Design for Non-Domination: towards responsible ML development

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➢ **What does it mean to Design for Non-Domination (DfND)?**

  ➢ Domination is being subjected to an unaccountable power.

  ➢ Design for non-domination is to prevent (or at least mitigate) subjection to such powers.

➢ **How can we approach Design for Non-Domination (DfND)?**

  ➢ Application-specific: domination is caused by the unaccountable power asymmetry between developers and end-users of a particular system (Maas 2022).

  ➢ Structural: domination (partly) caused by underlying socio-economic structures (Maas WiP).

➢ **What do these different perspectives mean for design strategies?**

  ➢ Application-specific: we can design particular AI systems that are non-dominating without addressing broader societal concerns.

  ➢ Structural: we cannot design particular AI systems that are non-dominating without addressing broader societal concerns.

➢ **Which one of these perspectives should we aim for & how?**

  ➢ We should aim for structural DfND.

  ➢ Domination is a structural concern, with as root source the possilbity for "move fast and break things."

  ➢ Regulatory initiatives for specific applications do not address this source. The issue, is there, to rethink our individual freedom to innovate (Maas WiP).