

11-12 NOVEMBER 2021 PARIS

14h30-15h30

FUTURE OF WORK WORKING GROUP

Uday B. Desai

Indian Institute of Technology Hyderabad, India

Yann Ferguson

The Toulouse Institute of Technology, France

Yuko Harayama

RIKEN, Japan

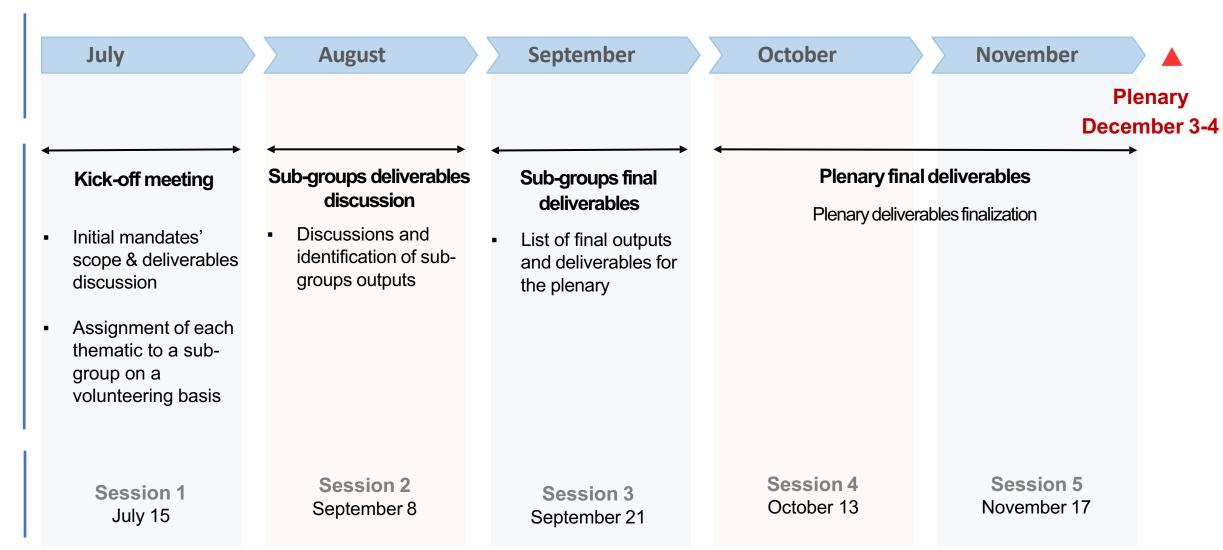
Anne-Marie Imafidon

Stemettes Institute for the Future of Work United Kingdom

Matthias Peissner

Fraunhofer IAO, Germany

Start-up phase





Transition phase

Projects concept-notes definition

Committee meetings

Concept note redaction by committees

Proofreading & validation

Meeting 1 Jan 22

Project list definition

Meeting 2 Feb 12

Validation of Projects

Meeting 3 Feb 26

Validation of concept notes

Meeting 4 March 30

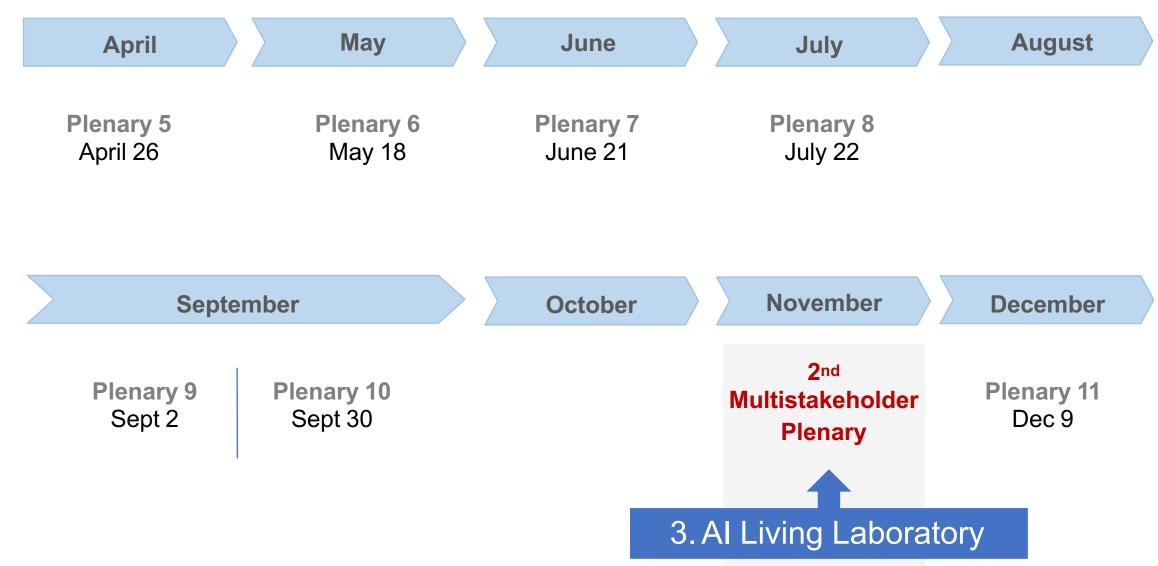
Submitted to Steering Committee



Observation Platform of AI at the Workplace
 Fair Work for AI



Toward a more sustainable path





Three projects

To understand the presence and shape the future of Al@work

Observation Platform of Al at the Workplace

STATUS QUO

Analyse and understand

- how AI is used today
- the impact of AI at work

Al for Fair Work

NORMATIVE

Develop and negotiate

- principles for fair AI at work
- processes to implement them

Al Living Laboratory

EXPLORATIVE

Virtual and physical platform

- experience AI use cases
- experiment new approaches





Observation platform at the workplace

Yann Ferguson
Laurence Devillers
Lay Lim Teo
John Hepburn
Oliver Suchy
Borys Stokalski
Carl Frey
Alexandre Reeberg de Mello

01

Objectives of the platform



Objectives of the platform

Understanding what AI does to work & workers and what work & workers do to AI

Compilation and analysis of ongoing/concluded experiments and real-world cases of Al at the company level; providing insights into the current state-of-the-art in Al interfaces and Al-driven processes from the workers' perspective.

Building a catalog of use cases of Al systems deployed in workplaces and organizations.

Building a snapshot of AI at work based on answers to a questionnaire from actors in AI systems integration, executives, designers, managers, employed in different sectors and organizations of different types and sizes: public, private and non-profit sectors, large groups, small & medium enterprises, and start-ups.

Feeding the other working groups and, eventually, to discuss the dominant theories on the future of work.

It can also be useful for anyone interested in how Al systems are implemented in the workplace.



02

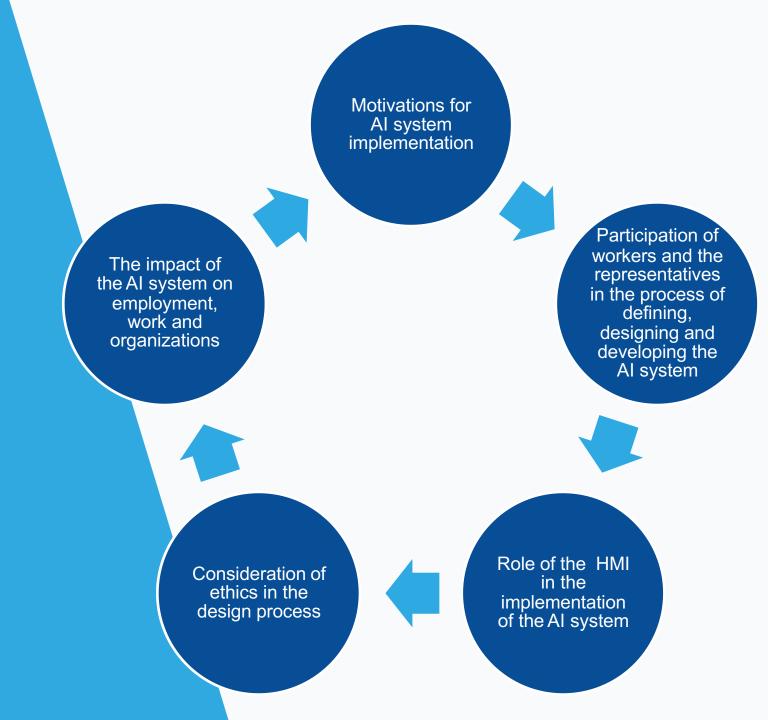
Building a catalog of real use cases of Al systems deployed in workplaces and organizations



Building a questionnaire

In 2021, we then to systematize the **interview survey**. These interviews last **75 minutes** on average and focus on **a real use** case:

An AI system that is being integrated into an organization at the proof-of-concept or production stage and whose respondents can testify about the 5 dimensions of our questionnaire.



The students' community

GPAI junior investigators to

- Increase the number and quality of use cases in our catalog.
- Offer a high level international experience that enriches the students' skills.
- Prepare the future generation of GPAI Experts.

- √ 30 use-cases
- √ 7 countries
- ✓ 2022: 20 GPAI Junior Investigators



Louison Carroué

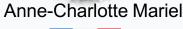


Alejandra Rojas Sierra











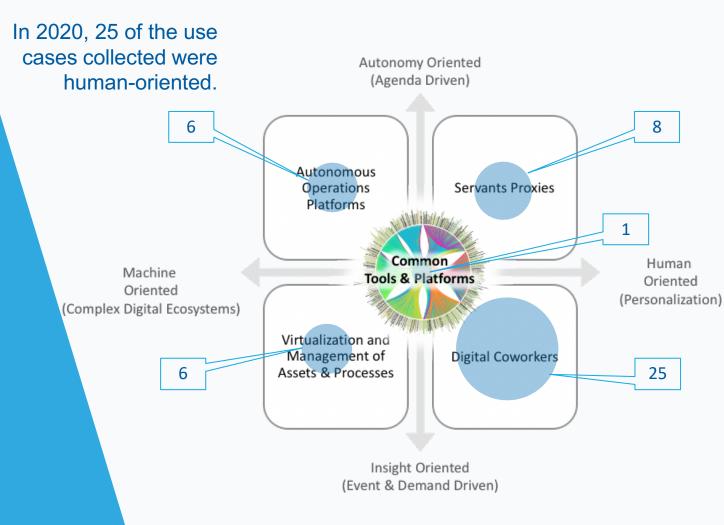






Choice of usecases

- No sectoral approach or by sort of AI system
- Connecting with OECD
- Finding more end-users: a challenge
- 2022: using a taxonomy for more diversity



- Behavior expected from the Al-system: Autonomy/Insight
- Immediate beneficiary/user of the Al-system: Human/Machine

Borys Stokalski, Bogumił Kamiński, Robert Kroplewski: Design Patterns for Al Solutions: Towards a Constructive Approach to Smart System Design and Implementation, SGH Warsaw School of Economics Working Papers, 2021



03

Findings and recommendations

What use-cases say...



General comments

Most of these use cases are Proof of Concept (PoC)

Performance is a necessary but not sufficient condition, because AI systems challenge organizations:

- ✓ Reorganize: All systems imply rethinking the organization of the activity.
- ✓ **Socialize:** All systems destabilize the value system associated with the activity.
- ✓ **Practice**: Al systems transform, generate or destroy professional practices.

Beyond success or failure, experiments enrich organizations

- ✓ A PoC is an obligatory step to apprehend the properties and potentialities of Al systems and develop a shared culture.
- ✓ The realization process of a POC produces an organizational learning effect because it engages a formalization process of the knowledge and know-how of an organization.



Recommendations

From inspiring practices or recurring problems

The success of a use case

- ✓ Establishing methodological principles of a POC beyond the performance of the Al system
- ✓ Encourage and improve the integration of academic research

Empowering the worker

- ✓ Define the right trade-offs between usability and user involvement
- ✓ Build a situated explainability of an AI system
- ✓ Develop a general AI training independent of a particular application

Fair Al

- ✓ Accompany use-cases with an independent ethics committee
- ✓ Diversify design teams to reduce bias in data



The success of a use case

Establishing methodological principles of a POC beyond the performance of the Al system

Why a successful POC is not converted into a production project?

SOCIALIZE

Al systems destabilize the value system associated with the activity.

PRACTICE

Al systems transform, generate or destroy professional practices.

REORGANIZE

Al systems imply rethinking the organization of the activity.

Al systems challenge organizations, and the difficulty of these challenges is a barrier to the sustainable entry of Al systems in work environments. It is therefore necessary to broaden the measure of success of a POC to include extra-technological issues.



Empowering the worker

Define the right trade-offs between usability and user involvement

Instead of giving a result, an application organizes a skin disease diagnosis interaction between the system and the doctor

Manager: "It is an application, an interface that we created and adapted to our needs. We often have discussions about the display and the wording, what is the simplest for the user".

- ✓ The easier the user experience of an AI system is, i.e. fluid, user-friendly, intuitive, ergonomic, the faster the AI system will integrate professional practices.
- ✓ But these can also generate passivity and lead to a disengagement synonymous with disempowerment.
- ✓ HMIs should consider good levels of compromise between user-friendly and cognitive engagement of the user.

User-friendly AI systems must keep the human in the loop!



Fair Al

Accompany use-cases with an independent ethics committee

A video surveillance image analysis company has all its new projects assessed by an independent ethics committee.

- ✓ Despite apparent consensus on the centrality of ethical issues, the understanding of ethical issues is not homogeneous.
- ✓ Many countries and organizations have produced regulations, commitments or ethical charters, but there is a missing link in the chain: the implementation of these principles for a particular AI system, in a specific economic and social context.

Al at workplace need practical Al ethics skills.

✓ **Public authorities** may have a role to play in encouraging the integration of ethics in the development of an AI system and in its deployment in a profession.

They could **organize and finance the constitution of independent ethical committees**, bringing together a variety of skills, which **project leaders could call upon for support**.





Al for Fair Work

Dr Anne-Marie Imafidon MBE

Al for Fair Work

WHAT WE HAVE DONE

Hired staff, developed a theory of change, conducted a literature review, presented early research findings

WHAT WE'RE GOING TO DO

Implement a nine-step plan to reach implementation by Q3 2022

WHAT WE WANT TO DO

Create a set of AI for Fair Work principles and processes for their application that can shape the future of work



01

What we want to do



Project vision

Principles

Create a set of AI for Fair Work principles through tripartite consulatation which:

A)Set a global standard of fairness in workplace applications of AI technologies

B)Correct the faliures of previous AI ethics frameworks

Implementation

The project also aims
to create infrastructure
to support the
implementation of
these principles by
launching a public
accreditation scheme
to support and
evaluate employers

Scale

Our theory of change forsees the first employer accredited shortely after public launch in Q3 2022 but this limited scope can be rapidly expanded

02

What we have done



Four critiques of the existing AI ethics approach

TECHNICAL

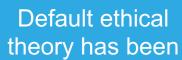
Al has been treated as an exceptional phenomenon, not as a technology in a long lineage

POLITICAL

High level principles have rarely been applie dbecause move into concrete detail will entail debate

SOCIAL

Failure to separate powers: Al ethics implemented by the people who design and sell Al



consequentialist: "choose option that

ETHICAL

produces best

outcome for most

people"



What we will do next



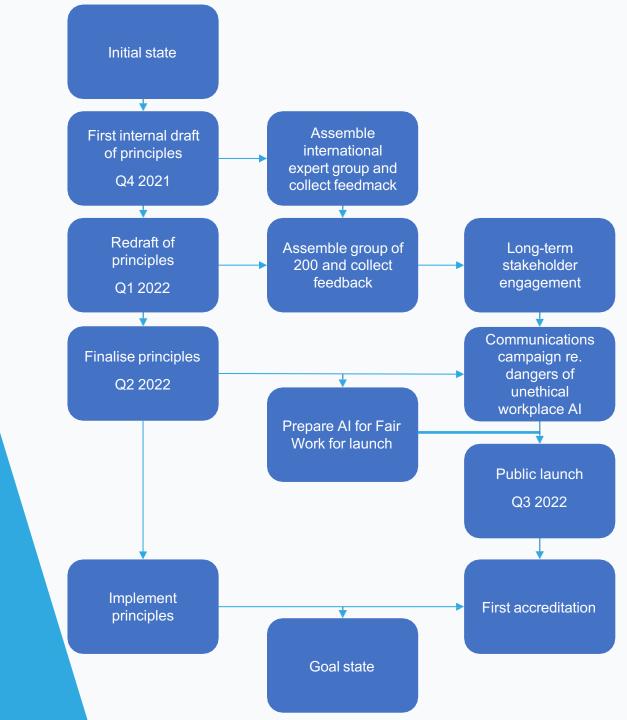
Theory of change

Nine steps to get to launch of accreditation scheme by Q3 2022

First internal draft of principles by end Q4 2021

Two rounds of feedback with groups of tripartite stakeholders result in outward- facing iterative draft of principles by Q2 2022

Then transition into creating the structures required to launch principles and accredit compliant employers



Partnerships

To assist on those two rounds of feedback

Workers

Worker voice has been systematically underrepresented in Al ethics discussions so far – we need to take corrective action

GOVERNMENTS

Regulation is beginning to catch up with AI but more progress is needed, specifically with a workplace focus

EMPLOYERS

Employers have overriding responsibility for the ethical implementation of AI technology in their workplaces





Al Living Lab

King Wang Poon Yann Ferguson John Hepburn Michela Milano Palmer Luckey Uday Desai

Context

Definitions

- Ballon (2005): "an experimentation environment in which technology is given shape in real-life contexts and in which (end) users are considered 'co-producers'".
- Westerlund and Leminen (2011): "... are physical regions or virtual realities where stakeholders form public-private-people partnerships (4Ps) of firms, are collaborating for creating, prototyping, validating, and testing new technologies, services, products, and systems ...".
- Living Labs are "co-creation ecosystems for human-centric research and innovation" (Wetserlund and Leminen, 2011), "in which to solve societal challenges, especially for urban areas, by bringing together various stakeholders for collaboration and collective ideation" (Hossain, 2019).



Proposed Al Living Lab and Objectives

- **Proposed Living Lab:** Will be a *virtual place*, connecting a network of physical Living Labs. It will allow sharing applied experiments for assessing the impact of AI at both individual and company levels.
- At the individual level
 - the Living Lab will allow citizens to experience AI (albeit virtually)
 - share their experience on AI at work, and connect with similar AI communities and individuals.
- At the company level
 - they will find information for effective deployment of Al
 - they will be able to conduct virtual experiments
 - find experts for conducting experiments
 - find a catalogue of guidelines for using Al
- Living Lab platform will have the potential for collaboration across different groups in FoW as well as in GPAI, across academic institutions and across companies



Deliverables

- Phase 1 Design and develop a "minimum viable product" (Q2-Q3 2022)
 - platform will be built as a website that can be accessed via a mobile device and it will include the following contents together with a search functionality:
 - case studies (or links to them) of Al Obsrvatory Project in FoW Group
 - additional use cases of specific identified areas e.g. chatbots, library of videos, and learning/skilling resources.
 - Preliminary implementation of AR/VR
 - seminal national reports/publications/living lab initiatives related to future of work
 from participating member countries in GPAI
- **Deliverable 1**: Web-based resource platform (available at the 2022 GPAI Summit)



Deliverables

- Phase 2 Design and develop a demonstration prototype of an interactive platform (Q4 2022-Q1 2023)
 - Interactive platform will include: (i) interactive resources that anyone in the world can
 experiment with to develop their own AI strategies these could be related to chatbots,
 AR/VR, skills/learning, and tasks/skills/job redesign that have the potential for
 international impact; (ii) additional resources similar to Phase 1
- Phase 3 Design and develop a collaborative platform on top of the interactive platform and information resource (Q2-Q4 2023)
 - This collaborative platform will include: (i) features that allow for exchange of ideas and/or for communities of interest/practice and to form AI communities; (ii) online spaces for collaborations on projects (these projects could possibly be curated before approval).





11-12NOVEMBER 2021 PARIS

QUESTIONS?