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Chapter 1

Introduction

In a world where technology is constantly adapting, we're surrounded by a new "being." A tool, they say, to be utilized to its finest capabilities. What if I told you this tool was more than just a machine? But an entity capable of going under the radar without a plausible clue. One would think the difference between human and machine is almost too conspicuous, there's no way this can be true, right? Technology has been advancing at exponential speeds that almost seem incomprehensible. Now being able to almost entirely mimic human appearance, expression, and even emotion, perhaps? The question remains of how close our "tool" is to being more than a tool, but an outlet, a way out, a better us. Thus, bringing me to my study titled AI or US.

Chapter 2

Concept Statement

I have created a short film challenging the extent to which AI is capable of mimicking human speech. As a part-time film director, AI has been an extremely controversial topic for people in my field, but it all boils down to how far it can really go. Is it

possible to distinguish a character within my film whose script is entirely written by artificial intelligence? Have we reached the point where emotional intellect has surpassed us and seeped into the realm of metaphysicality? My goal is to unveil the questions that need to be answered by studying how humanlike AI can be and using film as my outlet.

This opens the door for more intriguing analyses, such as what makes a human "human" and what really sets us apart from those who are not. Artists have been grasping this challenging subject in a search for what exactly is to come and who is safe from this inevitable supersession of technology. We are engulfed in it and have succumbed to a world where technology is no longer a tool but a being of its own, teaching. An entity that could stand and speak for its own. As beautiful and otherworldly this strong force may feel, we mustn't forget the power that it holds. Through my analysis, I am leaving my viewers with a deeper understanding of not only who we are as humans but what we are capable of creating.

Chapter 3

Impetus

I've always had a deep love for storytelling, and as someone whose expertise covers various art fields, writing, film, and design, I watch firsthand as AI takes over creative spaces. I began to wonder what happens when machines start telling our stories. My goal was never to prove AI is bad but to understand how it affects the creative process. This project stems from my curiosity about the human voice and what makes it unique. This is about more than just technology; it's about identity, about whether we can see ourselves in something that was never human to begin with, and what that means for our future.

Chapter 4

Audience

My audience includes film lovers, tech-savvy creatives, students, and researchers in media studies. People who are curious about the boundaries between machine and human creativity. These individuals typically value originality, emotional impact, and artistic authenticity. Scenarios include screenings at festivals, academic presentations, and exhibitions where viewers can engage with the

film and have conversations post-screening about which script they think is AI-generated.

Chapter 5

Context

I studied the history of AI in the arts, read theoretical works like Baudrillard's Simulacra and Simulation, and analyzed precedents such as AI-generated short films and had numerous writer/filmmaker consultations. I interviewed filmmakers, artists, and everyday viewers about their perceptions of AI in creative roles. A significant insight came from watching people confidently yet inaccurately identify the AI scripts. This showed that while some cues gave AI away, others mimicked humanity eerily well.

Chapter 6

Methodology

Extensive research has been done to come to the philosophy before you. Some may say this feeling of unease or uncertainty is not necessary, due to the past technological advances that did not lead to "impending doom," for lack of a better phrase. However, the

differences are stark and quite evident. Technology soon being capable of surpassing human intelligence is a tale as old as time, but what really makes it feasible? The question of what differentiates humans from machines originates from long-standing philosophical debates about consciousness and individuality.

Thinkers like Alan Turing, in his paper "Computing Machinery and Intelligence"(1950), introduced the concept of the Turing Test. It stated that a machine's ability to exhibit intelligent behavior indistinguishable from a human could mark a turning point in the evolution of AI. He says, "The original question, 'Can machines think?' I believe to be too meaningless to deserve discussion. Instead, the question should be, 'Are there imaginable digital computers which would do well in the imitation game?'" Rather than focusing on whether machines "think" like humans, Turing emphasizes their ability to mimic human behavior to a degree that makes the distinction difficult to perceive, a phenomenon quite ahead of its time.

Similar to the Turing test, my project will challenge audiences in this way, prompting them to question not only the capabilities of AI but also the very essence of what makes human creativity distinct.

AI's influence in the creative arts, particularly filmmaking, is a growing field of interest. Companies like OpenAI have developed tools such as ChatGPT, capable of generating coherent, human-like dialogue. Similarly, platforms like DeepStory utilize AI to write screenplays, obscuring the line between human creativity and machine capability.

Research conducted by Dr. Julia Hirschberg at Columbia University explores how natural language processing (NLP) systems can generate emotionally nuanced dialogue. Her studies suggest that while AI is improving in expressing empathy or humor, its understanding of context, subtext, and cultural specificity remains limited. She states in an article from Columbia University, "There is an effort underway to enable computers to recognize emotions in human speech... Work is also being done to help computers generate emotional speech." AI is progressing beyond basic tasks.

An article titled "Exploring AI in Movies: Present, Future, and Implications," written by Nandini Joomuch, provides us with extensive examples of how AI is utilized within film and where. It states the following: "AI algorithms are increasingly being employed to generate scripts, characters, and visual elements, streamlining the filmmaking process and expanding creative possibilities." Now, if this is a good or bad thing is up for interpretation...

Chapter 7

Prototyping

With such little time and a goal so vast, developing my prototypes had to be effective and efficient. Since I planned on making my final live-action, I decided to fully animate my iterations

in order to adequately portray my idea. My team and I took real people, used real pictures, and drew them out to be detailed versions of themselves.

My first prototype was a short film featuring two actors having a conversation over dinner about a class they had just come from. When finished, I had various people test the short film and

decipher who they felt was who. To my dismay, everyone knew whose script was AI-generated, but surprisingly, not many knew why. It was tendencies like filler words that my written script had, and the AI did not have that made it obvious to my audience. So, with the feedback I collected, I made the second prototype with the goal of having my robot script be seamless.

My second prototype took things to the next level with two more actors and a movie-like narrative that immersed viewers and completely caught them off guard when they had to guess who was who. Finally, I had gotten the feedback I was looking for. Only 2 people out of about 15-20 people who tested knew who the AI was. It was then that I reached *the indistinguishable AI.*

For my final prototype, it was clear at this point that there was no going back. What we thought about sensing robotic tendencies was no more. It was one with my script, and there was no telling who. Wild guesses were made in hopes of deciphering the odd one out, but many failed. What was once an obvious choice was now scarily impossible to decipher.

Chapter 8

Self-Evaluation

I've proven that AI can mimic human writing if done effectively and seamlessly. The project shifted from evaluating whether AI could replace writers to showing how far AI can really go and what it takes to reach its limits.

Can you tell who's the AI and who's one of us?

Glossary

AI (Artificial Intelligence): Machine systems that simulate human intelligence processes.

Simulacrum: A representation or imitation of a person or thing.

Prompt Engineering: The practice of crafting inputs to guide AI output.

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