Jokaisenoikeudet in the Age of Artificial Intelligence: Participatory Co-Design and Solarpunk Narratives in HCI

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Abstract

Jokaisenoikeudet—meaning "every person's right" in Finnish—refers to the ancient right of public access to natural spaces enshrined in law across Nordic and Baltic countries. This workshop draws on *Jokaisenoikeudet* as a conceptual lens to reimagine the relationships between humans, nature, and technology in the context of AI design. Specifically, we engage with questions of sustainable AI deployment in natural environments, citizen ownership of and access to AI systems, and the transparency and governance of data collected in these contexts. The workshop is grounded in a transdisciplinary collaboration between Arizona State University, Tampere University, and the University of Helsinki, centered on the participatory design of a modular EdgeAI device for natural environments—and, crucially, on the collective curation of the datasets that will shape it. Participants will engage in a structured series of gamified co-design activities—including future scenarios, narratives, and storyboards—to interrogate these questions and produce speculative design artefacts. To orient this inquiry toward constructive futures, the workshop draws on *Solarpunk*: a literary, artistic, and social movement envisioning worlds in which humanity, technology, and nature coexist in harmony. Positioned at the intersection of speculative and participatory design, ecological thinking, and HCI research, this workshop contributes to a growing discourse on the social and environmental responsibilities of AI design—and invites the NordiCHI community to help shape it.

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CCS Concepts

• **Human-centered computing** → **Interactive systems and tools**; **Participatory design**; **Scenario-based design**; • **Computing methodologies** → **Artificial intelligence**.

Keywords

Biodesign, Speculative Design, Solarpunk, EdgeAI, Human-AI Interaction, AI Systems, Game Design, Citizen Ownership, Data Governance, Philosophy of Technology

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1 Introduction

Artificial Intelligence and Machine Learning have been the subject of scholarly inquiry for over seven decades [7, 9], their development characterized by alternating cycles of widespread enthusiasm and complete disenfranchisement. The 2020s represent a moment of unprecedented hype, inflated by overwhelming mediatic coverage that has rendered AI a cultural phenomenon—ubiquitous, contested, and poorly understood. This has caused widespread misconceptions and misinformation across academia and the general public. Everyone has become subject to conflicting, often market-driven corporate narratives that subordinate ethical, social, and ecological considerations to commercial imperatives—narratives largely decoupled from the intellectual traditions of philosophy of technology [5, 14], which have long interrogated the relationships between technical systems and the world they shape. The result is a public discourse that oscillates between uncritical techno-optimism and reactive technophobia, with little space for more deliberate, nuanced, or participatory engagement. Polarization around AI has been further aggravated by a persistent representational bias

in how technosocial futures are imagined and portrayed. Across mainstream media, literary culture, and popular entertainment, the relationship between technology and nature is overwhelmingly rendered as adversarial: extractive, invasive, corruptive, antithetical, and irreconcilable. Visions in which technology and nature coexist in harmony and synergy remain marginal, underrepresented, and urgently needed. The organizing team—an international and transdisciplinary group of scholars with expertise spanning Artificial Intelligence, Human-Computer Interaction, Game Design, Media, Arts, Engineering, Law, and Ecology—convenes at NordiCHI 2026 to contribute alternative paradigms of human-computer interaction through radically new narratives driven by hope for positive futures. We ask what it would mean to reimagine futures where technology is designed in harmony with nature: transparent, accessible, community-governed, and ecologically accountable. To orient this inquiry, the workshop draws on *Jokaisenoikeudet* [6, 10] and *Solarpunk* [1–3] as complementary interpretative frameworks: the former extending as a lens for citizen access to and ownership of AI systems in shared natural spaces; the latter as a generative vocabulary for the sustainable, community-driven futures we are working toward. Alternating short keynotes with gamified co-design activities, this workshop offers a structured platform at the intersection of speculative and participatory design to explore these questions together, envision positive scenarios, and produce a roadmap to a collectively imagined future. Embedded in an ongoing collaboration between Arizona State University, Tampere University, and the University of Helsinki, it invites the broader NordiCHI community to help shape its direction.

2 Organizers

Alan Aronica is a Doctoral Researcher in Media Arts and Sciences at Arizona State University, and a Visiting Researcher at Tampere University. His doctoral work explores the convergence of 3D Computer Graphics, Artificial Intelligence, and Human-Computer Interaction to develop alternative paradigms of technological innovation.

Jamie Harper, PhD, is a Postdoctoral Researcher in Performance and Game Studies at Tampere University. His work has been presented in London theatres including Camden People's Theatre and The Yard, and fine art contexts such as Serpentine Galleries and the Baltic Centre for Contemporary Art in Newcastle.

Olli Honkkila is the Honorary Consul of Finland to Arizona and New Mexico, and Data Governance and Administration Manager at Arizona State University. He holds law degrees from the University of Helsinki, Finland, and the University of Leicester, UK.

Ed Finn, PhD, is the Founding Director of the Center for Science and the Imagination and Associate Professor in the School for the Future of Innovation in Society and The GAME School at Arizona State University. His work explores climate futures, cultural framings of computation, and intersections such as Solarpunk in books including *What Algorithms Want, The Weight of Light, and Climate Imagination.*

Becky Ball, PhD, is a Professor of Ecology at Arizona State University, and the Lead PI and Director of the Central Arizona-Phoenix Long Term Ecological Research. Her research focuses on soil biodiversity and biogeochemistry in extreme ecosystems, including the Arctic and Sonoran ecosystems.

Anu Ruohomäki is the Research Coordinator at the University of Helsinki's Kilpisjärvi Biological Station. Her work focuses on the development and coordination of research and teaching activities. She works closely with researchers, educators, and partners to support high-quality research in Kilpisjärvi.

Elina Ollila, PhD, is the Deputy Director of the Endless Games and Learning Lab and Professor of Practice at Arizona State University. She leads initiatives that connect academia and industry. Over her career, she has held leadership roles at global companies such as Nokia, Daybreak Games, and Live Current Media.

Pavan Turaga, PhD, is the Founding Director of The GAME School at Arizona State University with a joint appointment in Electrical, Computer, and Energy Engineering. In this role they oversee a transdisciplinary group of faculty and degree programs, spanning gaming, interactive, immersive, and AI-enabled media creation.

3 Workshop Plan

3.1 Call for Participation

All workshop communications will be shared through the workshop website[1], which will host a detailed call for position papers, a background on the ongoing research, and the workshop's planned activities. We invite researchers, designers, practitioners, and advocates whose work intersects with any of the workshop's themes: human-AI interaction, data governance, AI ethics, ecology, speculative design, games research, environmental humanities, law, and community organizing. Contributions need not be technical; perspectives from indigenous knowledge, industry, and creative practice are equally welcome.

3.2 Planned Activities

The workshop follows a full-day format, modeled on successful HCI workshops previously attended by the first author [4, 12, 13], alternating keynote presentations with hands-on gamified activities. We aim for 18–24 participants.

SESSION 1 | Jokaisenoikeudet and Solarpunk

- *Aronica & Harper* (40m): Introduction to the workshop and the ongoing ASU–Tampere collaboration, presentation of previous workshop activities conducted in Kauppi Forest, near Tampere, prior to NordiCHI.
- *Honkkila & Finn* (40m): The legal and cultural spirit of *Jokaisenoikeudet*, and the *Solarpunk* movement as a generative framework for positive futures, and the stakes of the workshop's central questions.

(Coffee Break 30m)

SESSION 2 | Ecology and Interdisciplinary Collaboration

- *Scenario Building Activity* (40m): Gamified activity, using a deck of prompt cards: participants generate ideas for *Solarpunk* futures, surfacing shared values and design aspirations.
- *Ball & Ruohomäki* (40m): Perspectives on Arctic and Sonoran Ecosystems [8, 11], including examples of interdisciplinary creative-scientific collaboration.

[1] **Workshop Website:** https://nordichi-solarpunk.pages.dev
An archival copy will be maintained on alanaronica.com

SESSION 3 | Designing Positive Futures

- *Journaling & Storyboard Design* (30m): Gamified activity, using a deck of prompt cards: participants select one scenario to be further developed through visual or written storyboards, translating values and aspirations into a concrete speculative design artefact and framing its design challenges.

(Lunch Break 60m)

SESSION 4 | HCI, Play, and Nature

- *Turaga & Ollila* (40m): How AI Engineering and Games Research can converge to advance positive futures at the intersection of HCI, Play, and Nature.
- *Open Forum* — Group Work (40m): Participants divide into three groups. Using a deck of prompt cards, each group will distill one collectively imagined future and reflections for a roadmap toward it, preparing for a 10-minute presentation.

(Coffee Break 30m)

SESSION 5 | Solarpunk Roadmaps

- *Open Forum* — Presentations (60m): Each group presents (10m) followed by structured peer response (10m).
- *Closing Remarks & Future Work* (15m): Organizers synthesize across groups, identifying convergences and tensions that will inform the research roadmap.

(Participants Feedback Collection 15m)

4 Workshop Requirements

The workshop will be held on-site, requiring only what is already available in the standard presentation facilities. Prompt card decks, journaling materials, and storyboard templates will be prepared and provided by the organizers.

5 Workshop Outcomes

The workshop will produce three categories of outcomes:

(1) Participants will co-author speculative interaction design artefacts, such as future scenarios, narratives, and storyboards, that will be compiled and shared publicly through the workshop website. These will directly inform the ongoing research project, particularly in defining community governance and design criteria for future work.
(2) The workshop is designed to yield a collectively authored research roadmap: a structured document of agreed-upon objectives, open questions, and partnership directions that will guide the future development of this ongoing project beyond NordiCHI.
(3) By convening the full organizing team alongside a diverse cohort of participants, the workshop consolidates an international collaboration spanning three institutions and serves as a concrete stepping stone toward joint grant applications and HCI research publications.

All outputs will be made open-access, in keeping with the spirit of *Jokaisenoikeudet*.

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