**MOTIVATION:**

- **Software shapes lives** across domains such as health, finance, civil and social interactions.
- Unfortunately, **public trust** in software has been eroded by evidence of corporations prioritizing profits over the common good.
- **Sociotechnical systems** subtly shape our (sense of) security, trust, and comfort in decision-making and actions.
- This research’s **experience-centred design** approach prioritizes representing & enhancing **lived experiences**, with software serving as a support rather than a constraint.

**RESEARCH CHALLENGES:**

- To develop understanding(s) of **Reflexively Responsible Software Engineering**.
- To understand Responsible Software Engineering as an **embedded socio-technical practice**.
- To derive, develop & evaluate tools & practices for **experiential practice-based** understanding of Responsible Software Engineering.
- To specify the **education needed for citizens** to be able to act knowledgeably in the modern IT society.

**WORK IN PROGRESS:**

**Conceptual Work**

- We’ve coined “Infrastructural Injustice” for RSE, inspired by Susan Leigh Star & Iris Marion Young’s work.
- Infrastructural Injustice arises from diverse actors pursuing their specific interests often within accepted norms (Young, 2011, p. 54).

**Empirical Work to assess the validity of Infrastructural Justice as a perspective**

- Survey research with public & software engineers.
- Semi-structured interviews with software engineers.
- Forum & Image Theatre as a form of Education & Public Engagement.

**Applications of Infrastructural Justice Work**

- Creative workshops with public & software engineers.
- Ethnographic study of RSE practices in software industry and research.
- Development of a tool-kit to support RSE.
- Design Challenge Workshops.
- Forum Theatre for public engagement & requirements engineering.

**PERSPECTIVES AND METHODS:**

**An Interdisciplinary experience-centred design approach**

Our team comprises researchers from diverse disciplines.

**Our Methods include (but are not limited to):**

- Surveys with Public & Software Engineers.
- Semi-structured interviews.
- Ethnography of real-world socio-technical practices.
- Creative Dissemination as Education and Public Engagement.

**TAKE-AWAYS:**

- **Feeling infrastructurally powerless** can impact public actions to address ethical concerns.
- Finding **infrastructural means to support ethical action** is important.
- Making the visible the invisible concerns that people have, and how to address them can be achieved using Forum Theatre.

**Applications of Infrastructural Justice Work**

- Freelance security developers practices around security are impacted by freelance developer platforms, indicating the importance of infrastructural practices for cybersecurity.

**Figure 1 & 2:** Graphic harvest of Forum Theatre by MTU’s Creativity & Change, & Forum Theatre exploring Algorithmic Justice.

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