

Project Title / Artist(s):

AiHi Marcelo von Schwartz

## Ideas and Concepts Workshop "Emotional Transitions"

November 17 - 19, 2017



A game about **Intelligent Manipulation** and Intelligent Disobedience

## WHAT

A 1-day massive event/game to setup in different metropolis around the world.

### WHY

A global need to develop a critical thinking about the technology that is surrounding us in our everyday life.

# WHEN

Now **Evening time** 

# WHERE

**U** shape contained public space

## HOW

A game proposed and ruled by an Al creature. Based in "Divide and conquer" strategy, will try to manipulate the audience provoking the desobedience as a way of resistance.

We need -as citizens- to start questioning all the automated devices that surround us. We need to start having a critical thinking about it. We should start thinking about Intelligent Disobedience if needed.

Motivation:

### Artistic Idea

What is original / innovative?

Creation of a Micro-Cosmos with a Al creature who interacts -playingwith the audience.

A moment to play and think about the power relations between Al devices and real people, at an individual and colective levels.

A way to trigger Urban Critical Thinking and Intelligent Disobedience. A game about manipulation. "Divide and conquer" and people response.

#### Context

Relevance for the social and urban context of Bangkok (and global relations)

Our everyday life is already affected by a series of very primitive computerized-automated devices. This is becoming more and more sophisticated every day. Soon will arrive a moment all our everyday life will be controlled by different Al operated devices. This is happening today In Bangkok but also in every metropolis around the world.

### Community

How does the artwork provide audience with access and participation and facilitate intermediation of shared experiences?

Transversality: t's open to all ages, genders and social/cultural levels. To create interaction through basic games easy to understand and follow. Aimed to provoke an active "playful" participation sharing the manipulation...and sharing the reaction.

### Technology

Technological feasibility and realisation

#### Process /Tech needs:

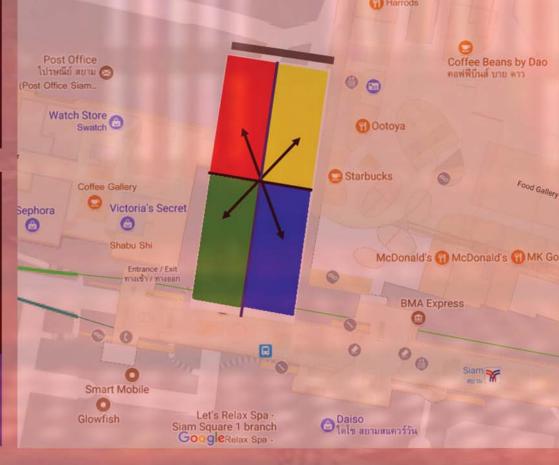
- 1.Big screen+Speakers as AiHi introduction, instructions and interaction.
- 2.Access/registration to ad-hoc website through people mobile phones.
- 3.Interaction AiHi-People in 2 ways through "Al game" software from website.
- 4. Games playing physically and by phone combined. People manipulation by AiHi.
- 5. End of game by Intelligent desobediance act from the assitants or by AiHi.













"เครื่องมือนี้มันบ้าคลั่ง" เราควรหยุดมันตอนนี้ **ก่อนทีเราจะทำร้ายกันเอง** @aom

















