



URBAN MEDIA ART ACADEMY

Ideas and Concepts Workshop
"Emotional Transitions"
November 17 - 19, 2017

Project Title / Artist(s): **AiHi**
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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 AI creature. Based in "Divide and conquer" strategy, will try to manipulate the audience provoking the disobedience 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 AI creature who interacts -playing- with the audience.
A moment to play and think about the power relations between AI devices and real people, at an individual and collective 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 AI 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 "AI game" software from website.
4. Games playing physically and by phone combined. People manipulation by AiHi.
5. End of game by Intelligent disobedience act from the assistants or by AiHi.



"เครื่องมือนี้มันบ้าคลั่ง" เราควรหยุดมันตอนนี้ ก่อนที่เราจะทำร้ายตัวเอง @kim

"เครื่องมือนี้มันบ้าคลั่ง" เราควรหยุดมันตอนนี้ ก่อนที่เราจะทำร้ายตัวเอง @aom

