In our paper, we present **aicracy**, a critical design project that portrays a society ruled by an artificial intelligence.

Five hypothetical objects from this society are presented: a bracelet that gives citizens feedback about their deeds, a patch that releases dopamine into its wearer’s blood, an office chair that collapses when its user is unproductive, a shopping basket that displays different prices for different users, depending on how much they contribute to society, and a marble-based voting machine.

Scan this QR code to watch the accompanying silent movie (6:30min).