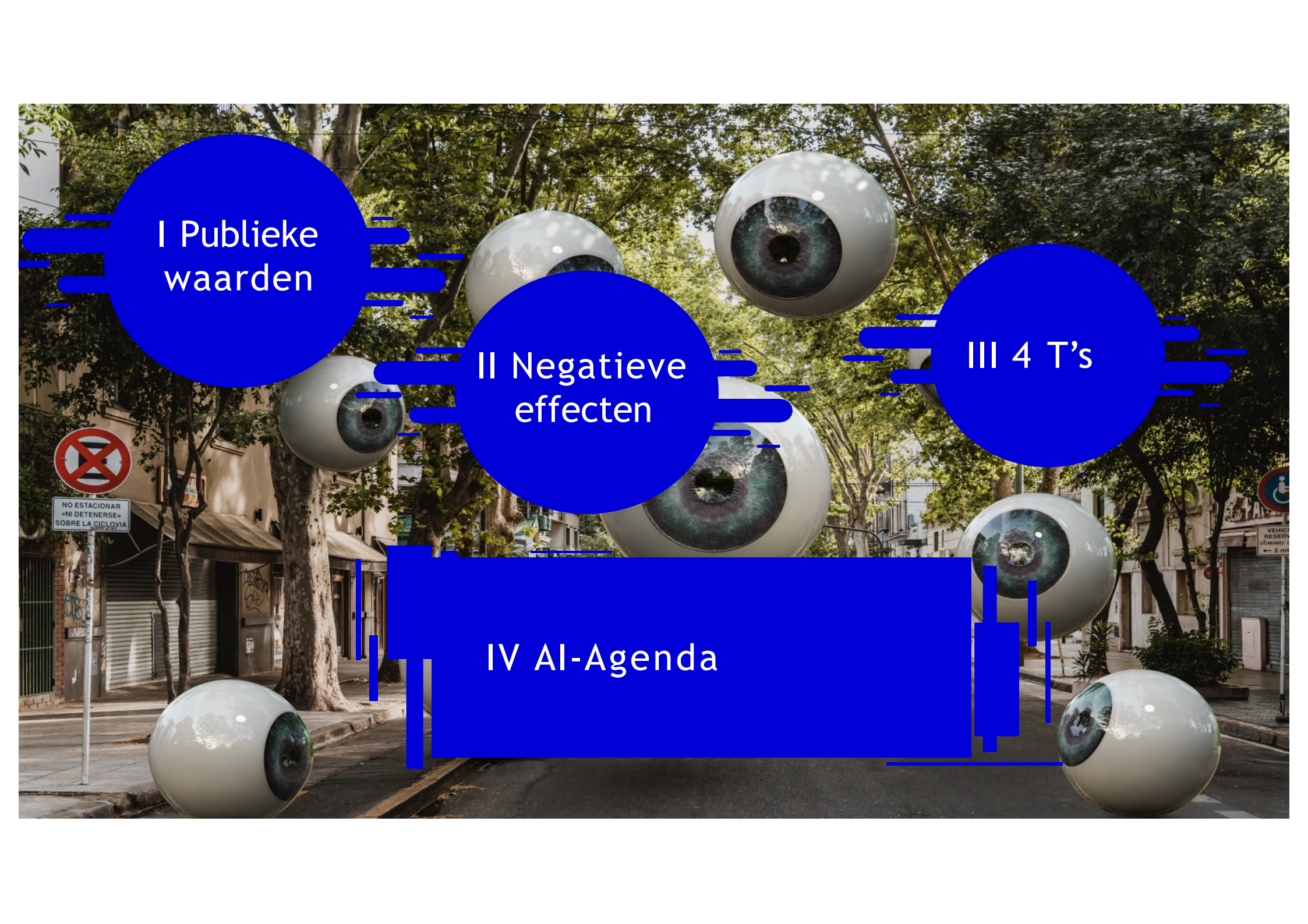


AI, ETHIEK & RECHT



Prof. dr. mr. Marc Schuilenburg
Hoogleraar Digital Surveillance EUR / TNO

The background of the slide is a photograph of a city street lined with trees. Several large, white, spherical sculptures resembling eyes are placed along the sidewalk and in the street. The sculptures have detailed irises and pupils. Overlaid on this image are four blue shapes containing text: a circle on the top left, a circle in the center, a circle on the top right, and a large rectangle at the bottom. These shapes are connected by thin blue lines, suggesting a flow or relationship between the topics.

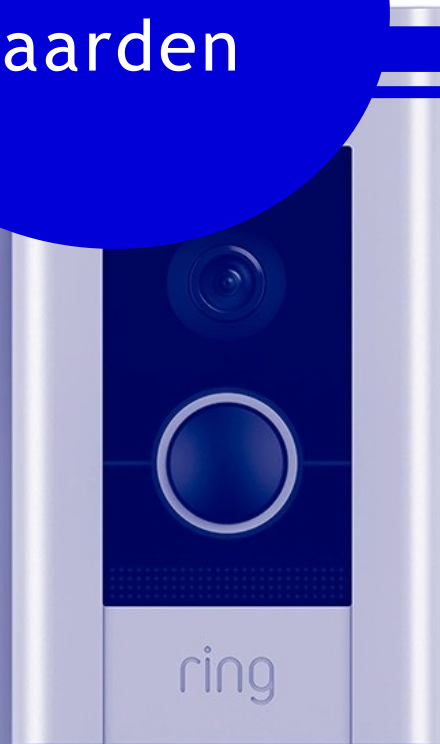
I Publieke
waarden

II Negatieve
effecten

III 4 T's

IV AI-Agenda

I Publieke
waarden

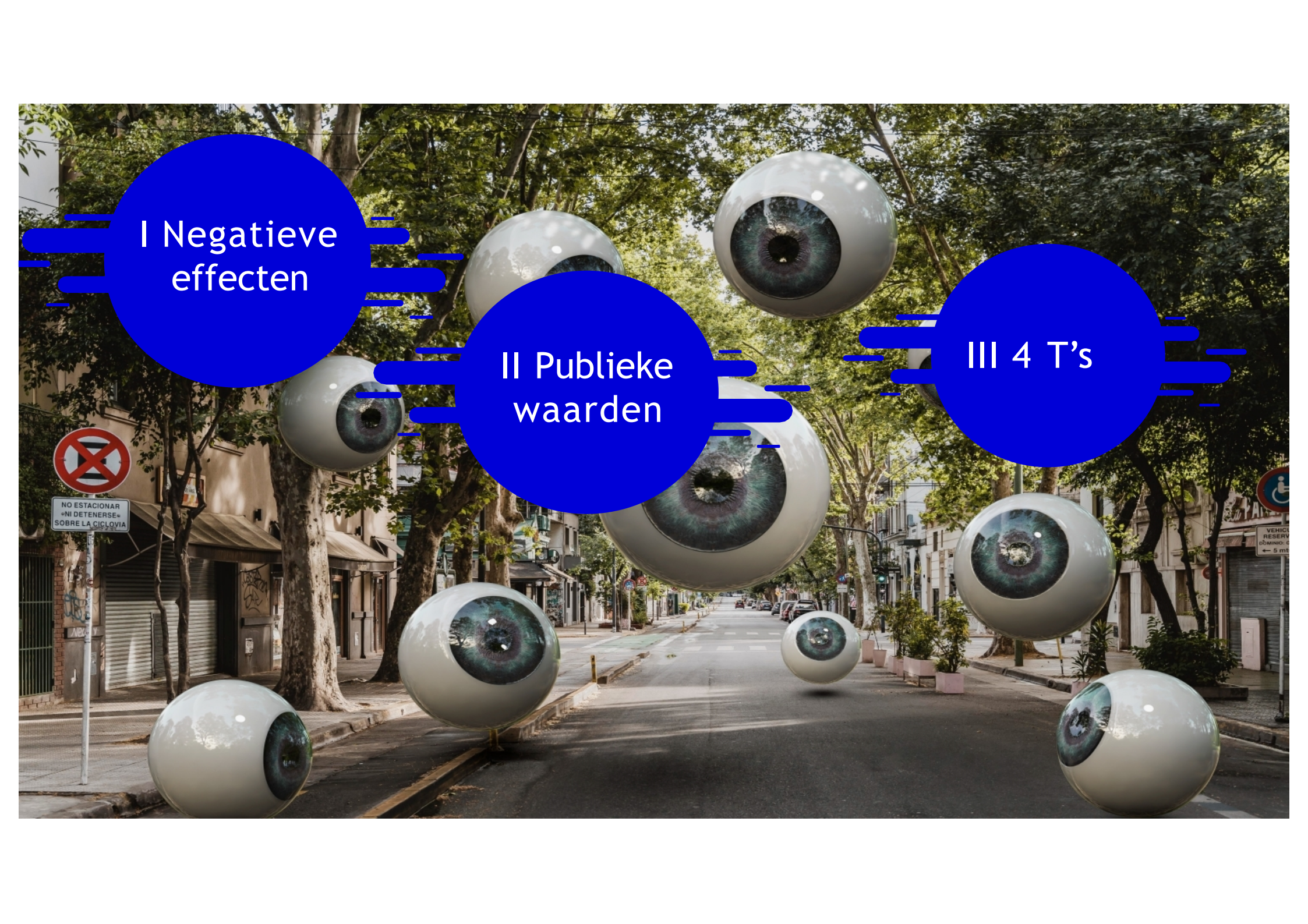


STUWEND
VERANKERD
PROCESSUEEL



II Negatieve
effecten

Discriminatie
Overpolicing
Accountability
Vendor lock-in



I Negatieve
effecten

II Publieke
waarden

III 4 T's



I TARGETED

anticipatie

- meerwaarde veiligheid?
- waarom / waar / wanneer?

II TRACKED

ethisch-juridische waarden

- respect menselijke autonomie
- voorkomen van schade
- fairness (eerlijk algoritme)
- verklaarbaarheid & transparantie

(High-Level Expert Group on AI / AI-Act)

III TALKED

transdisciplinariteit

- kennis & diversiteit



Casus: Lombardijen

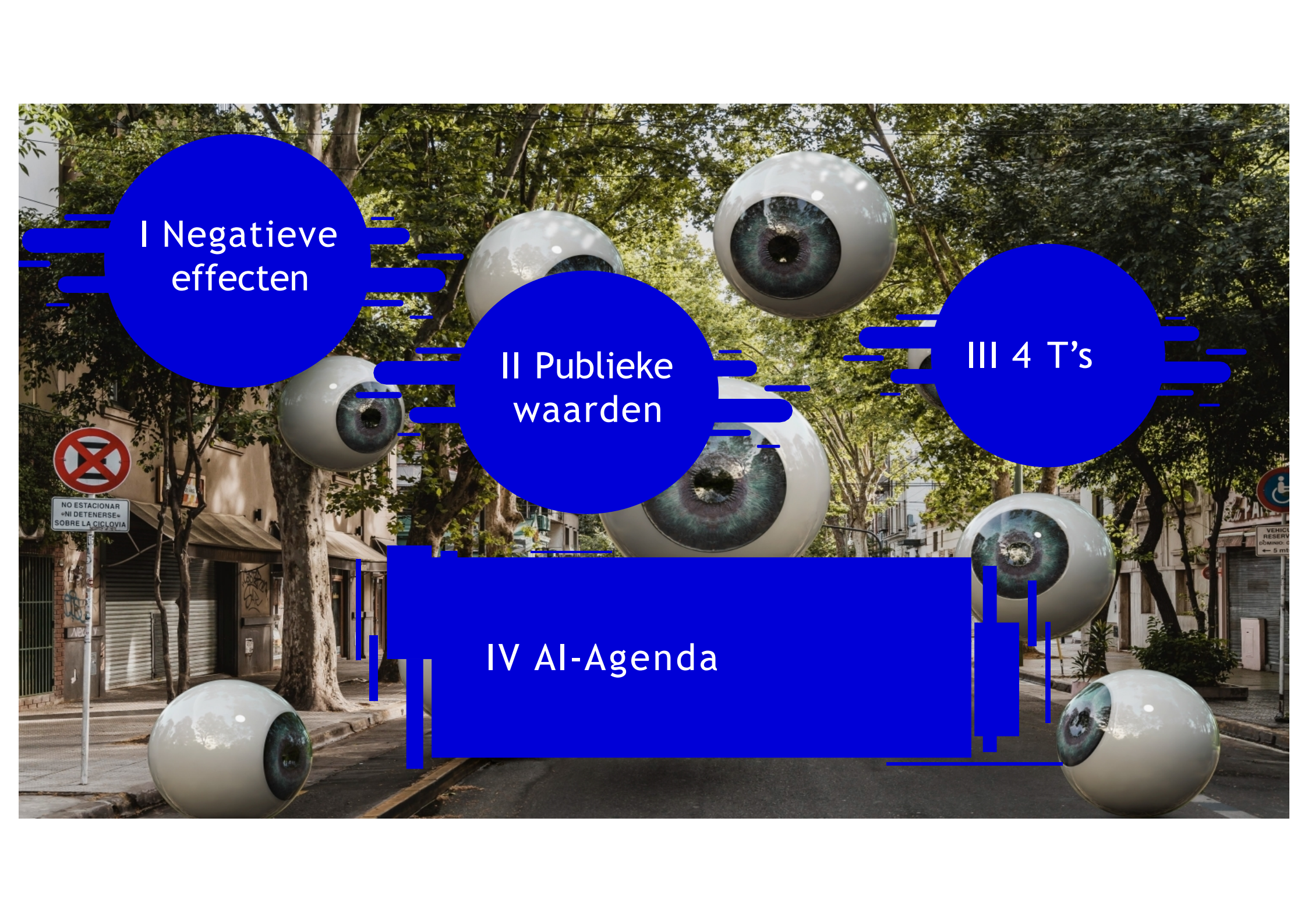
IV TESTED

gettest & effectief

- evidenced-based
- opschalen
- evaluatie



Casus: Geweldsdetectie

The background image shows a city street lined with trees. Several large, white, spherical sculptures resembling eyes are placed along the sidewalk and street. Each sculpture has a detailed iris and pupil. The scene is captured in daylight with natural lighting.

I Negatieve
effecten

II Publieke
waarden

III 4 T's

IV AI-Agenda

- 
- The background is a solid blue color with a complex, white, circuit-like pattern of lines and polygons overlaid on it. The pattern consists of many interconnected, irregular shapes and lines, resembling a technical drawing or a map of a circuit board.
1. Technologie $\neq$ Neutraal
 2. Begin niet opnieuw
 3. AI-Verbeelding