In this article Sebastian Schmieg talks about digital labor and the online freelance marketplace along with the effect it has on us as humans in a digital world. He likes to think of digital workers as software extensions instead of the other way around. What he means is that the digital workers are extending a computational system by offering their bodies, senses and cognition. Although he believes that the distinction between software and people is important he says it isn't necessary because this massive computational system we are a part of, is constantly updating itself toward profitability and efficiency.

Sebastian introduces us to lean platforms such as: Fiverr or Uber. These platforms just provide the framework for the business but don't employ any workers to offer the services. Fiverr for example has the users create services to offer at a fixed price. While everything was priced at $5 in the beginning what set apart people were things like: cheapest service, best or most extreme idea, and the most aggressive marketing. The huge downside to these "companies" is that the workers are responsible for their own: tools, training, and health-care. These are software extensions serving other entrepreneurs.

He worked with neural networks which are the algorithms behind A.I.. Basically you feed big data into the algorithm, which then detects patterns, and then learns concepts that are represented in the data. The first time he worked with these neural networks he worked with a man, Ray Kurzweil, who was hoping to be able to bring back to life his father who had passed away. He had archived his dad's old notes and letters; with this he was going to form the basis for reanimating him through A.I.. This motivated Sebastian to make his own rendition of this idea. He trained a neural network by having it read all of Ray Kurzweil's books repeatedly. So somewhere in a server now there is a Kurzweil A.I. bot that is thinking and writing. It makes me wonder if in the future we will actually be able to mimick someone's personality, or just how close we will be able to get. In the last article we read, the author was warning against anthropomorphizing A.I. but it seems here that that is the direction it might be heading.

Sebastian hopes that AI will take a different turn, one based on art and artists. He wants to see an "AI based on collaboration, on curiosity instead of surveillance, on fiction, on small data, on weird data, on ambiguity, etc...Instead of being tedious and exploitative, building an AI could be a communal and playful endeavor which as a practice could help [us] to think, reflect, and communicate differently." Earlier he mentions easter eggs, which are little hidden pieces of information that programmers leave behind. For example in the Pixar movies, you can often find easter eggs; such as in Finding Nemo at the dentist office there is treasure chest overflowing with toys, one of the toys lying there is Buzzlightyear. Also at the end credits of Finding Nemo Mike Wazowski snorkels by. Fun things aside Sebastian brings up an important question. We are all busy programming constantly in one way or another: facebook posts, placing orders, instructing Siri to do something, etc. We are always programming technology, but "how are we being programmed, how do we program others, and how do we program ourselves?"