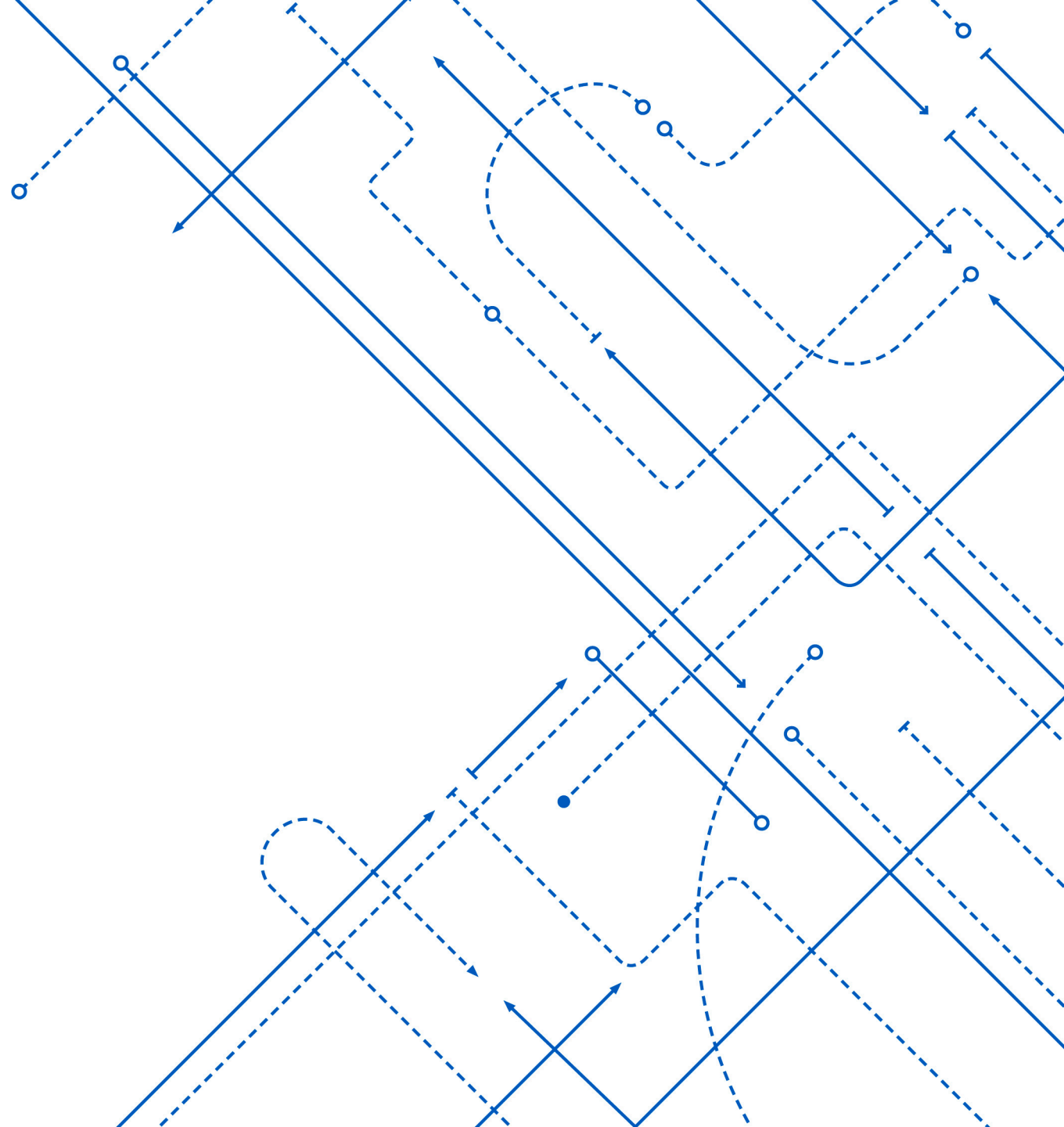


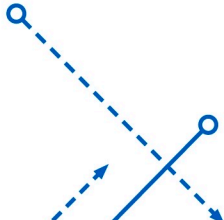
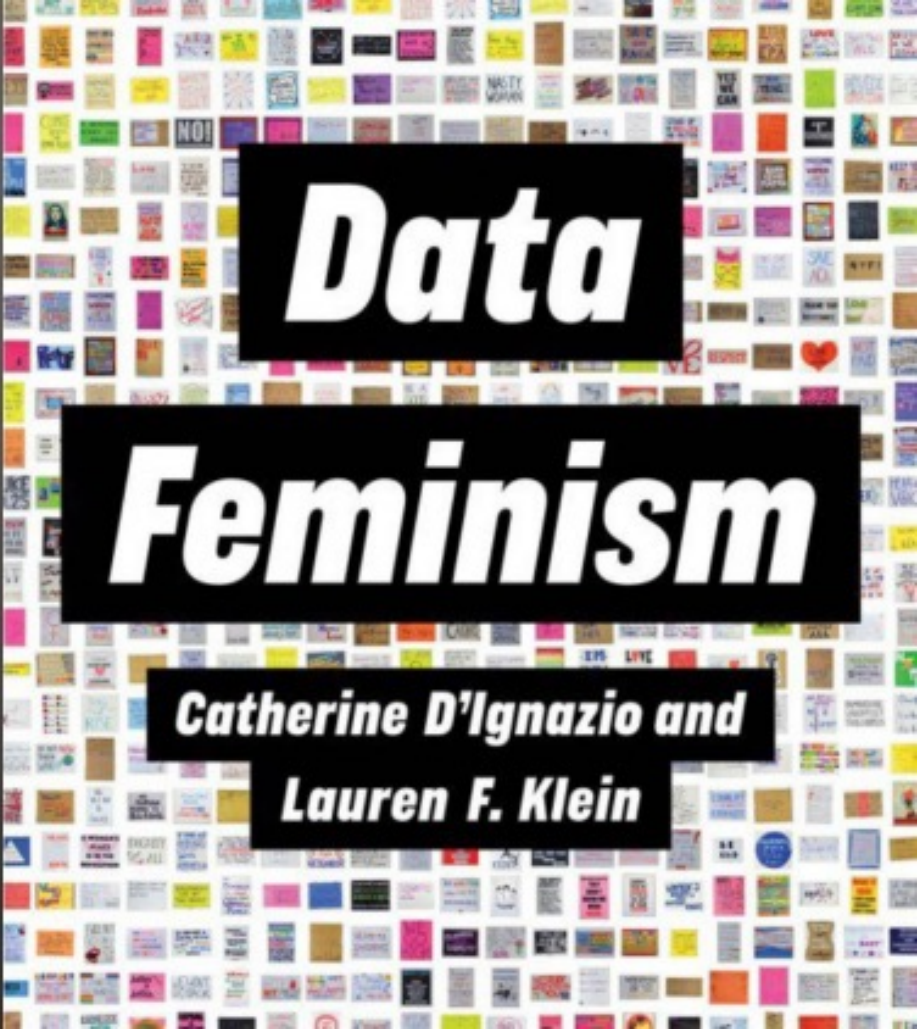
# Simulation and Misinformation Lecture 2

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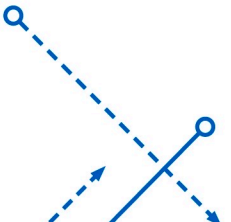
# Lauren Klein



# Plan

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- Discuss!
- Talk about Unit Midpoint

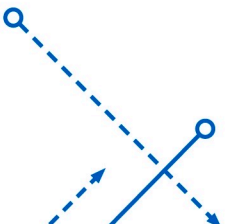


# Your turn

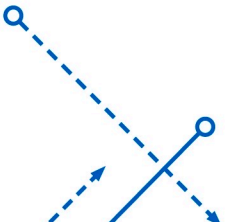
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- Take 5 minutes and try to summarize a **collective**
  - Epiphany
  - Question
- Epiphanies
  - It's hard but perhaps it is necessary, b/c of feedback loops, to put in the work
  - Quantification == representation is dehumanizing; what about qualitative feedback
  - Little things can have big effects
  - Why do we need so much influence to have a say
  - You need so much influence to actually impact (big) tech
- Question
  - What's the first step to making things more inclusive
  - How can we make sure that sufficient social good comes out of technology without tokenizing/overburdening?
  - What are the consequences of protesting big tech companies?
  - Where does social mobility stop in these corporations? What do EDI initiatives actually do?

- 
- How do we build “sufficiently social good” [big] tech that a) doesn’t rely only on white dudes but b) doesn’t overburden/tokenize the affected or impacted communities



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- Why focus on the most marginalized?
    - Think beyond the moral dimensions of this question [because “it is surprising how much influence one needs to impact [moral] change”]
    - Connect to your project if you want



# Unit Midpoint Submission

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