

Exercise: Debate Club

1. Pick one system from this course (go through past weeks' lectures)
 2. Argue why it's being creative on a Miro post-it note, based on today's lecture.
 3. Then pick up another student's post-it and argue against it. Try to match pro's/con's 1:1.
- Could be related to your project, but doesn't have to be.
 - If numbers don't match, I'll argue against the last one standing.

Exercise 3 (Coursework): Debate Club

1. Pick one system from this course (go through past weeks' lectures)
 2. Argue why it's being creative on a Miro post-it note, based on today's lecture.
 3. Then pick up another student's post-it and argue against it. Arrange pro/con post-it's next to each other. Try to match pro's/con's 1:1.
- Note:** Student names only required to check that everyone has given this a go; will be anonymised later.

Could be related to your project, but doesn't have to be.

Pick these as **templates** (don't change'em)

Student name:
System name:
Pro argument:
(5 sentences
or so)

Student name:
System name:
Con argument:
(5 sentences
or so)

Olga
Natural language generation:
Can create novel sentences,
poems, stories. They can have
e.g. artistic or narrative value.
Can help humans in their
creative process and give new
ideas. Might result in
unexpected, surprising
outcomes.

Student name: Ken
System name:
Natural language generation.
It can only create sentences based on existing data. It can find
ways to combine words differently but it will not create anything
truly from scratch. Sometimes it is so similar to the input that it's
a copycat. It's not going to beat the human creativity in this
regard (creating new words, defining new concepts etc.), even
though it might help. So it's not completely uncreative, but not to
the extent I would call it extremely creative either.

Student name: Peiyu Ling
System name: CLIP-Based Image Synthesis
Pro arguments: generated result is novel and
surprising. It can create a image beyond expectation. It
is also valuable because utilizing it can make a person
be capable to create a beautiful image without
professional training. It can make novel combinations,
so it has combinational creativity.

Student name: Gabie
System name: StyleCLIPDraw
Pro: It's like an artist given a commission and having to deal with clients
know what they want. They give you a brief and a style and you give it a
look. It's given tools like style, a database of words and associations,
some visuals and words, definitions of words - I shall assume, sounds
and a direction but it "makes" up its "mind" on the end image that can
be a representation of that idea. There's an argument to be made related
to style, but it's not uncommon as a human artist to be told to use a
certain style, so you would learn how to mimic it.

Student name: Jinda
System name: StyleCLIPDraw
Pro: I assume this can be
authentic because the process of
generating drawing can be seen
as a machine is trying to dip out
the meaning of a text and
express it by drawing. Maybe it is
another kind of showing its
understanding of the world.

Student name: Ken
System name: Game testing
n play games. This allows us to find bugs and balance it
can play like humans with different behaviors to study,
teat humans and teach us how to play better. So the AI
is up with creative new ways of playing games. Using
ament learning it does not necessarily need to be fed
ected from human players. It can learn on its own the
and the best way to solve the game. Isn't that being
creative?

Student name: Gabie
System name: Game testing
Con argument: There are good
arguments. Although I think in
this case it kinda comes down to
can the result be called a creative
result.
I think in the case of game
testing it's the issue.

Marja
System name: GAN
- reproduce the elements of
canonical imagery of visual
language of images
- superficially authentic to

Student name: Jinda
System name: GAN
Con:
GAN is a technique of finding a
statistical distribution on a
training set. The capacity for



pgm

Visiting Drafter