Digital Media, Society, and Culture

Angus A.A. Mol

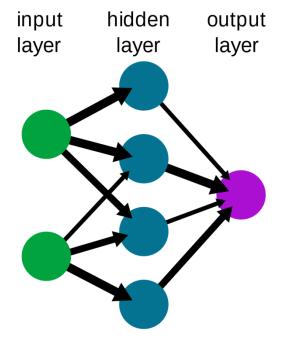


Before we start...

- Portfolio deadline (23:59, 23 December):
 - Final submission date for any portfolio content
 - Essay re-take assignment (4-2-2022)
 - Long-form essay
 - Published on course website
 - Also submit via Brightspace
- Literature Take Aways, part 2
- Presentations
 - Schedule is on Brightspace
 - Keep to the time!
 - On Campus, in the same rooms

What is AI, Machine Learning, Neural Networks, Deep Learning, [insert another technical term here]?

A simple neural network [that is already too complex for me]



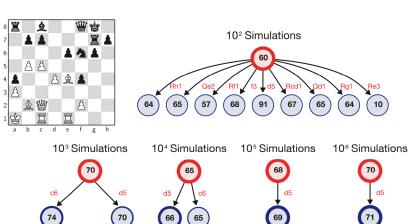
The Quest to Build Intelligent Machines!



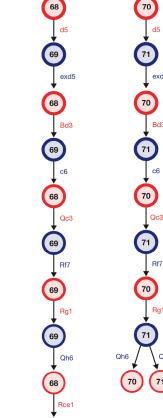
Are Computers Smart Having Fun?



Are computers better at Chess?

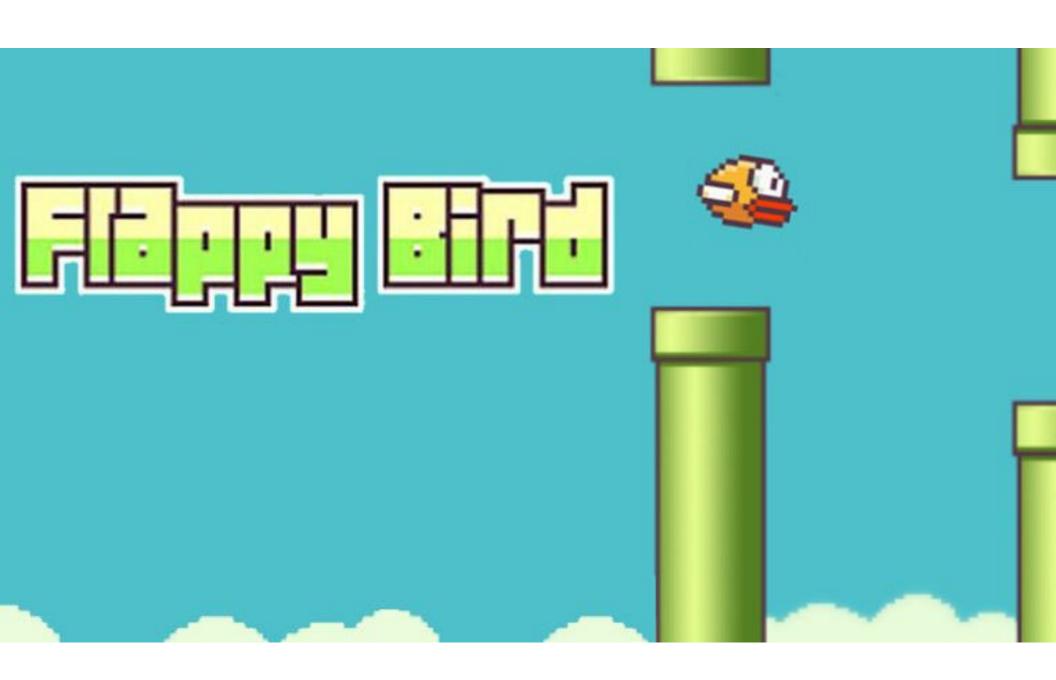


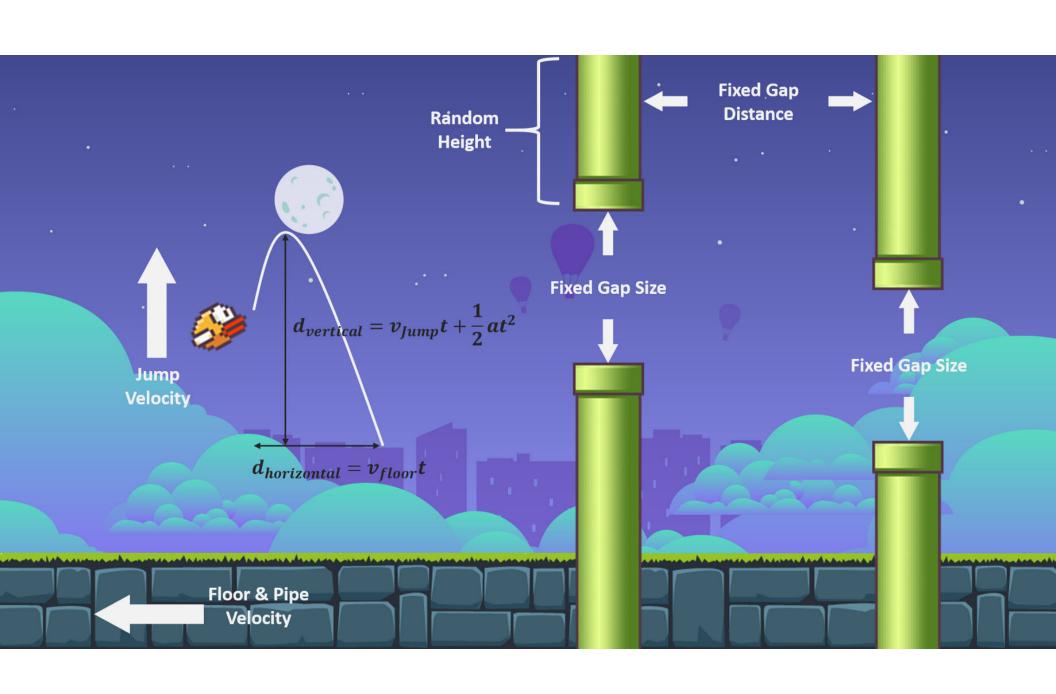




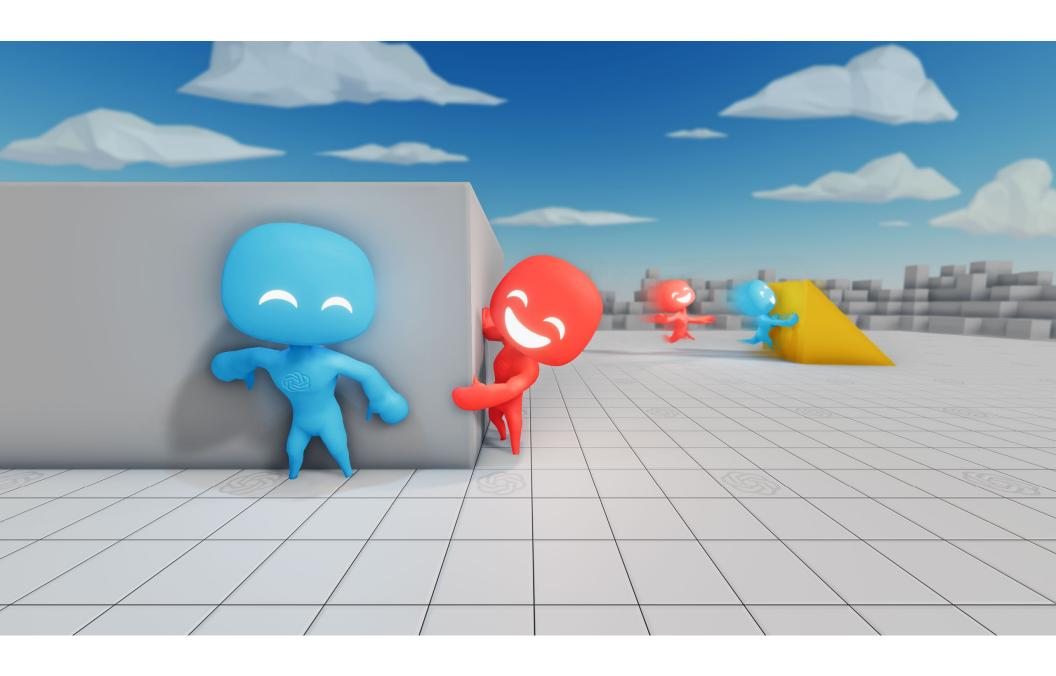


Are computers better at Flappy Bird?





Are computers better at having fun?



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!)?

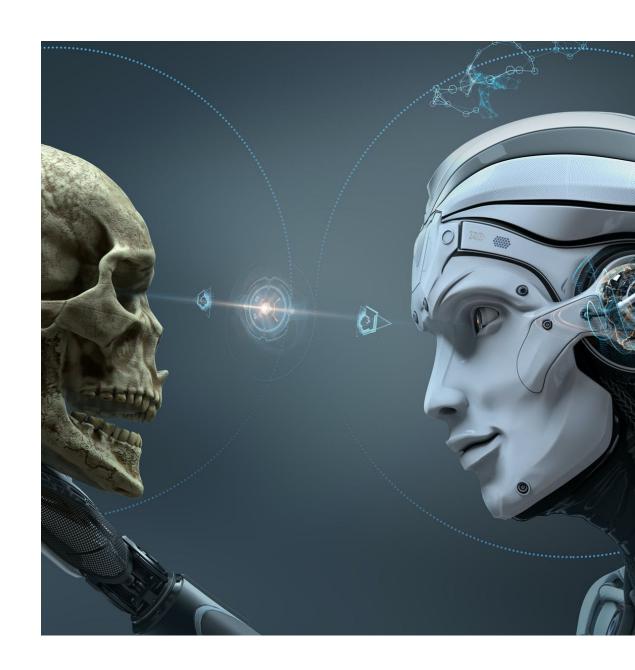
Are computers better at thinking?

Are computers better?

It depends...

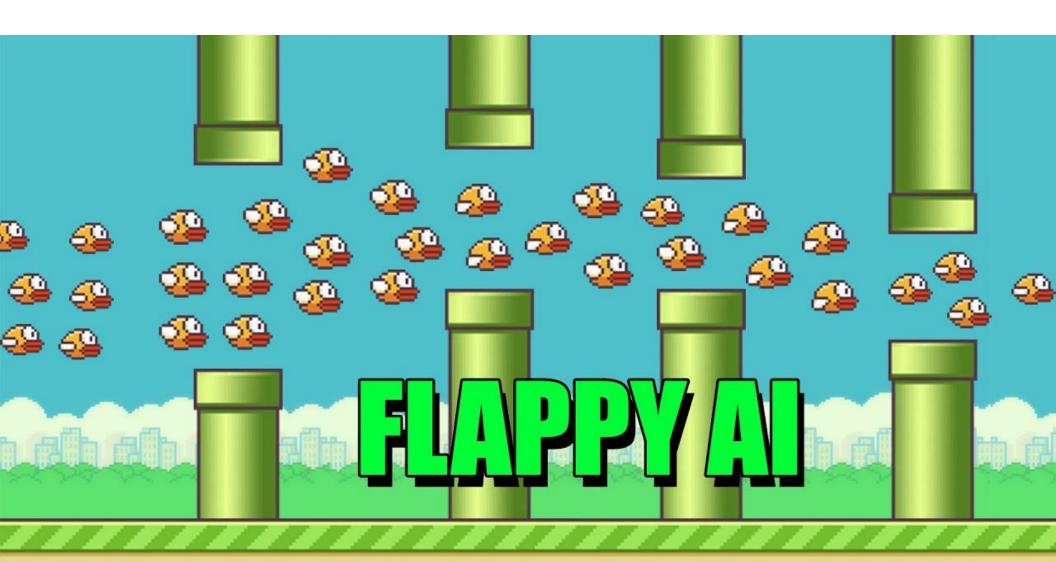
- On the domain and definition of qualifications
- On what input we give to computers (data)
- On what output we ask from computers (objective function)
- On our human(ities) questions, desires, and fears!

Will Al take over our world?

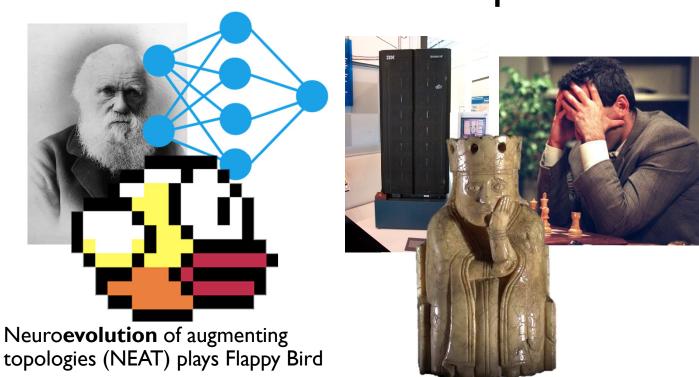




Will we make Al suffer?



Al is (part of) the digital future, but it is rooted in our past cultures.



A piece from the 12th century Lewis chess set.



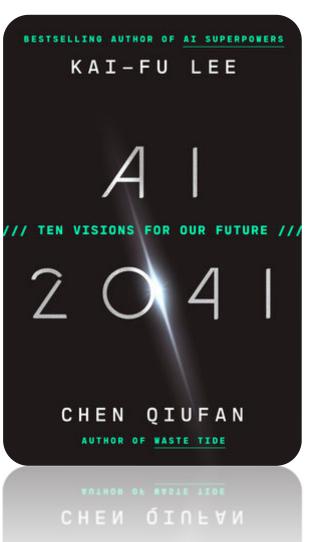


Hide and Seek



The Digital & Humanity: Better Together





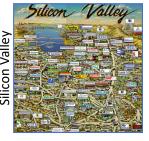


Digital Media, Technology, Society, and Culture





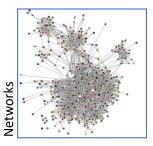
















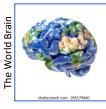


















So... what's next?













The Future is Up to You!