

People and Technology (PAT) Research Group

"We understand, design, and evaluate digital technologies through psychological and socio-scientific sensitivities"

1 RESEARCH AREAS

Responsible Software Engineering – changing engineering practice for challenges of 21st century

Addressing **Mis & Disinformation** (including deepfakes)

Supporting software & digital tools for **community & grassroots engagement**

Computer supported collaboration & practice from hybrid work to heritage

Playfulness through **games & gamification** for health, education & responsibility

Supporting digital inclusion through design with excluded groups

Software and digital tools for **health, wellbeing & social care**

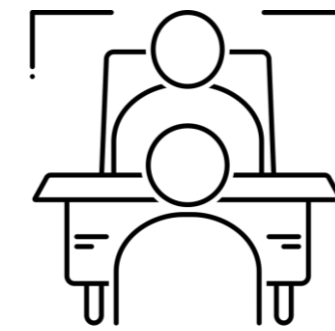
Technology to support **sustainability & address the climate crisis**

2 RESEARCH METHODS



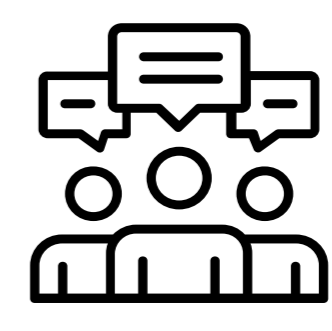
Created by dominic from Noun Project

We use surveys



Created by WEBTECHOPS LLP from Noun Project

We conduct interviews



Created by ProSymbols

We conduct focus groups



Created by Adrien Clouzet from Noun Project

We explore practices through ethnography



Created by WEBTECHOPS LLP from Noun Project

We use creative methods like Forum Theatre for requirements gathering & public engagement



Created by Kukulni Wachysi Bias from Noun Project

We use creative visual methods



Created by Anton from Noun Project

We conduct co-design/participatory design workshops



Created by Julia Trujillo Quezada from Noun Project

We value & support participatory processes

3 CURRENT LERO PROJECTS

Deepfake deception

investigates the responsible use of deepfake technology – quantifying potential harms and developing strategies to limit negative impacts.

Sharing While Caring

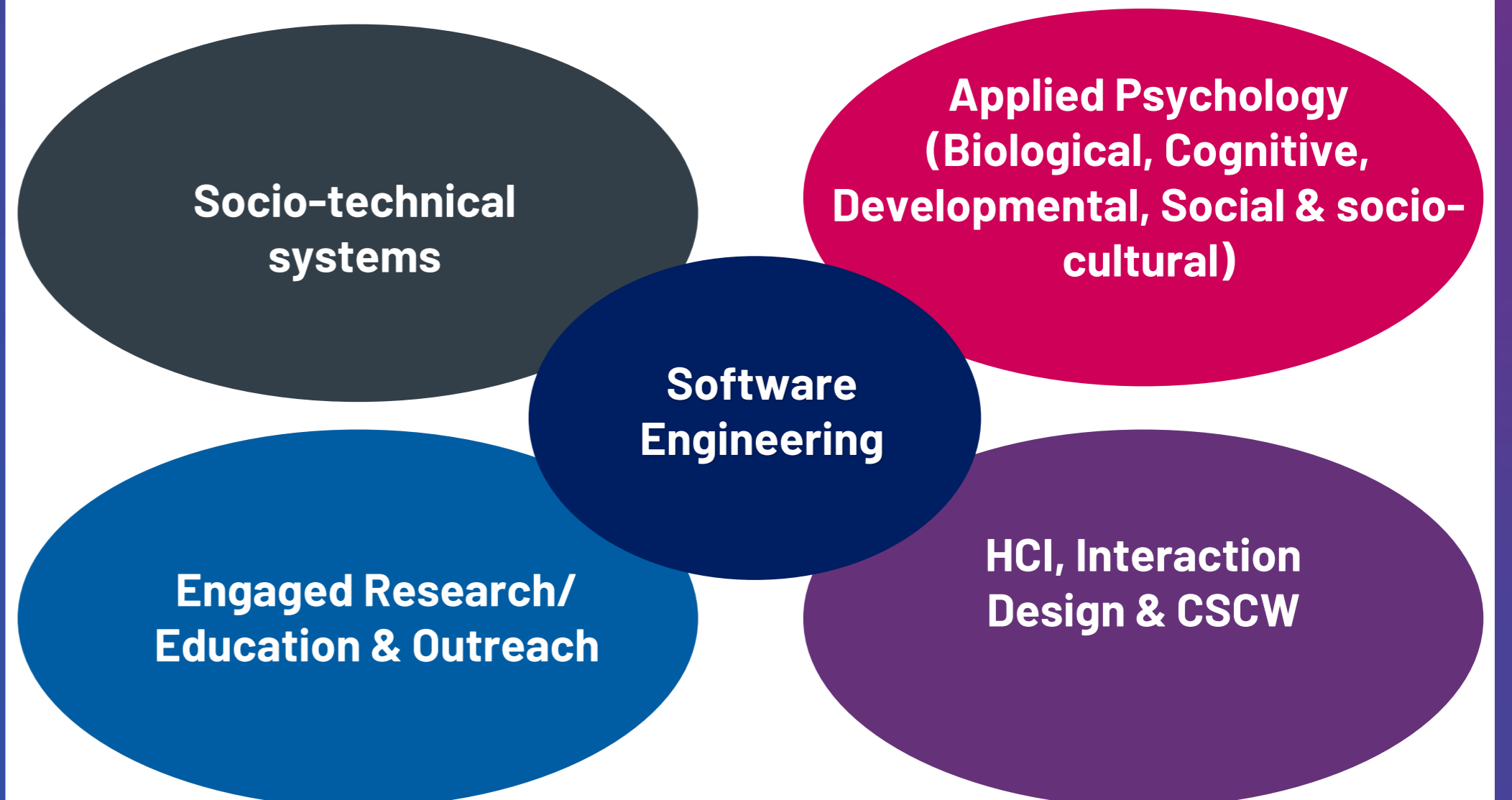
aims to integrate care ethics and feminist principles into the design of online digital spaces to enhance safety and facilitate meaningful sharing experiences.

Digital Responsibility

emphasizes reflexive practices and values, with a dedicated focus on representing and enriching lived experiences supported by software, while transcending its limitations.

4 OUR TEAM

Working across disciplines



HOST INSTITUTION



PARTNER INSTITUTIONS



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