Links shared in the Zoom chat

Links shared by Genevieve

- [FrameVR](#), a platform where you can create immersive collaboration spaces. At this link you can explore Genevieve's research in virtual reality: https://framevr.io/ilrn2021-showcasesingularity

- [PoseNet](#) examples created by Genevieve using [P5.js](#) and its [machine learning library ML5](#), illustrating how these tools can be used to capture real-time biometric data:
    - https://editor.p5js.org/smithnunes/sketches/ZQSnnwFN6 (facemesh_novideo)
    - https://editor.p5js.org/smithnunes/sketches/Jr7dVR1Pv (simple full body)
    - https://editor.p5js.org/smithnunes/sketches/WZpSwlZ89 (mirror and threshold filters)

- Examples of data ethics frameworks from different organisations:
    - UK Government: https://www.gov.uk/government/publications/data-ethics-framework/data-ethics-framework-2020#overarching-principles
    - IEEE Standards Association: https://standards.ieee.org/ieee/2089/7633/
    - Children's Code: https://ico.org.uk/for-organisations/childrens-code-hub/
    - The Alan Turing Institute: https://www.turing.ac.uk/research/data-ethics
    - Australian Brain Alliance: https://doi.org/10.1016/j.neuron.2019.12.019
    - IEEE Brain's Neuroethics Framework (2023 minimum): https://brain.ieee.org/wp-content/uploads/2022/05/Neuroethics-Education-Preamble-branded.pdf. *Note: Genevieve is the education subcommittee co-chair for this framework and will be running a design workshop to get educator feedback (date tbc).*

- This spreadsheet of Genevieve's own brain data: https://docs.google.com/spreadsheets/d/14fjwVerAJE4OTjws9ZEHr6AaGGGxofW7ko9eKyEIOMk/edit?usp=sharing

- Zero Trust Methodology (mentioned during the Q&A section of the seminar): https://docs.microsoft.com/en-us/training/modules/zero-trust-introduction/ Microsoft also offers many other training courses on data ethics topics: https://docs.microsoft.com/en-us/training/courses/browse/?locales=en

- Smith-Nunes, G., & Shaw, A. (2022, May). Doctoral Colloquium—ME++ Data Ethics of Biometrics Through Ballet and AR. In *2022 8th International Conference of the*

Immersive Learning Research Network (iLRN) (pp. 1-3). IEEE. Available at: https://ieeexplore.ieee.org/abstract/document/9815898

- The following papers, books and talks by other researchers:
  - Farahany, N. A. (2012). Incriminating thoughts. *Stan. L. Rev.*, *64*, 351. https://scholarship.law.duke.edu/cgi/viewcontent.cgi?article=5321&context=faculty_scholarship
  - Nita Farahany's TED talk, *When technology can read minds, how will we protect our privacy?*
  - The book *Me++: The Cyborg Self and the Networked City* by William J. Mitchell, which inspired the title of Genevieve's talk
  - Qammaz, A., & Argyros, A. A. (2019, September). MocapNET: Ensemble of SNN Encoders for 3D Human Pose Estimation in RGB Images. In BMVC (p. 46). Available at: https://bmvc2019.org/wp-content/uploads/papers/0710-paper.pdf

Links shared by seminar participants

- A visual illustration of a hand tracking project for gesture recognition, using OpenCV, MediaPipe and Python: https://www.youtube.com/watch?v=rGqMbIf5pkk

- Footage of a dance performance with a motion tracking instrument that uses Raspberry Pi camera tracking and laser to visualise movements of the dancer: https://youtu.be/bDkUWHG0uTw

- An introductory resource for younger students that includes materials and a curriculum to run a workshop on movement-focused AI: https://dancingwithai.media.mit.edu/