

The [Chair of Business Ethics](#) and the [Institute for Ethics in Artificial Intelligence](#) (Prof. Dr. Christoph Lütge) offers **project studies/work, interdisciplinary projects (IDPs)** in the following areas:

## Research-based Theater & AI ethics

### Background.

With the rise and public accessibility of AI-enabled decision-support systems, individuals outsource increasingly more of their decisions, even those that carry ethical dimensions. Given this trend and the fundamental role of ethical decision-making in shaping morale, scholars have underscored the potential issues of blindly trusting these systems, prompting calls for inquiries into the **effects of pertinent AI systems on human ethical decision-making** and subsequent societal outcomes.

To better understand and proactively shape how AI systems affect ethical decision-making, it is crucial to involve affected stakeholders in pertinent scientific inquiry and technological development. Opening up **scientific debates beyond academic silos requires innovative methods and creating spaces for collaboration** between civil society and scientists. In this endeavor, arts – an important reference for social knowledge and inclusion – can become a key enabler to facilitate human-centric, participatory discussions around AI design.

### Who we are: The MoralPLai project & team.

**MoralPLai** aims to develop and implement a creative approach to conducting, educating, and communicating AI ethics research through the lens of the arts. The core idea revolves around conducting investigations on the impact of AI systems on human ethical decision-making and **translating the scientific findings into a theater script and a theatrical performance** (scheduled to take place in Munich in the spring of 2025).

MoralPLai is hosted at the Institute for Ethics in AI and brings together top universities from Europe and the US (e.g., metaLAB (at) Harvard, University of Notre Dame) and professionals with expertise in technical, philosophical, communication, and artistic fields.

More information on the MoralPLai project can be found here:

<https://www.ieai.sot.tum.de/research/moralplai/>

### Goal & tasks.

During the project work, the students will **assist and become part of the MoralPLai project**. Possible tasks include:

- Qualitative research: Conducting and analyzing semi-structured interviews
- Quantitative research: Setting up user experiments
- Online presence & science communication: Helping with the design of graphics, editing videos, building the webpage, and social media content
- Event planning, dissemination & promotion activities: Supporting the preparation and organization of panel talks and the theater performance

### Student Profile.

- Bachelor or Master level
- Any disciplines and departments/schools (Please verify with your school if they permit supervision by us/TUM SOT)
- Proficiency in English
- Skills and/or strong interest in any of the following fields: artificial intelligence, ChatGPT, AI ethics, moral psychology, qualitative or quantitative research, arts and theater, graphic design, video editing, web development, science communication

## Why join us?

- Gain practical experience in a real-world, innovative research project
- Be member of a research project that brings together interdisciplinary and international experts from TUM, the University of Notre Dame and metaLAB (at) Harvard
- Access teaching material on: the basics of moral psychology, ethics and their relation to AI, qualitative research methods, and innovative science communication techniques, particularly research-based theater

## Details.

Supervisor: Franziska Poszler  
Starting date: earliest: September 2024; latest: January 2025  
Time commitment: flexible: Full-time or part-time

## How to apply.

If you are interested, please send your CV and one-page letter of motivation to Franziska Poszler ([franziska.poszler@tum.de](mailto:franziska.poszler@tum.de)) as soon as possible. Short interviews will be conducted on a rolling basis, starting in July.

We are looking forward to your application!