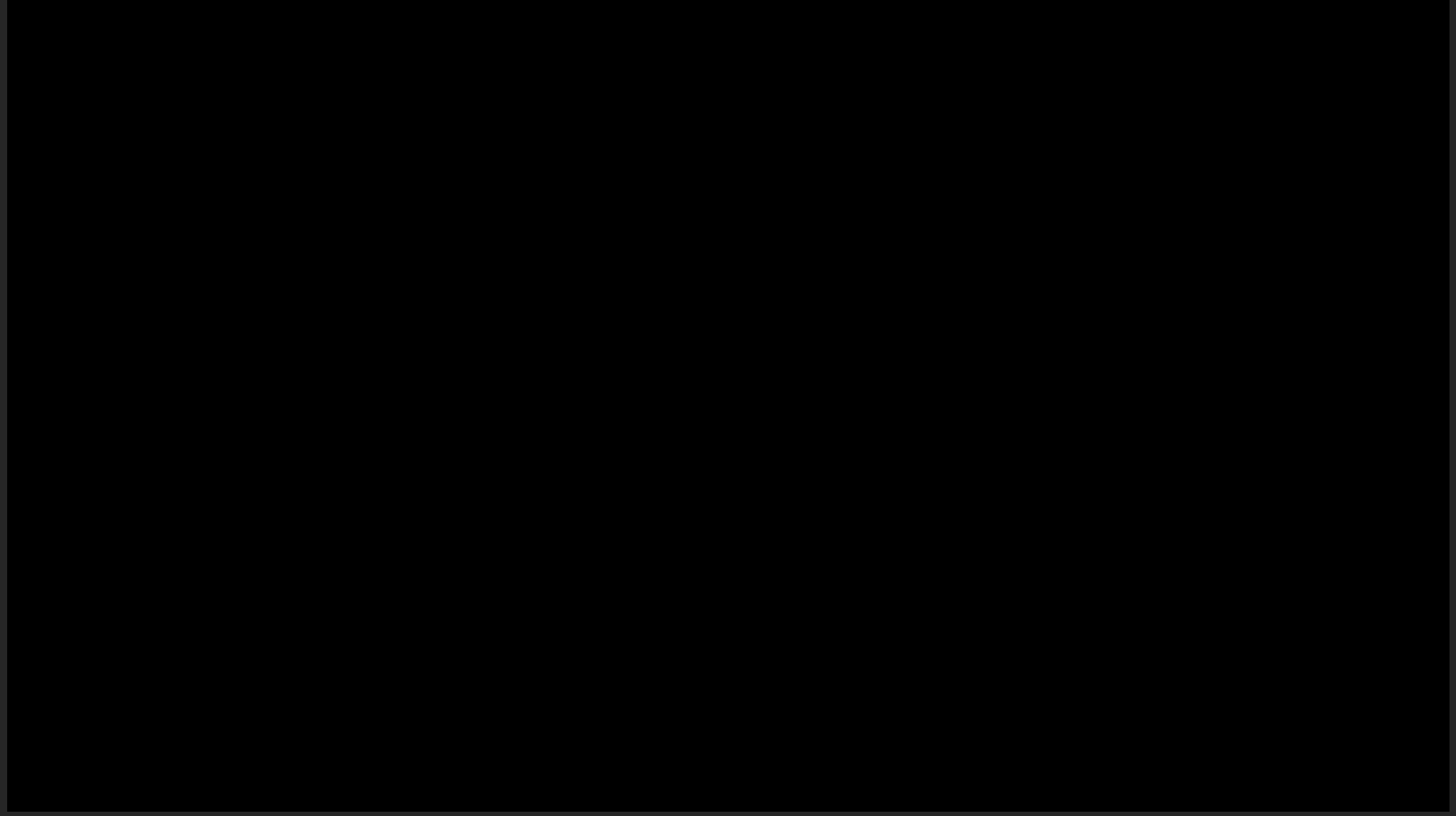
Interactive Media Art

Machine ↔ Machine

MEANINGFUL AND ENGAGING EXCHANGE BETWEEN MACHINES

Jonathan Schipper - 2008 - Slow Inevitable Death of American Muscle

Infinitesimally (imperceptibly) slow raw physical interaciton.



Cod.Act - 2009 - Cycloid-E

Complex sonic and kinetic interaciton between the 5 components.

Ken Feingold - 2001 - If, Then

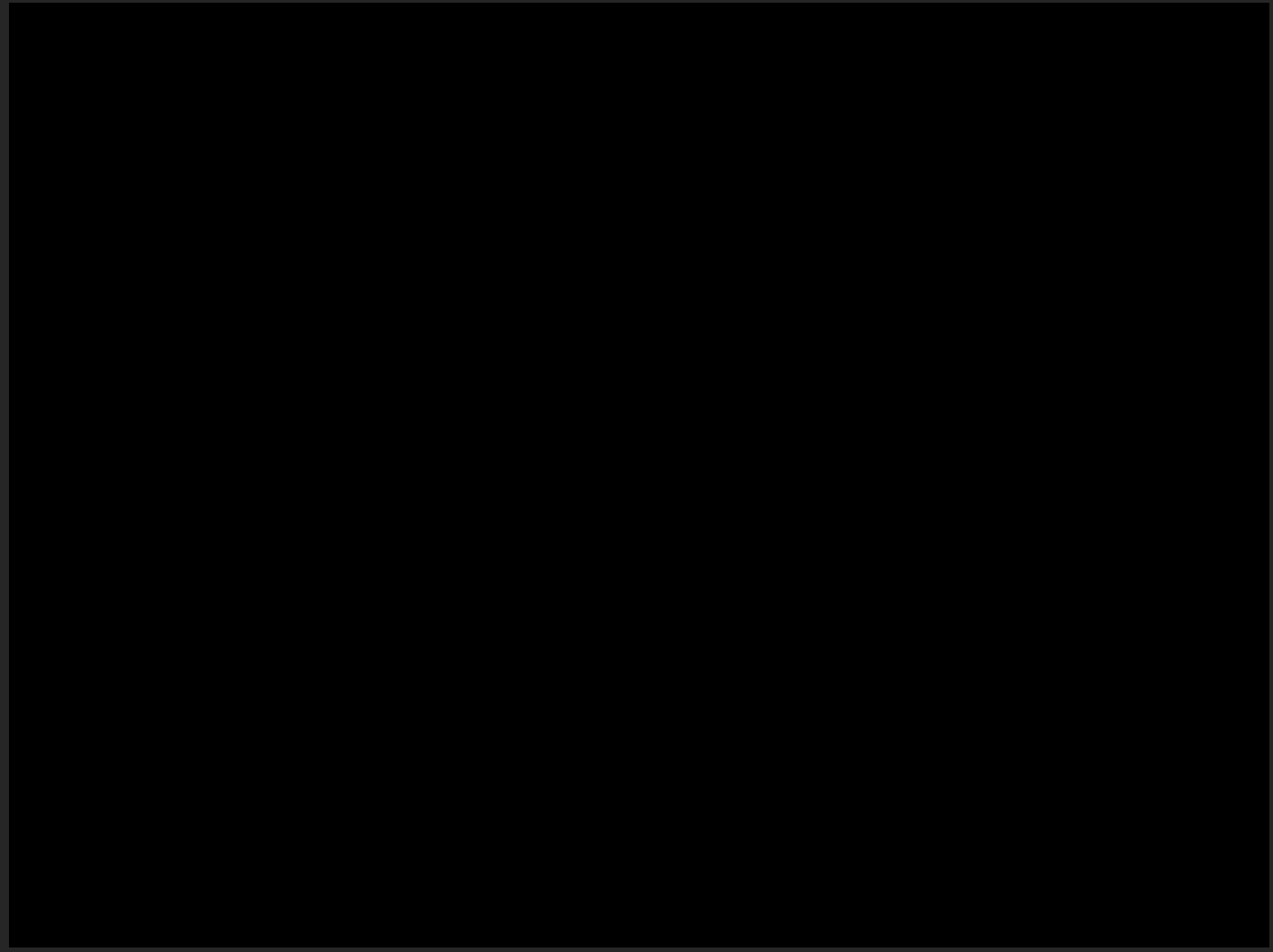
Two speech synthesis and speech recognition enabled systems interact.

M↔M INTERACTION

MATCHING, LINKING, EXCHANGE

Rafael Lozano-Hemmer - 2014 - Nineteen Eighty-Four

Constructs digits 1, 9, 8, 4 using recognized images from Google Street View.



Julius von Bismarck & Benjamin Maus - 2008 - Perpetual Storytelling Apparatus

X/Y plotter connects pattent illustrations by matching references

from current gov. database of 7.5 million since 1790.

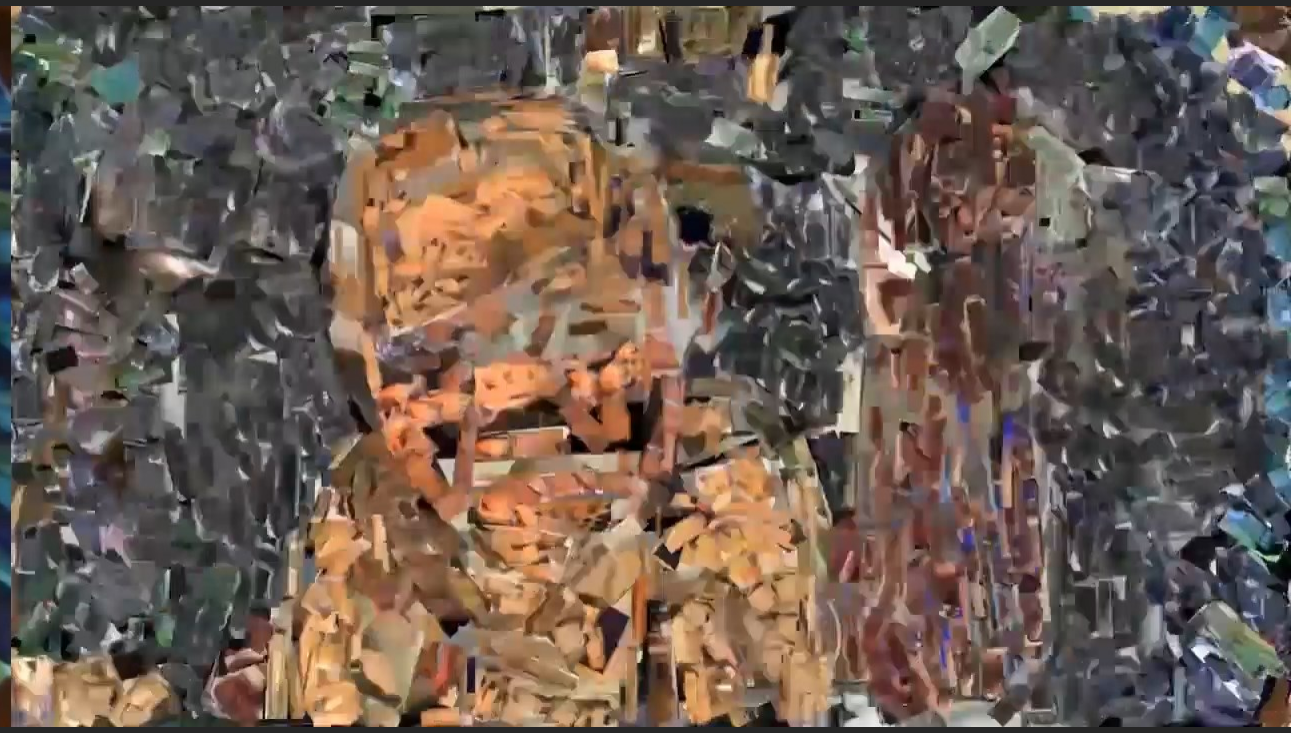
Luke DuBois - 2012 - Acceptance

Semantic analysis mutually synchs words/phrases in real time.

Nomination speeches Obama/Romney (70-80% identical, distributed differently).

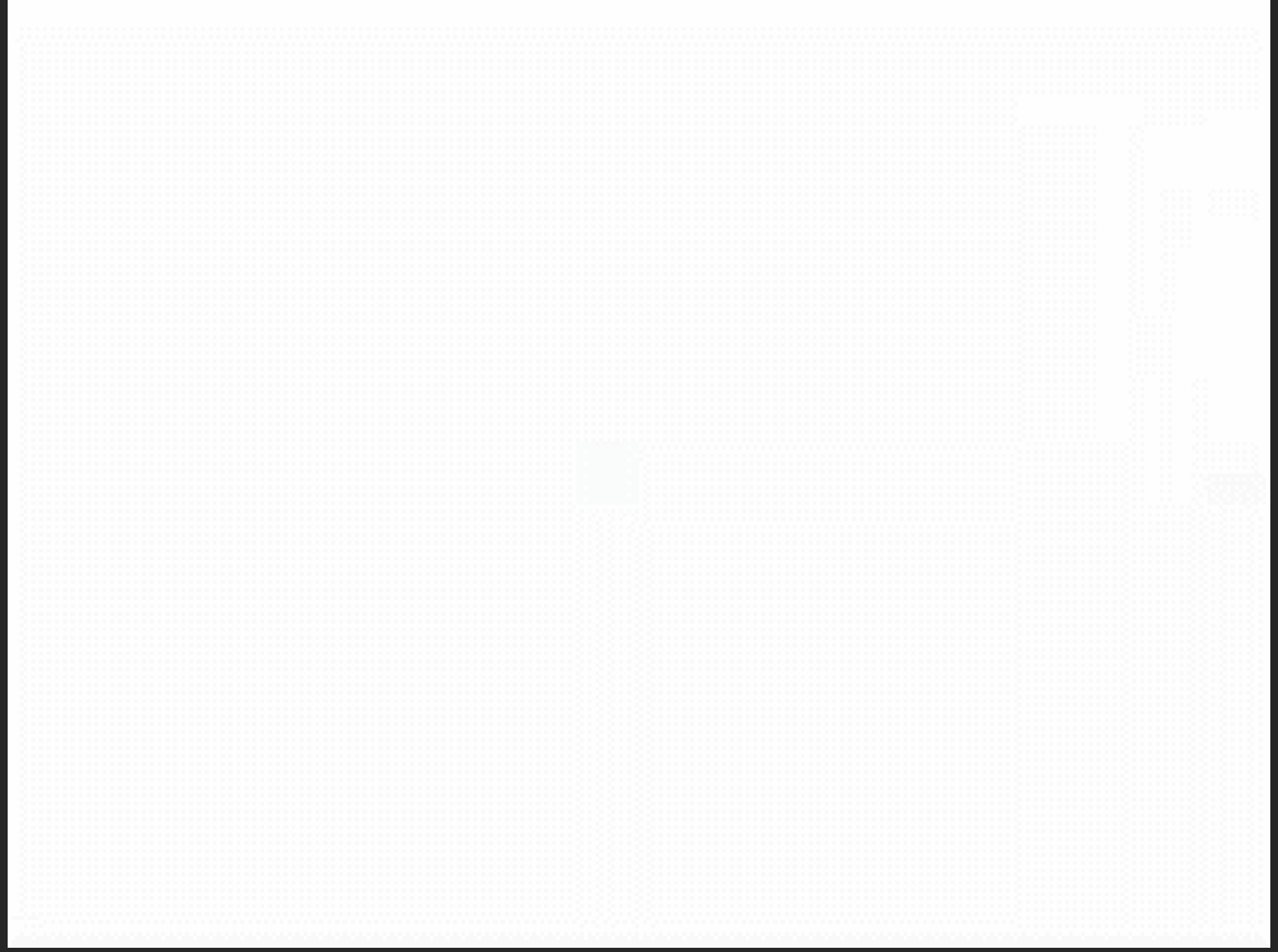
Original

Smash Up



Parag Kumar Mital - 2012 - YouTube Smash Up

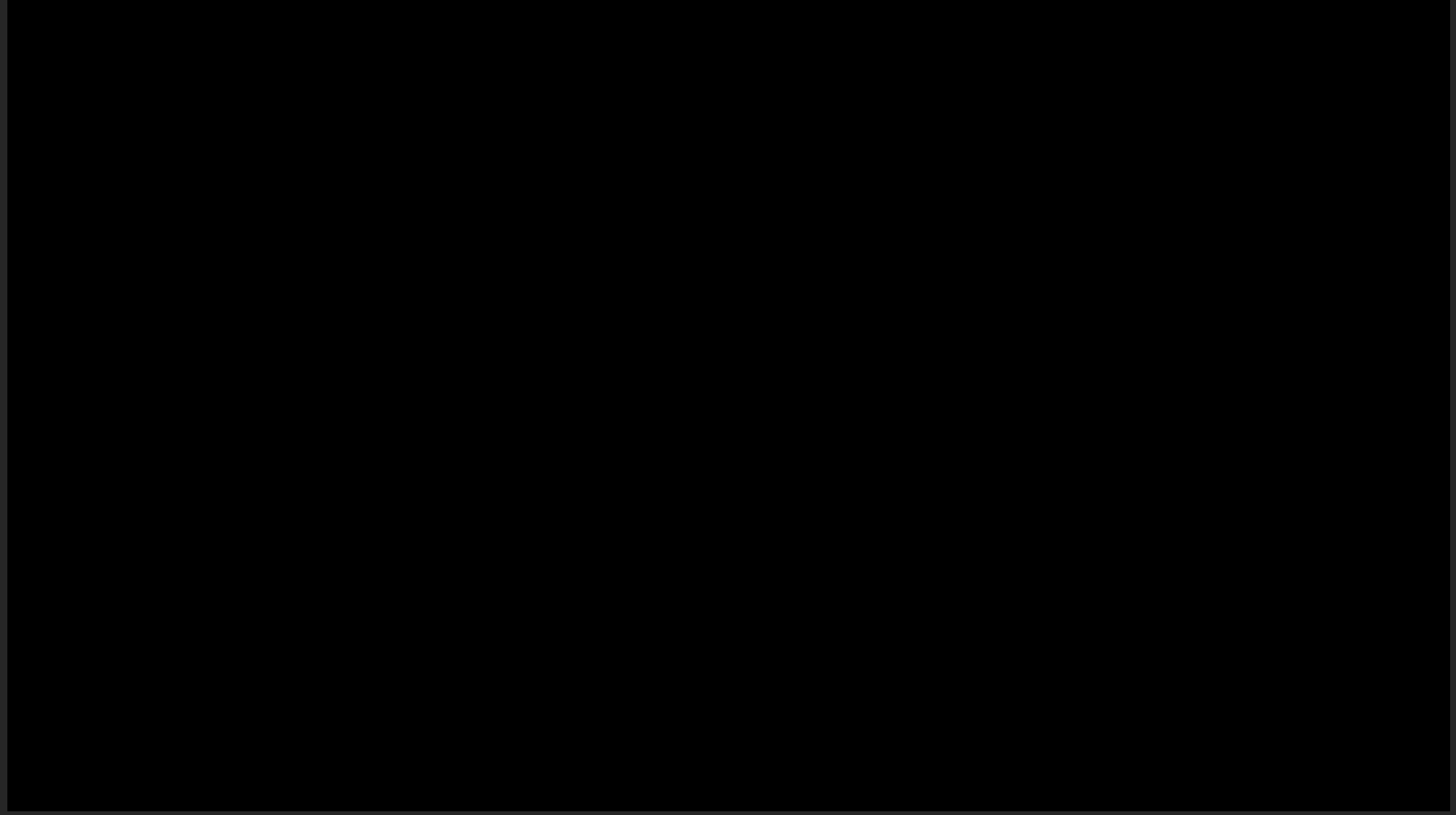
AI Resynthesizes #1 Top Ten YouTube video with A/V fragments from remaining 9 videos.



Sven König - 2006 - sCrAmBlEdHaCkZ!

Sound-driven generative AV supercut. Pre AI, no training.

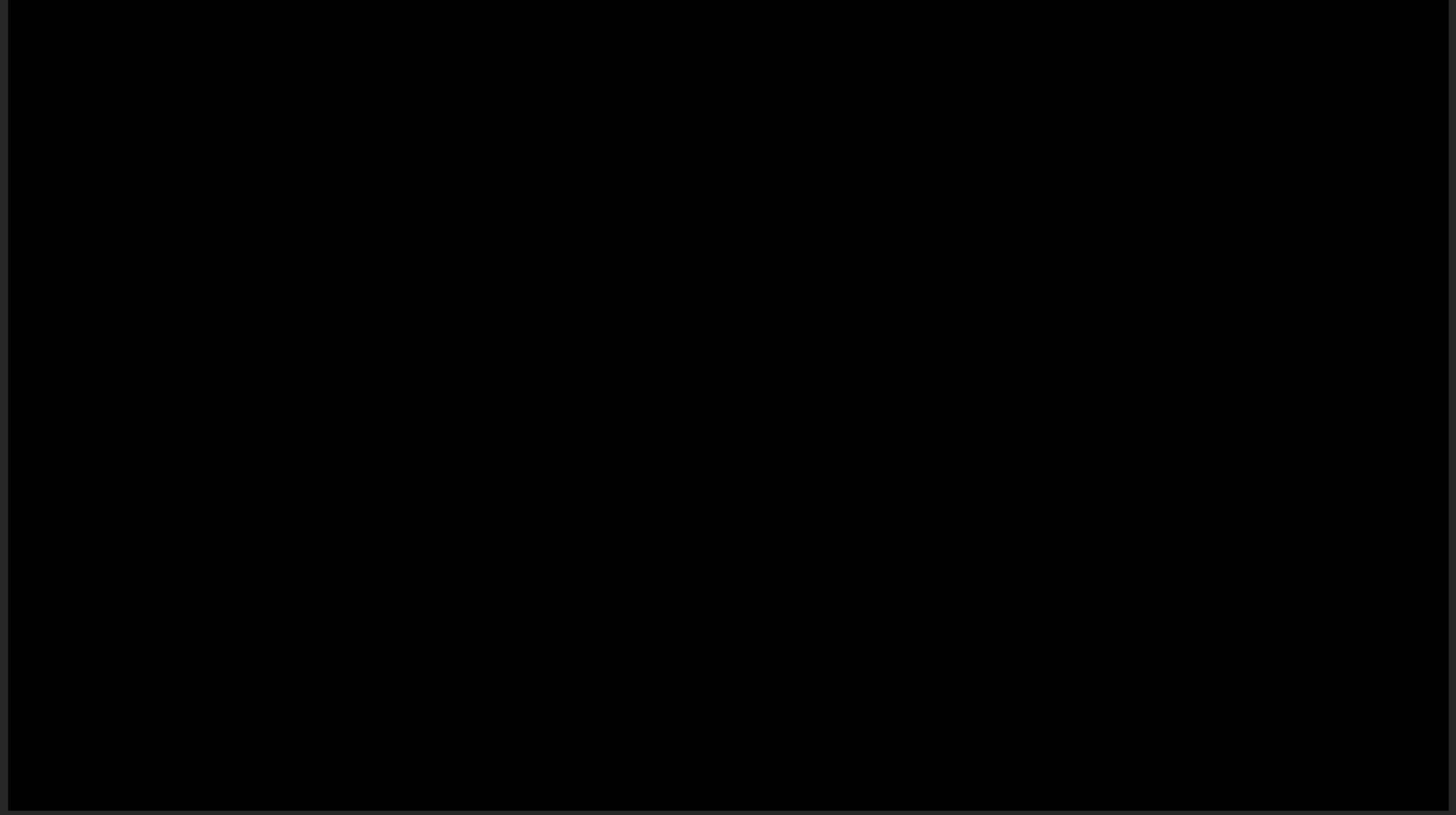
Superior sound reconstruction.



Annie Dorsen - 2013 - Hello Hi There

Two SR/SS enabled chatbots exchange

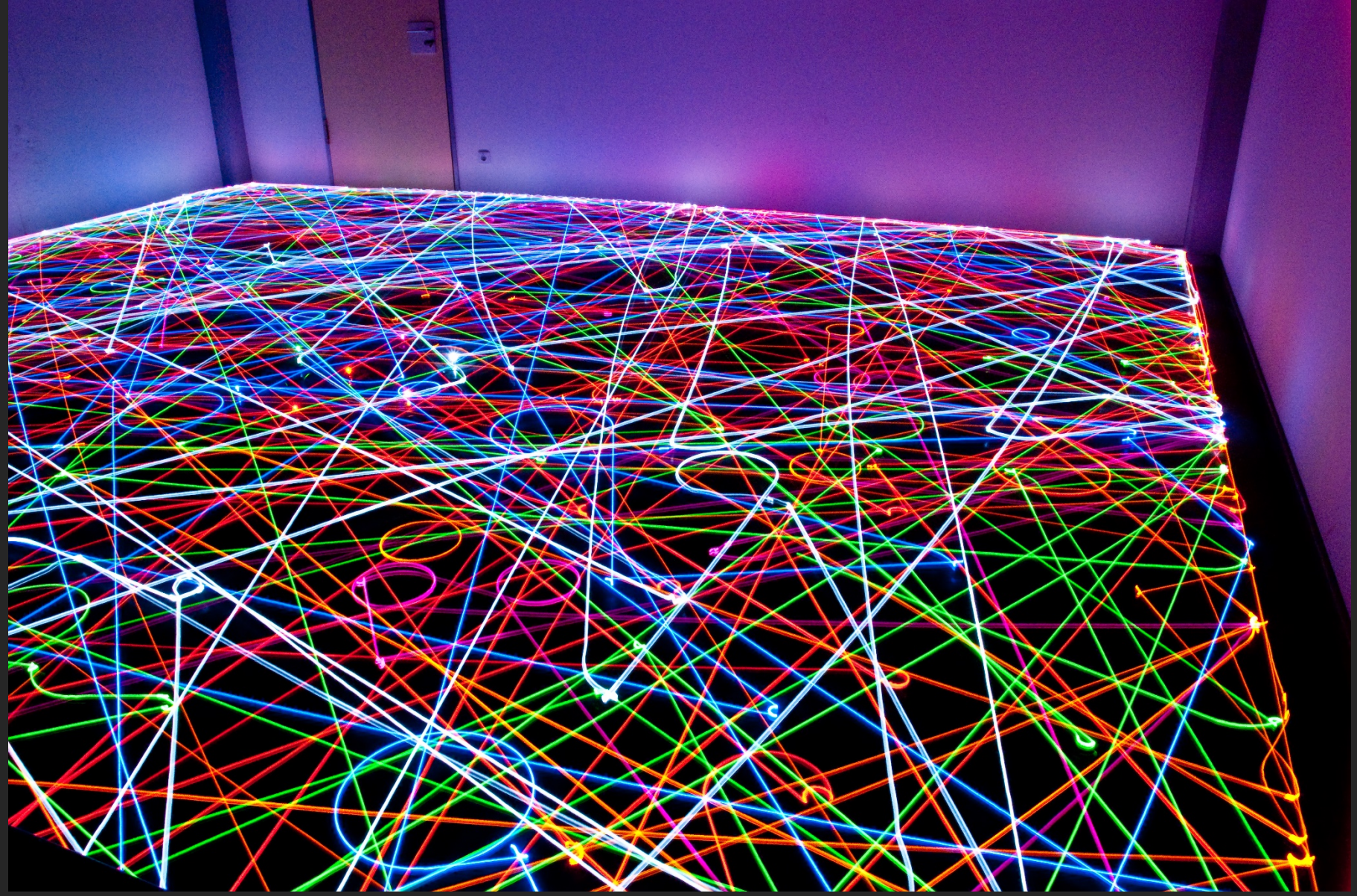
using Chomsky-Foucault TV dialogue lines to start each session.



Jonas Eltes (Fabrica) - 2017 - Lost in Computation

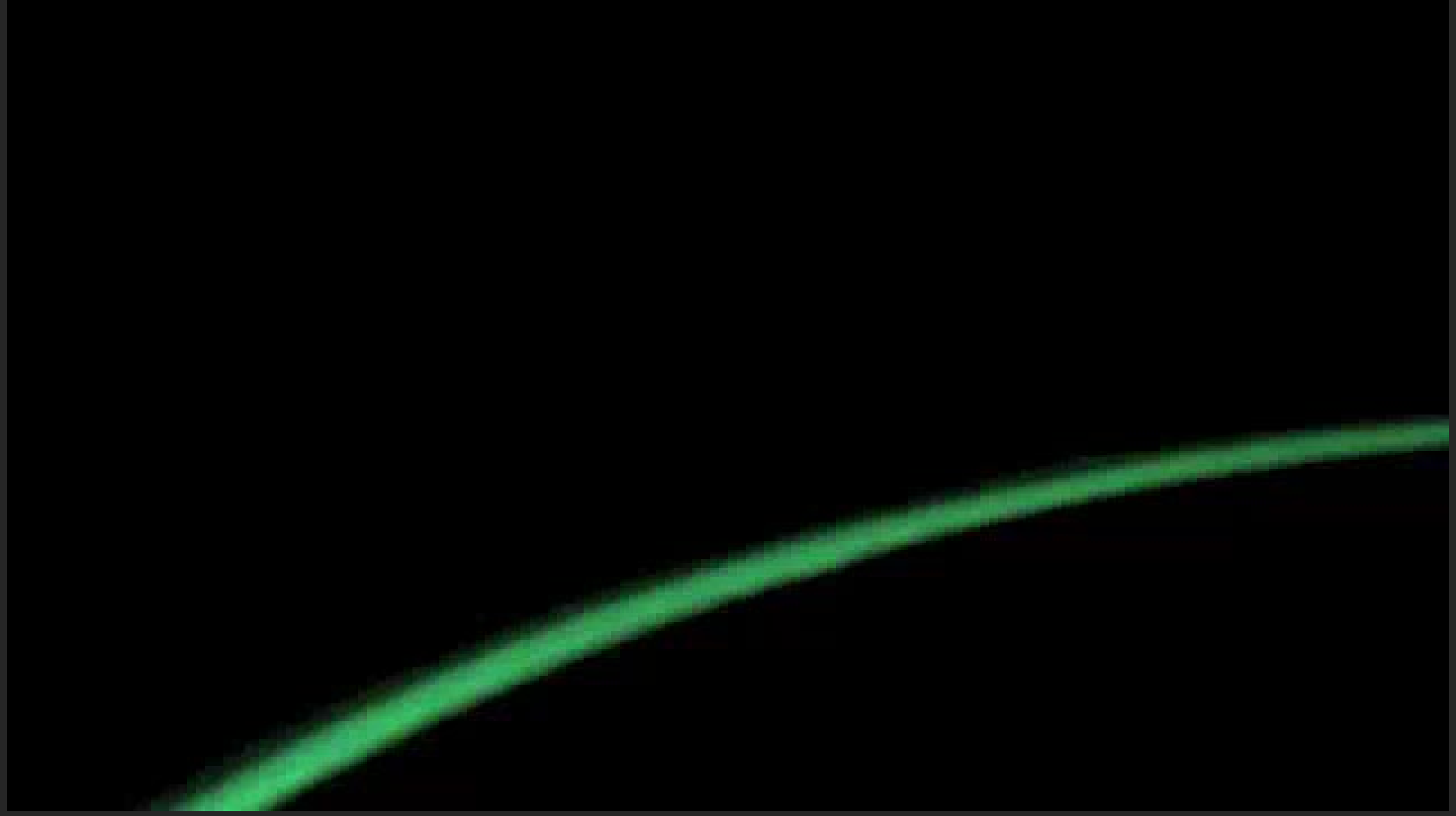
Two chatbots exchange via Google Translate:

Swedish to Italian + English and Italian to Swedish +English.



IBRoomba - 2009 - IBRoomba Demo

Four Roomba vacuum robots with LEDs run the room simultaneously.



Mey Lean Kronemann - 2009-2011 - lumiBots

Simple coresponding algorithms produce complex patterns.

Nao Tokui - 2017 - Imaginary Soundscape

ML learns and generates “imagined“ sounds of selected GSW location.

Nao Tokui - 2018 - Imaginary Landscape

ML matches 3 random Google Street View images into panorama

and generates “imagined“ sounds of the location.

MISSING

MEANINGFUL INITIATIVE / AGENCY

TAKEAWAYS

WIDE SPECTRUM OF CHANNELS FOR INTERACTION BETWEEN DIFFERENT AUTHONOMOUS NON-BIO SYSTEMS, OPEN FOR CREATIVE EXPLORATION

IM PROJECTS PLAYFULLY ADDRESS AND HELP SOLVE THE DIFFICULTY TO EMULATE THE INITIATIVE/AGENCY ESPECIALLY WITHIN A MENINGFUL CONTEXT

MOVING TOWARD INTERACTIVE SPONTANIETY IN NON-BIO SYSTEMS

THANK YOU!