## Digital Media, Society, and Culture

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LUCDH

### Before we start...

- Portfolio submission at 23:59, on 22 December:
  - Final submission date for portfolio content.
  - Re-take assignment in the form of an essay (2 Feb 2024)
    - Long-form essay
    - Published on course website
    - Resubmit your portfolio, including the essay, via Brightspace
- Literature Take Aways, part 2
- Presentations
  - Schedule is on Brightspace
  - Keep to the time!
  - On Campus, in the same rooms
  - Attendance join the slots you are normally part of.

# 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]



Check out the <u>AI for the Humanities Course</u>

### The Quest to Build Intelligent Machines!







## The Unintelligible Medium has a Message



"Indeed, it is only too typical that the 'content' of any medium blinds us to the character of the medium"

Even LLM's engineers are in the dark about the exact character of this medium. (Week I, the Medium is the Message)



# The Next Episode in a Long Computer Age



Deep down it's all computations (week 2, a Hyperfast History of the Digital)



### The World Brain Talks Back



Our data is the fuel for this new world brain (Week 3, The World Brain & Week 6, the Platform Society)



### A Creature of Silicon Valley



Altman Intelligence? CEO/king of OpenAI and previously head of the Y.Combinator incubator



## Your Al('s) Role

### Creative Writing Coach





### Ask me anything about stains, settings, sorting and everything laundry.

Laundry Buddy



### Tech Advisor

From setting up a printer to troubleshooting a device, I'm here to help you step-by-step.



### Sticker Whiz

SO

I'll help turn your wildest dreams into die-cut stickers, shipped to your door.



The Negotiator

I'll help you advocate for yourself and get better outcomes. Become a great negotiator.

ChatGPTs, your own sculpted ChatBot persona (Week 5, The Ego Online)

### AI Makes the Economy Truly Amazing!



Just one of the hyperventilating economy stories on AI (by <u>PVVC</u>; Class 8 Amazing Economies)



# Virtual Drama with AI



Smallville: A Virtual World for LLMs (Paper here; Class 9, *The Metaverse*)



### Al is Upon Us!



The AI Pin, a wearable by Humane (Class 10, Cyborgs Everywhere!)

## Will (Open)Al take over our world?





Are computers better at <u>writing</u>?

Are computers better at making music?

Are computers better at making visual art?

Are computers <u>better at talking</u>?

Are computers better at <u>dreaming</u>?

Are computers better at trading stocks (stonks!)?

Are computers better at thinking?

Are computers <u>better</u>?

### Can Computers be Intelligent Play?



### Are computers better at Chess?





### Are computers better at Flappy Bird?





### Are computers better at having fun?





### 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 we make Al suffer?



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



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



A piece from the 12<sup>th</sup> century Lewis chess set.





Hide and Seek



## The Digital & Humanity: Better Together



BESTSELLING AUTHOR OF AI SUPERPOWERS KAI-FU LEE /// TEN VISIONS FOR OUR FUTURE //,  $Z \cup$ CHEN QIUFAN AUTHOR OF WASTE TIDE



# Digital Media, Technology, Society, and Culture



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The World Brain



What is The Digital







Digital Playgrounds



Metaverse



Artificial Intelligence



Cyborgs











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### So... what's next?



# The Future is Up to You!