

ARTIFICIAL STUPIDITY AND MACHINE UNLEARNING



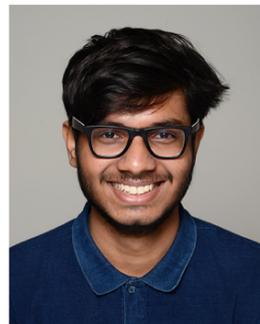
INSTRUCTOR

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CO-INSTRUCTOR

YATHARTH

Yatharth works at the intersection of inclusion, technology, design. He uses a range of creative technology - Creative Technology Physical Interfaces/ Machine Learning/ Generative Design/ Augmented Reality/ Code Poetry/ Photogrammetry Processing/P5/JS/Python/ML5Js/RunwayApp OpenFrameworks/C++/C#/Arduino/Raspberry Pi/ Touch Designer/Wekinator

<http://strangerobot.design>

OVERVIEW

The workshop investigates the possibilities and limitations of the recent technological developments in the field of Artificial Intelligence (AI), Machine Learning (ML) and computer vision from a creative, conceptual and critical perspective. In a set of practical hands-on software trainings the participants will be introduced to the fundamental concepts of AI/ML/computer vision tools and encouraged to apply this knowledge in their own individual design projects. Next to a playful exploration of the new, emerging digital aesthetics coming from these technologies a special attention will be given to the discussion on the socio-political, environmental and ethical implications of AI/ML.

OBJECTIVE

The objective of the workshop is to expose the participants of the workshop to the technical inner-workings of AI/ML/computer vision technologies and to stimulate development of critical (hence the ironic, humoristic title of the workshop) and conceptual projects based on these solutions.

METHODOLOGY

From Artificial to Artistic... ? From Intelligence to Stupidity?... From Learning to Unlearning... ?? In the context of raising concerns regarding unjustified big data collection and manipulation online (tracking, behavioural profiling, filter bubbles, etc), often based on biased AI/ML solutions, as well as the omni-presence of speech recognition and computer vision systems in physical public and private spaces trained on these very technologies, there is an urgency for artists and designers to understand the inner-workings of neural networks and deep learning, both theoretically as technically, in practice. However, next to a critical investigation into the digital tools of the, so-called, "surveillance capitalism", we propose also a lighter, optimistic reflection on the discussed technologies with a sense of tongue-in-cheek humour and irony commenting on AI as a form of Artistic Intelligence (so a conceptual, (semi)autonomous, artistic use of AI) or an "advanced" technology of Artificial Stupidity (which paradoxically can be more interesting in a creative context by exploring irrationality over rationality, non-sense over logic etc). At the same time in response to conventional Machine Learning a process of Machine Unlearning can be introduced: an attempt to identify and "correct" things that usually go wrong in common applications of deep learning (or rather than "shallow learning"?) in neural networks today, with a goal to establish new (better) ethical practices around big data. That all, in result can be an important stepping stone in the development of a more "humane" technology of AI/ML, placing the contemporary conceptual and critical artist and designer in the front line of a new movement.

KEYWORDS

AI, Speculative Design, Machine (un)Learning, Ethics

ONLINE
APRIL 5-16 2021
openelective.nid.edu