

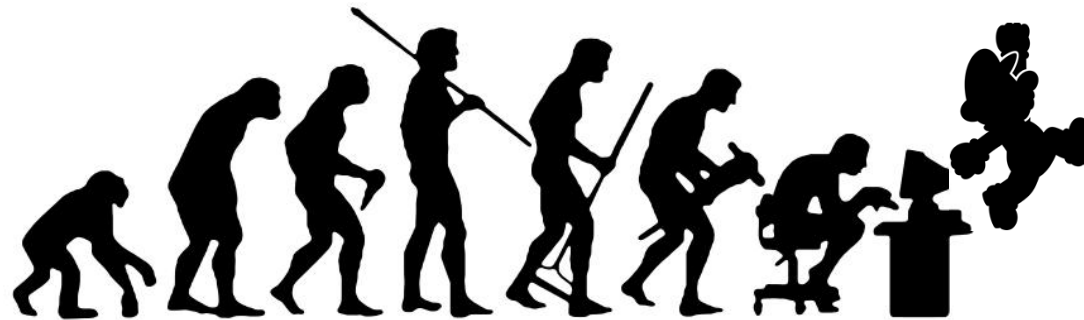
Digital Media, Society, and Culture

Angus A.A. Mol

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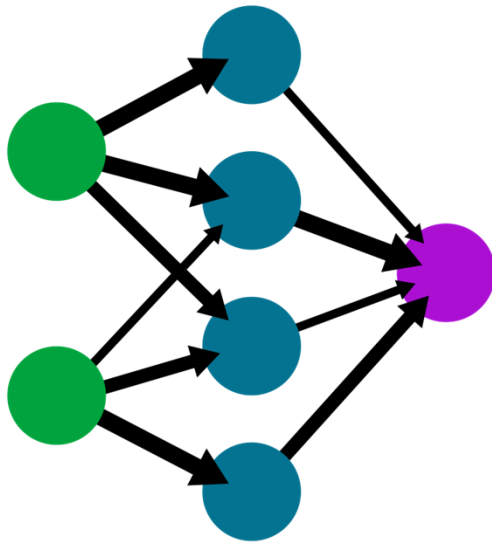
Playful Computers



What is AI, Machine Learning, Neural Networks, Deep Learning, [insert next buzzword here]?

A simple neural network

input layer hidden layer output layer



The Quest to Build Intelligent Machines!

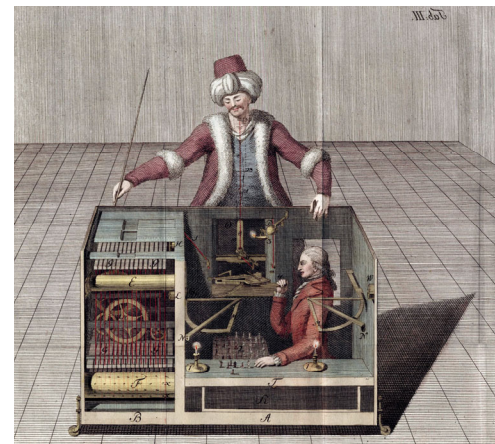
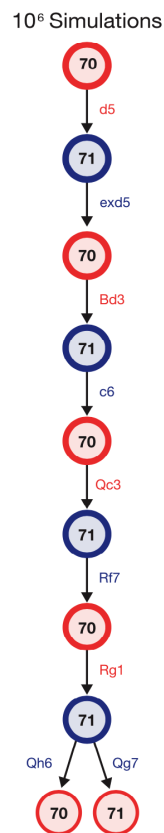
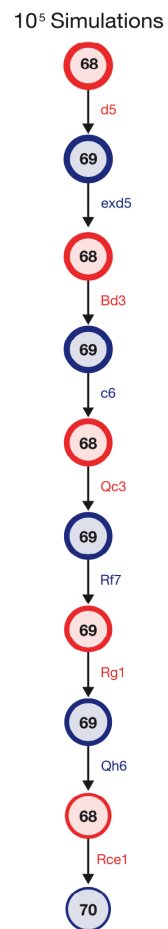
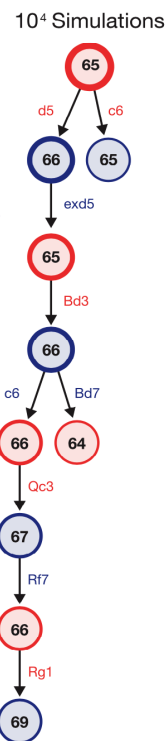
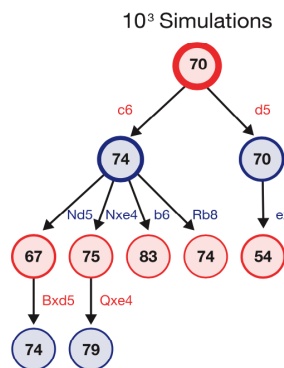
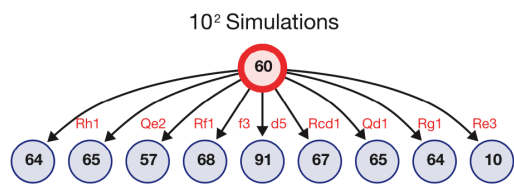
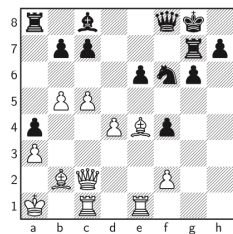


FLAPPY BIRD



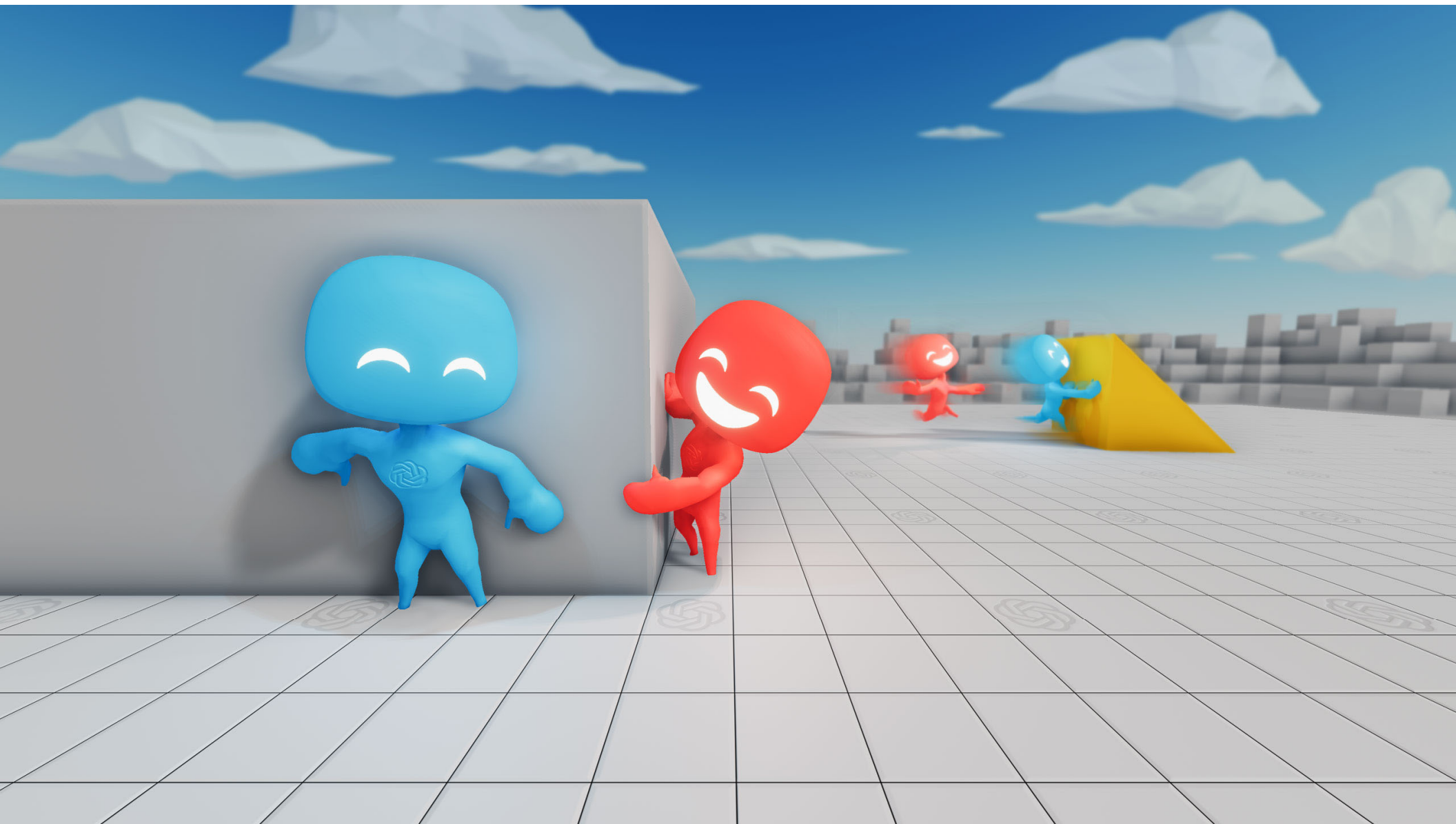
Are computers better at Flappy Bird?

Why (not)?



Are computers better at Chess?

Why (not)?



Are computers better at play?
Why (not)?

Are computers better at writing?

Are computers better at making music?

Are computers better at making visual art?

Are computers better at talking?

Are computers better at dreaming?

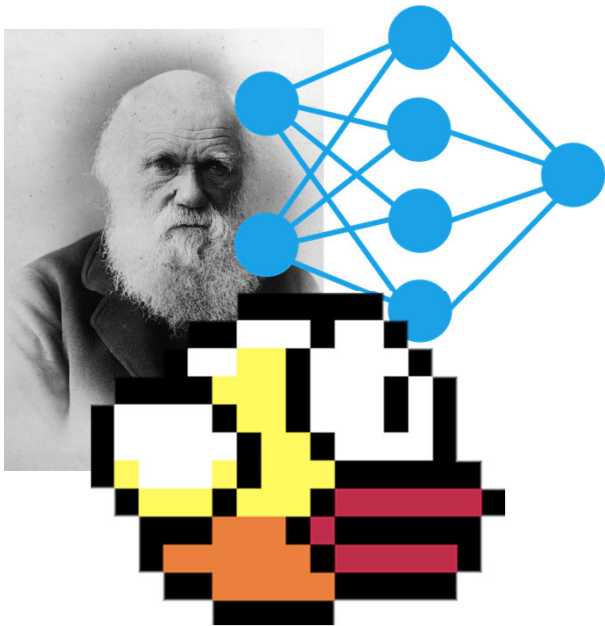
Are computers better at trading stocks (stonks!)?

Are computers better at thinking?

Are computers better?

These are all *human(ities)* questions!

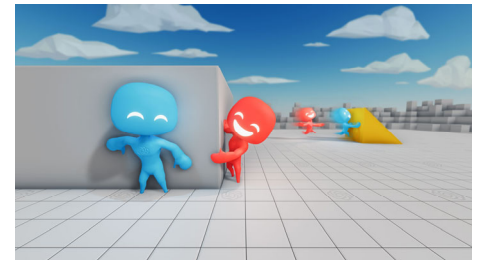
AI is (part of) the digital future, but it is based on our past.



Neuro**evolution** of augmenting
topologies (NEAT) plays Flappy Bird



A piece from the 12th century Lewis
chess set.



Hide and Seek



What is AI, Machine Learning, Neural Networks, Deep Learning, [insert next buzzword here]?

The Quest to Build Intelligent Machines, **for some human definition of intelligence!**

