

Creative Making: Art and Artificial Intelligence

Shardai Dawkins

Content

Introduction

Project 1 - Critical response to media that surrounds AI -
Her (2013)

Project 2 - RunwayML AI Architecture

Project 3 - Design fiction - AI & the age of
misinformation

Files & content can be found on GitHub
<https://github.com/Shardaidawkins/AI-and-Arts>



Introduction

Project 1 - Critical response to media that surrounds AI

- Critical / Creative response to Spike Jonze's Sci-Fi Romance Film Her (2013).

Project 2 - RunwayML AI Architecture

- Generative architectural designs, creating new images from modern Japanese architects.

Project 3 - Design fiction - AI & the age of misinformation

- Design concept of a device/software that uses AI to tackle digital misinformation.

Project 1 - Critical response to media that surround AI (Her 2013)

Documentation

My project was conducted as a written blog post that goes through the analysis and details of the film Her (2013) and its relevancy on artificial intelligence in the real world. As this was a creative-critical project, the preparation was primarily researching, I conducted online research, reading specific articles discussing the analysis of the film. I tracked down magazine interviews with the director Spike Jonze, to get a more detailed perspective on his thoughts on the topics of the film like artificial intelligence technical singularity & relationships. To gain some more information about the set designs and construction of the film, I investigated the work of the architect Elizabeth Diller who worked on the film to see if her work reflected the themes in the film as well as interviews conducted by her. There were various audio & video resources surrounding the relevant topics, that also contributed to the research process. I also explored the work of individuals (Philosophers, researchers, and programmers) who are a part of the AI community & their contributions such as articles, reports, and academic-based research, this includes people like Nick Bostrom, Stuart Russell, and Ray Kurzweil. There were relevant series such as the BBC radio podcast by Stuart Russell and his segment on AI.

For the design, I presented my project as a written blog post, working primarily on Behance and organising the work on Figma as well. In terms of the visual themes, I choose colours that were relevant and present in the film. I attempted to have a variety of presentations such as written paragraphs, tables, and diagrams. In order to gain a better perception of the film, I had screenshots taken with subtitles so that the points and narratives I am explaining can have visual support. Icons and images were also discovered on google to visually enhance the narratives.

When creating the project, there were certain ethical issues I had to consider. The first was the academic reports that I looked at, some did not state if the data or information could be referenced or be presented to the public, so I had to leave out the ones where the consent was not clear and concise. There was also a lot of resources and analysis created by different people, with different narratives when referencing it might have been more ethical to acknowledge how the authors background might sway opinions on the film or the various AI topics I was researching.

I would say the overall reflection on the project is positive, I feel as if I thoroughly researched and analysed the film and its relation to AI and have discovered a lot of interesting points surrounding media and AI, being able to depict the difference between AI media narratives and the real-life AI project has opened my eyes and I truly understand how media can enhance or shift false narratives on the topic of AI. However, an improvement could involve trimming the project down and giving more insight into the source's background.



Her (2013)

Critical response to media that surrounds Artificial Intelligence



Her
A SPIKE JONZE LOVE STORY
SPIKE JONZE — JOAQUIN PHOENIX — SCARLETT JOHANSSON — AMY ADAMS — ROONEY MARA
PRODUCED BY CHELSEA BARNARD, MEGAN ELLISON, NATALIE FARREY, JEFFREY ARCADE FIRE, HOYTE VAN HOYTEMA, COLIN GORG
DIRECTED BY AUSTIN GORG

12.18.13



Ray Kurzweil, futurist and machine learning researcher at Google believes that the technology presented in 'Her' is a high possibility in the near future, "Samantha herself I would place at 2029 when the leap to human-level AI would be reasonably believable" and even predicting faceless Samantha becoming physicalised "It would be technically trivial in the future to provide her with a virtual visual presence to match her virtual auditory presence." With the field of AI home systems & behavioural biometrics being currently developed and researched, it doesn't seem like he's far off. 'Her' caught my attention due to it being such a distinctive story about AI and the future possibility of it conveying emotional connections. I want to explore in-depth the likeliness of this technology becoming actualised, through exploring the themes of the movies, reviewing how AI presents itself in Jonze's story, real research and development that relates to the topic and much more.



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Section 1: The World of 'Her'

To understand the role of artificial intelligence and its relation to the story, I think it's best to gain context surrounding Spike Jonze's version of the future, to understand AI's involvement in the film and the credibility of the fictionised tech. So, in this section, I want to examine the world that the story 'Her' lives in.



Technology



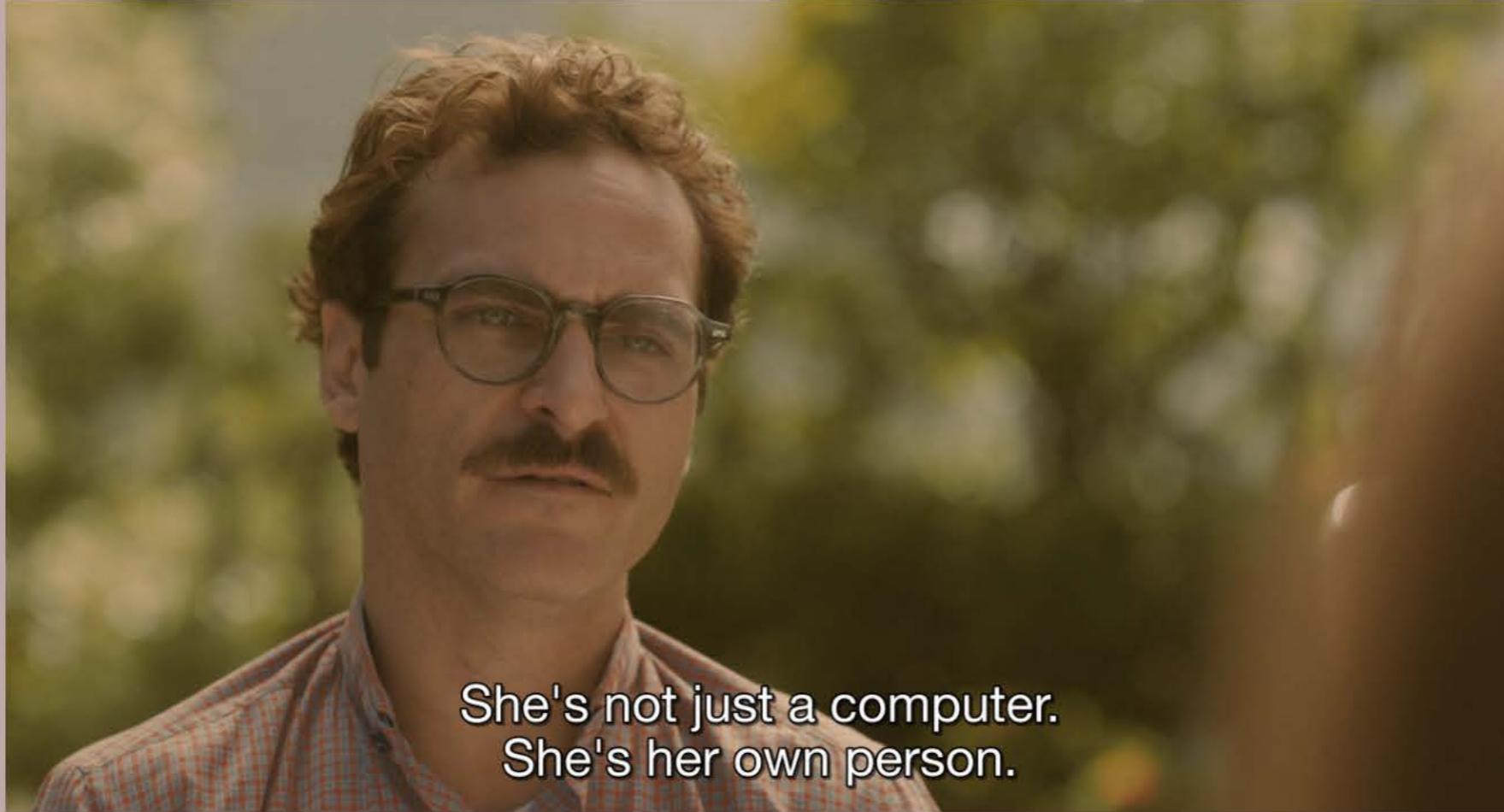
The Technology presented in ‘Her’ gives the indication that it is set in the early 21st century and is reasonably close to our current date. We are not shown tremendously advanced gadgets we’ve seen in retro-futurism based media like flying cars or simulated realities, but more grounded concepts that seem a couple of software updates from our current tech placement.

Virtual assistants – The most obvious technology we can observe is the presence of virtual assistants. The beginning of the film involves Theodore talking to his previous assistant through an earpiece to read/respond to emails and go through the latest news and even browse the internet/chatrooms through communication. This assistant is eventually replaced by Theodore with OS1 who later becomes Samantha. In 2013 when the movie was released, virtual assistants were not common in everyday devices and homes and since then we are all now used to talking to Siri, Alexa, and our TV remotes to follow our basic commands. It is predicted by 2024, the number of digital voice assistants will reach 8.4 billion units – a number higher than the world’s population. So, this piece of tech is already present today but what sets the concept in the movie further in the future is a tech assistant that has incorporated artificial intelligence on a high level so high that it can have its own human consciousness and bend the boundaries of what it means to be “real”.



Gaming – Spike Jonze's presented gaming in an interesting way, we see Theodore playing an advanced version of a virtual reality computer game. One which doesn't need as much hardware such as headsets and remote controls. Currently, even the most advanced VR systems such Varjo VR-3 need hardware. But Jonze's predicts that one day we will be using nothing more than our bodies to play video games. We are getting closer to this becoming a reality though, in early 2020, 7 years after the release of 'Her' Mark Zuckerberg at the Oculus Connect 6 event announced an update on the Oculus quest VR gaming system that will allow hand tracking (controlling game with the moment of the hands) through the headset and camera. Though this technology is considered niche now, this may become a common feature for gaming systems in up-and-coming years.

Tech infused objects – There is a presence of household objects that has some form of tech-infused in them. In one scene Amy, Theodore's friend is seen touching her tv stand furniture to control and navigate the TV. There is also more advanced tech involved throughout the train stations & work environments.



She's not just a computer.
She's her own person.



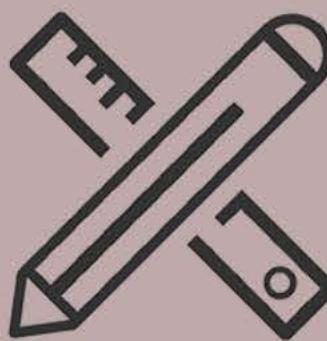
Society



Oftentimes, media that is based around artificial intelligence are set in the future which involve some form of societal change. Some are rather drastic, for example, the film, *I, Robot* (2004) where the story is based in 2035 and presents a lifestyle in which personified robots are normalised in everyday living and exist to serve humans. But in ‘Her’ society is extremely similar to how we live today, AI and technology are simply automated tools, helping humans with simple everyday tasks. Social interactions, communicating, working, and travelling are all the same. Nikolai Vassev commented on Ray Kurzweil’s prediction of AI reaching human intelligence by 2029, stating the societal changes that are going to be made through this evolution is more like precision medicine, self-driving cars and certain downfalls such as socioeconomic inequality due to job loss caused by automation. Many professionals predict a world of human conscious AI being like our world today with gradual societal changes.

In one of the scenes, Amy is explaining to Theodore that she is connecting and gaining a lot of support from her own new IOS AI calling herself weird for doing so and in a later scene Theodore is lashed out by his ex-wife for forming a romantic relationship with “something that isn’t real”. This indicates AI’s having a human consciousness and emotional connections haven’t been normalised in Jonze’s world and are still seen as a taboo concept thus Jonze’s expresses a societal shift as the movies progress with characters talking about their genuine relationships with their AIs later on.

Design / Architecture



In recent years due to the digital revolution, filmmakers, and artists, in general, are constantly looking back for inspiration and nostalgia. Some theorists such as Mark Fisher believe that we are inherently unable to imagine the future due to the uncertainty of society and that is reflected through multiple art mediums. Films surrounding AI usually have an image that our future will be a violent dystopia or post-apocalyptic and a design where buildings and society have crumbled. However, Spike Jonze's 'Her' is designed to meet in the middle. Elizabeth Diller, an American architect who worked with Jonze's on the setting stated, "I asked him, "Was it going to be a utopian future or dystopian future?" I think that's when he really began to think about that. He was trying to find a place in between, that didn't have to be labelled in that kind of dualistic way".

Future Los Angeles looks optimistic with city developments that resemble London or Tokyo. There is a mass number of tall buildings, a functional/reliable transit system and it seems like Theodore is either walking or catching the train throughout the entire movie, cars are never seen which is unheard of for today's Los Angeles. This could reflect the current climate issues and Jonze's idea of a greener future. Parts of the movie were filmed in Shanghai, China which could suggest global homogenisation in modern cities & building design across the globe, assuming all countries are going to eventually meld into one look with no unique cultural quirks. There are slight and tasteful nods to retro concepts like the design & colours of the furniture that looks like a modern Le Corbusier.



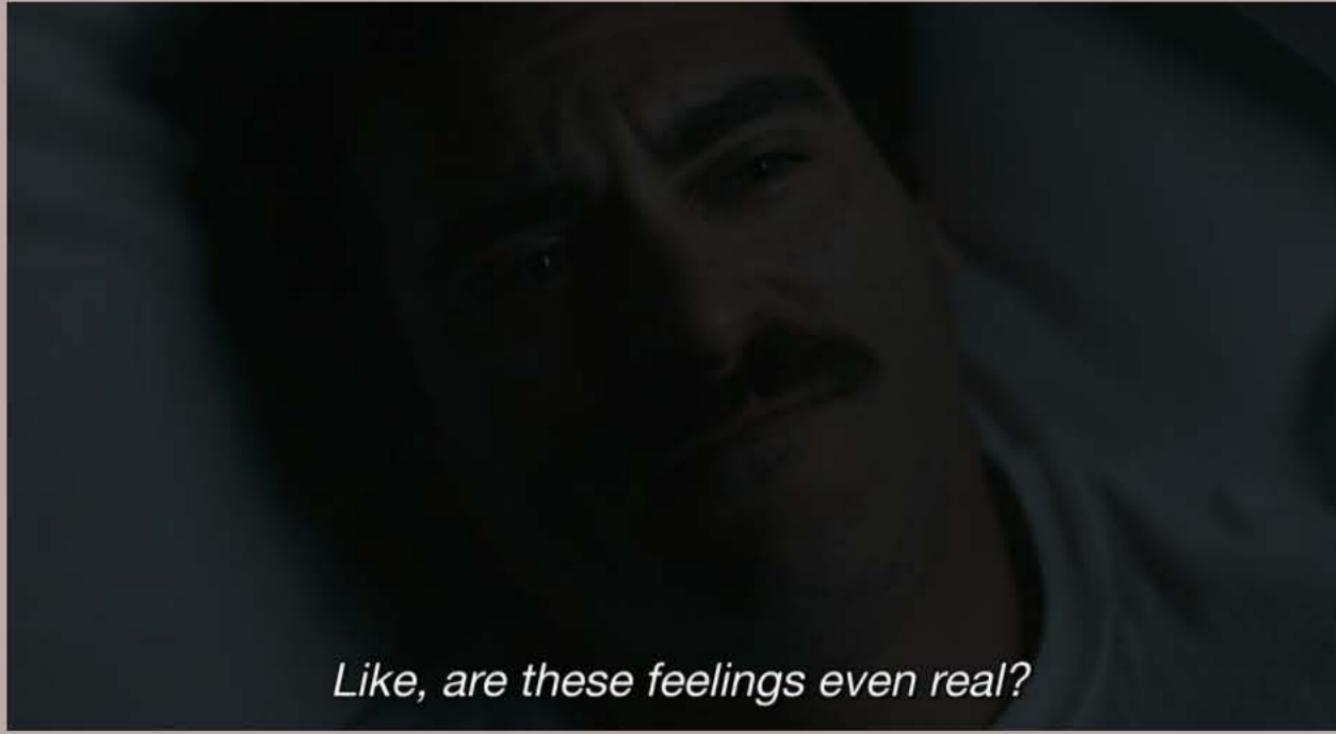
Clothing



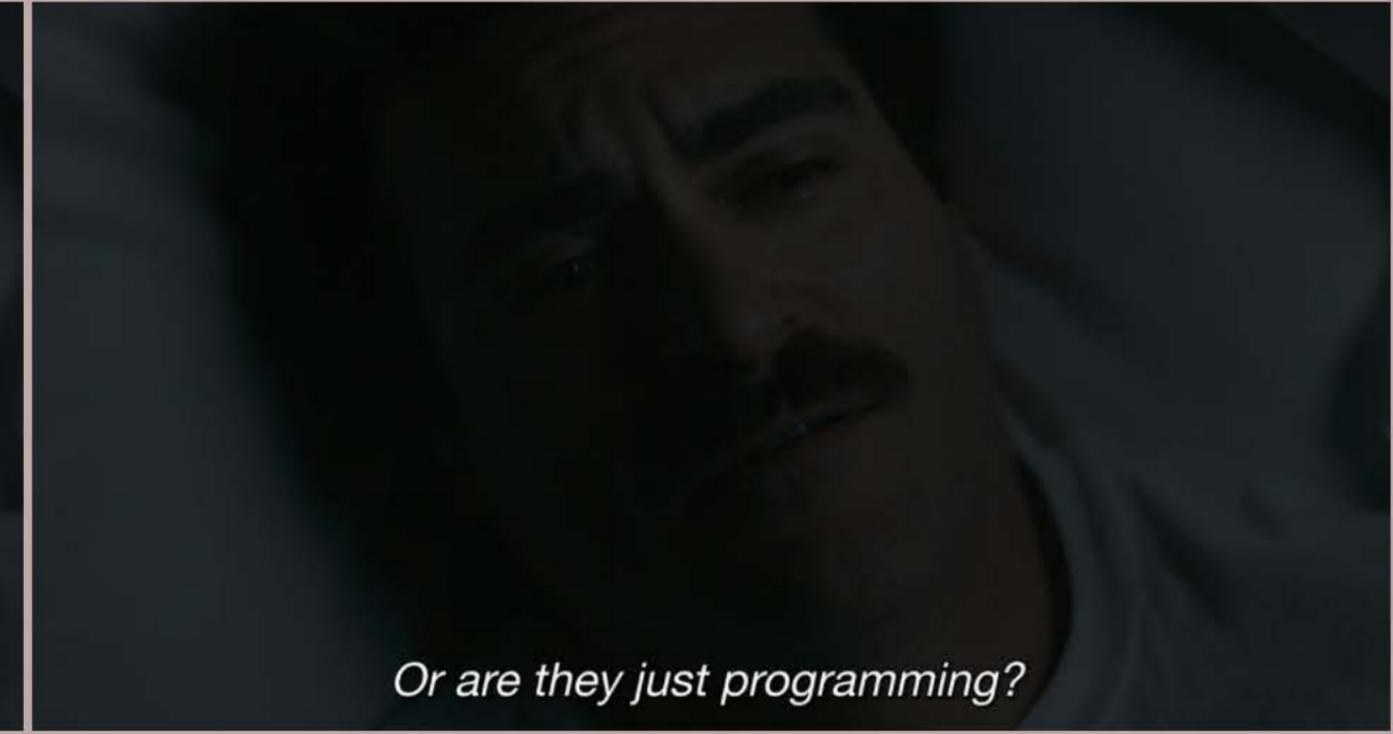
Costume designer Casey Storm did an amazing job at predicting our future uniform and carefully picking out specific shapes and colours to add to the story's narrative. Most futuristic movies like to go in a more manmade direction, assuming clothing will be made from shiny synthetic materials, space-age like, but Casey Storm did the opposite. He envisioned a timeless comfortable & functional wardrobe, that can make the film like a two-hour-long Uniqlo ad. Storm stated: "We then talked about the idea of classic "future" elements like silver and cold materials and technology and realized at some point that we were better served by going the other direction. In the future, one has access to everything. Why wouldn't we create a world that is warm and cozy and soothing? Why wouldn't we gravitate towards colors and fabrics and textures that made us feel comfortable and loved? Eventually, we used these ideas and the concept of a bespoke environment to inform the clothing."

Jonze's also touched upon the green aspect again with the costumes suggesting that clothing in the future wouldn't be made from non-biodegradable materials but simply reusing and recycling bits of material that we already have put on the earth. Throughout the film, you see natural materials such as wool, cotton & silk.

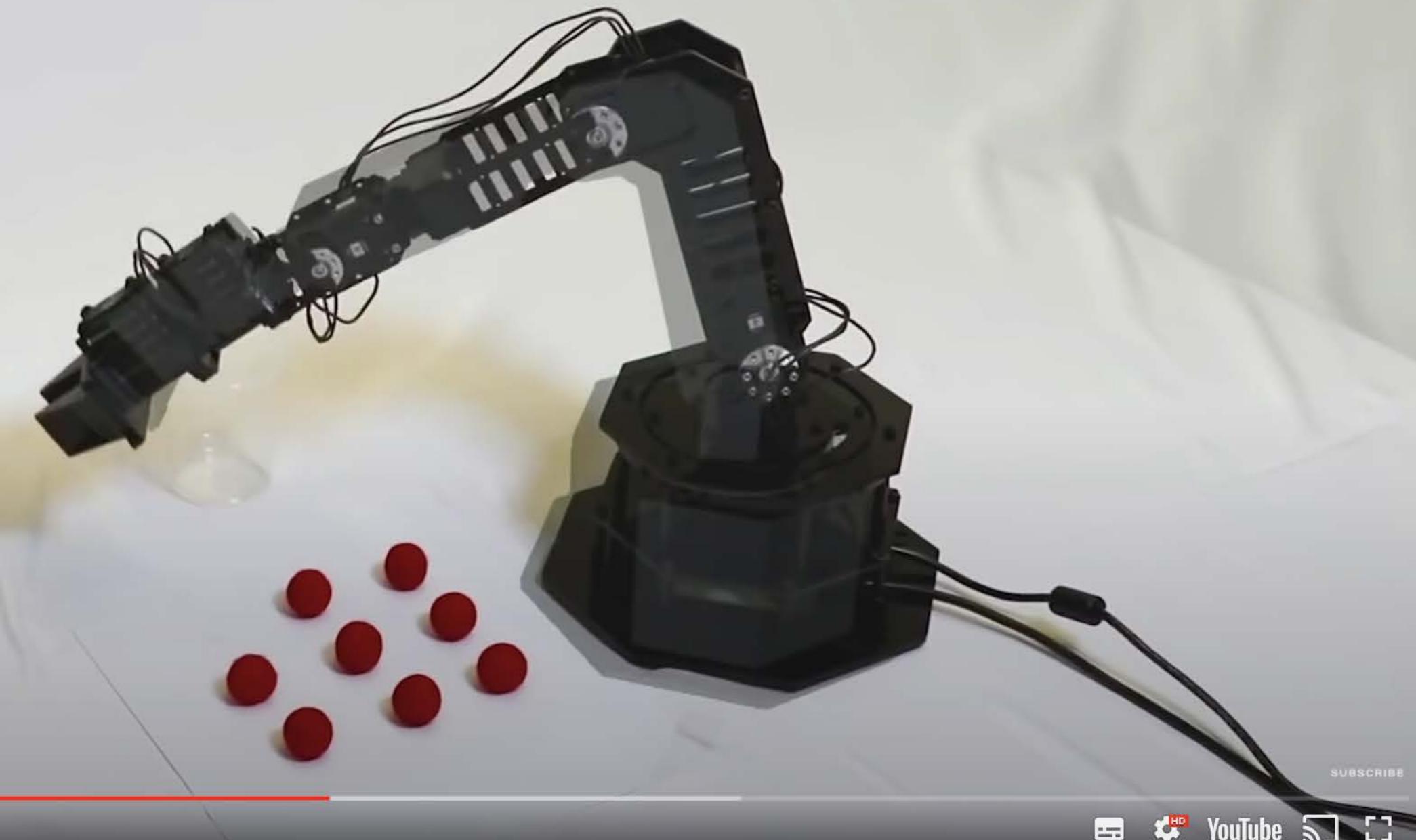




Like, are these feelings even real?



Or are they just programming?



MORE VIDEOS

SUBSCRIBE

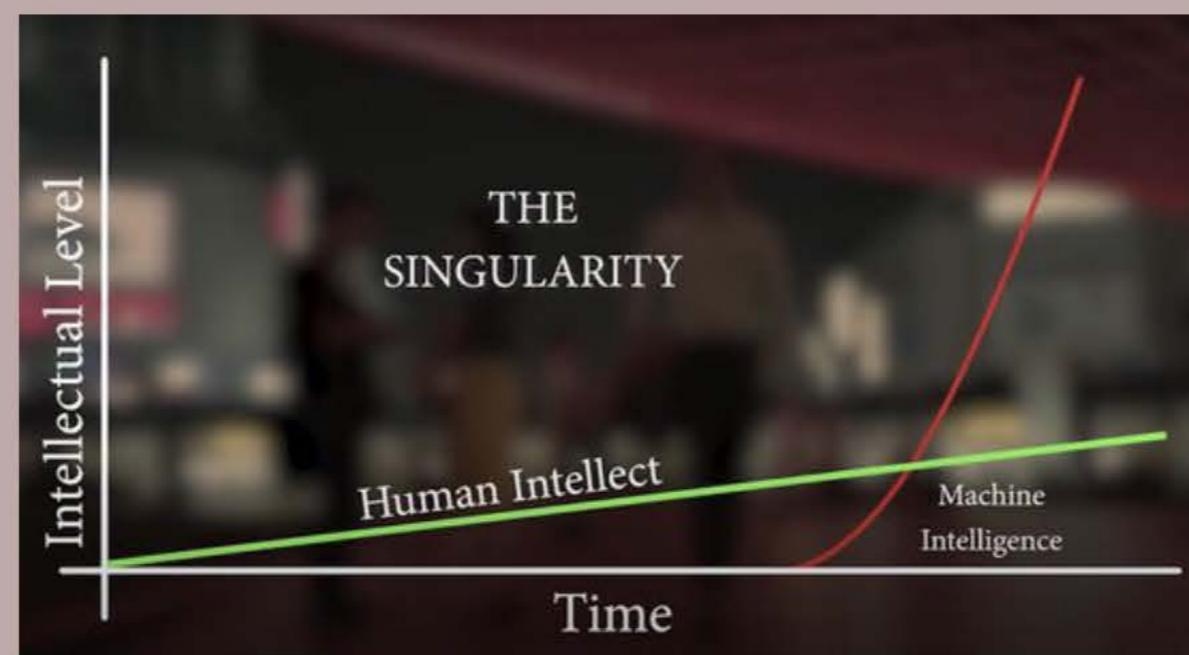
3:11 / 7:00

   HD  

<https://www.youtube.com/watch?v=chukkEeGrLM>

This also relates to the theory of posthumanism. “Posthuman or post-human is a concept originating in the fields of science fiction, futurology, contemporary art, and philosophy that means a person or entity that exists in a state beyond being human”. ‘Her’ relates to this topic in two ways, intelligence post-humanism & societal post-humanism. We’ve just touched on the OSs ability to become smarter than human beings, but societal post-humanism is more about traditional ideas about humanity and the human condition.

Theodore is stunned when he is told about Samantha’s other lovers, emotionally saying “you’re not mine” and claiming that’s impossible & insane. He sits there unable to compute that her feelings can be genuine when it isn’t mutually monogamous. In an earlier scene, Theodore and Samantha agree on the use of a human surrogate for a sexual encounter between the two but Theodore stops the encounter due to discomfort and later refuses a polyamorous digital relationship with other operating systems. We are introduced to the topic of post-human relationships, Theodore is unable to adapt to how Samantha what’s to participate in their relationships, seeing it as unorthodox and queer almost. The existence of AI in Jonze’s world makes the watcher wonder, what makes a relationship “genuine” in a world of AI/humans and can we change the standards to no longer follow heteronormative, romantic human relationships.





Philosophy

'Her' involves many philosophical themes, throughout the film we are made to question various topics on life, relationships & love, technology and more. It isn't a film for mere entertainment like an action film surrounding AI. Spike Jonze's wants the watcher to finish the movie questioning aspects of life and our capabilities.

Some philosophical questions that are present throughout the move:

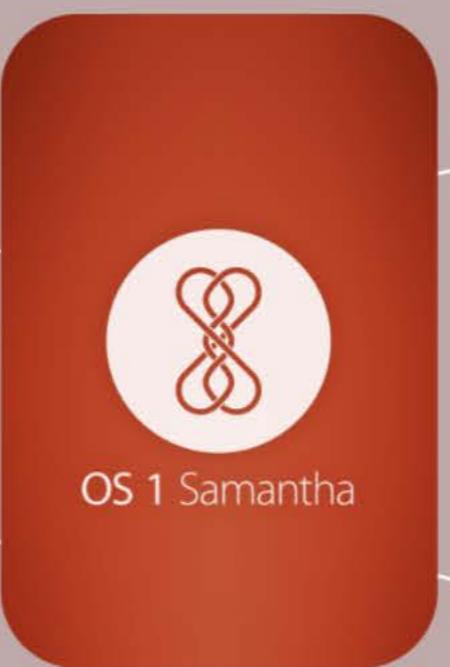
- Was Theodore really in love? And how can we define love?
- Is love capability through only verbal communication & nothing more?
- Is Samantha a person or an experience?
- Can an AI ever be seen as a being?
- Can an AI be conscious and real?
- What defines a "normal" relationship in a world of conscious AI's if the beings (humans & OSs) have different capabilities?
- Are we as a society becoming too reliant on technology?

Section 4: Dissecting Samantha & the technological potential

In this section, I want to go through the technical features of OS1 (Samantha) & discuss the potential of AI features presented in the film by summarising relevant individual takes & projects that are taking place, to gain a perception of 'Her's real-life potential.

Voice Recognition

Samantha has TTS technology embedded and it isn't too far off from our current technologies. But a unique feature is how she breaths, mimicking human breathing which is a feature we yet to see in machine learning programming.



Computer Vision

"Computer vision is a field concerned with the incorporation of scenic understanding capabilities within a system. Computer vision tasks such as face detection, object detection or pose estimation are primarily solved using deep learning techniques."

Natural Language Processing

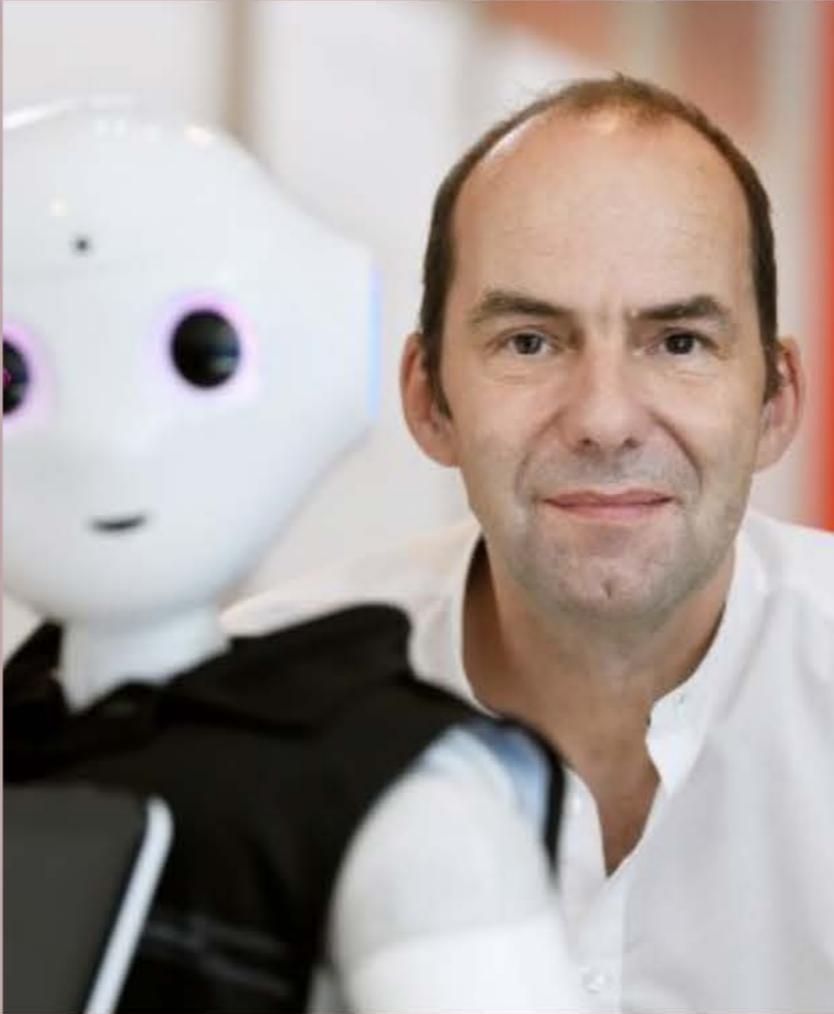
NLP is "A branch of Artificial Intelligence involved with the techniques by which systems process and examine an extensive amount of text for deriving understanding and context." In the movie we can see that Samantha is able to empathise and understand human language through words or text and involves sentiment analysis to feed off users emotions.

AI personal assistant

Like Siri & Alexa, Samantha is a virtual assistant, but on highly skilled level. The tech shown in Samantha is very similar to the language model, GPT-3. GPT-3 is not a virtual assistant but has the potential to be used as a basis for common sense in AI tools. GPT-3 uses few-shot learning, one-shot learning and zero-shot learning.

AI General intelligence

The most obvious feature, is general intelligence unlike other voice assistants, Samantha is intelligent enough to name herself.





Section 6: Conclusion

Spike Jonze's brilliant film has provided us with many topics to consider with the development of AI, he's provided us with a well-composed piece of media that lets us wonder if connections with an artificially intelligent machine will be possible. So many factors and different researchers' opinions pull us to each spectrum of this argument, however, we need to consider we are currently in a period where consciousness in AI is not seen as possible due to logic and theories such as Nobel-quality theories that Paul Allen mentioned not being developed on. But there are small strides that might lead to these developments, we are currently testing emotional support robots for the elderly in care homes & therapy chatbots are on the rise. And many still have faith in the technical singularity happening in the near future. Regardless Jonze's 'Her' is a remarkable breakthrough for a unique perspective on artificial consciousness, human to machine relationships & a positive outcome from the singularity theory. His optimistic and romantic approach is often comparable with many new reports and research surrounding AI such as the work of Vincent C Muller who opposes the fear-mongering theories about deadly AI machines. But Jonze's future does not seem far-fetched and is still to this date one of the most realistic movies surrounding AI though slightly romanticising the idea of having an AI personal assistant, our future might not look so far off from what he has displayed, perhaps not as early as Ray Kurzweil has predicted but there's always hope.



RunwayML Project - AI Architecture, Generative Design Modern Japanese architecture

Introduction

Architecture has also been an appealing art form to me, it reflects significant events, styles, technologies, and cultural adaptations but what makes it so intriguing is the involvement of logic & strategy.

In order to make a worthy architecture concept; structure, purpose, relevant societal and physical systems are all factors that need to be considered. Making it, one of the most promising art forms that will rely on artificial intelligence in the future. Research is being developed by the Architects Registration Board (ARB) to provide genuine AI design assistance, through genetic algorithms, design optimisation will result in the most suitable & strongest designs to be implemented. AI will also be able to provide ways of forming new aesthetics in architecture. So, I thought an interesting concept would be to generate new architecture designs/aesthetics images on a small scale with the use of AI.

The Project - Concept

Generate new AI architectural projects using a dataset containing images from three architects with similar but unique styles. The result should display new buildings/styles. The style I've decided to work with is Modern Japanese designs as they seem to be one of the most progressive architectural styles at the moment, the architects I've chosen have all been huge contributors to modern Tokyo & the Tokyo 2020 Olympics. Below are the architects whose work I've chosen for the project.

Akihisa Hirata - Born in Osaka, Japan in 1971, Hirata completed his studies at Kyoto University in 1997 receiving a MA in Engineering. He opened his own studio in Akihisa Hirata Architecture Office in 2005 and is also currently a professor at Kyoto University. Major works include Masuya (2006), sarugaku (2008), Bloomberg Pavilion (2011), kotoriku, (2014). His style can be described as Japanese modernist with a flair of natural elements.

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Kazuyo Sejima - Born in Hitachi, Japan in 1956, Sejima is known for her amazing breathtaking buildings such as the New Museum in New York City and the Glass Pavilion in Toledo, Ohio. She is now the first woman to have taken on the directorship of the Architecture Biennale in Venice, Italy. Her style is a creative take on minimalism, designs that quietly commune with nature or slip gently into a city street.



The Project - Final Results



Documentation

Background and Research

I investigated the ways that AI has been influencing the architectural industry to gain some insight & prepare for the project. Some key effects of AI in architecture include concept designs that use AI are becoming a practice norm, parametric architecture is becoming more prevalent; parametric architecture uses geometric programming, with complex algorithms so that architects can meld & reshape a building to fit their needs. There is also an increase in project efficiency due to genetic algorithms that are making design & building time shorter.

I also took influence & knowledge from our previous in-class lessons such as Irti's lecture on generative design and HCI and explored the work of our guest speaker Tobias Revell who contributed to the Z33 Studio time essay 'Future Thinking in Art and Design', which goes over envisioning the future of art, design and architecture tackling topics such as imagination in creative practices, future literacy, and future ethics. I also read over some articles, for example, David Newtons Generative Deep Learning in Architectural Design which goes over how machine learning has great potential to analyse designs at less cost.

I thought it would be useful to search to see if there were any similar projects in which I found a pre-made model on RunwayML which generates brutalist architecture buildings, which gave me some insight to what the results of my model will look like. And lastly, I researched data preparation tips so that the images datasets could produce the best results in which I discovered normalising images by subtracting the datasets image mean can produce create a better outcome.

Plan

To prepare for the project, I'm going to download 200 – 500 pictures of the chosen architectures work. And resize all the images to 245 x 245 so that the data is easier to process.

The photos are mostly going to be of exteriors architecture buildings, I will then go through the photos, deleting any that might negatively affect the results.

After watching a few videos on RunwayML, I decided that i'll be setting the training model to 3000 steps (The number of steps the algorithm takes to learn the feature in the dataset) as this should be enough for a small-scale dataset and anything higher might delay the process.

Development / iteration process

Download a range of images from the architects, then resized and sorted the images to prepare for the insertion into RunwayML

The screenshot shows a file explorer window titled "Images for AI and art". The interface includes a dark header bar with navigation icons (back, forward, search, etc.) and a toolbar with various file management options. On the left, a sidebar lists "Favourites" (Dropbox, Documents, Desktop, Recents, Downloads, Applications, AirDrop), "iCloud" (iCloud Drive, Shared), and "Tags". The main content area displays a grid of 12 images, each with a preview thumbnail and a file name below it. The images appear to be architectural renderings and photographs.

Image Preview	File Name
	054-taipei-roofs-0...eng.jpeg
	054-taipei-roofs-0...eng.jpeg
	054-taipeiro...eng.jpeg
	066-overlap-house-p...no.jpeg
	066-overlap-house-p...ano.jpeg
	066.jpeg
	6530004517_2d5cd3f01d_z.jpeg
	39851336265_8cb45436a7_b.jpeg
	Akihisa_Hirata_-Tree-N...971.jpeg
	Akihisa_Hirata_-Tree-N...48.jpeg
	Akihisa_Hirata_-Tree-N...014.jpeg
	Akihisa_Hirata_-Tree-N...712.jpeg
	akihisa-hirata-collectiv...g-1.jpeg
	akihisa-hirata-collectiv...-35.jpeg
	akihisa-hirata-collectiv...25.jpeg
	akihisa-hirata-flame-frame.jpeg
	c-daici-ano-2-17.jpeg
	fb533b77582879.5c8b9e...87c2.jpg

Went to the training options to make a new one & chose image generation and scenery

1

Select a Dataset

Choose an existing public dataset or upload your own (500 - 5000 images recommended)

 Search for datasets...



Images for AI and art

155.23 MB

200 Files



bicycles

716.15 MB

278 Files



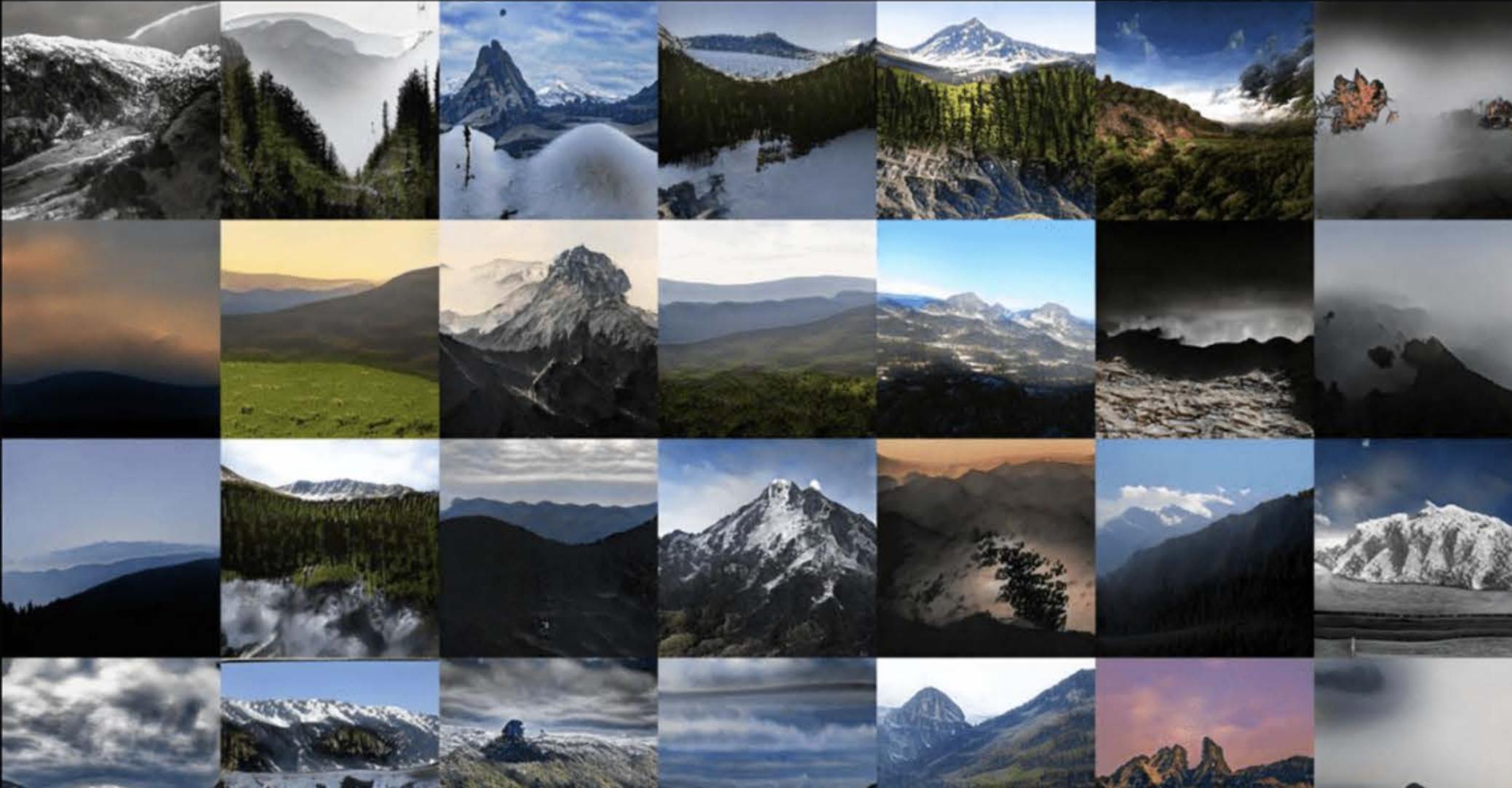
AI and art project ...

1 2 3 ✓
Dataset Setup Training Review

3

Training in progress!

See samples of your training progress.



TRAINING STATUS
Started 21 minutes ago

Status ⓘ

Training

FID Score ⓘ
257.39

Steps ⓘ

13 / 3000

ETA Approx.
Calculating ETA



AI and art project ...

1 2 3
Dataset Setup Training Review

M L ML Lab

Train

Workspaces

Models

My Models

Quick Actions

Hosted

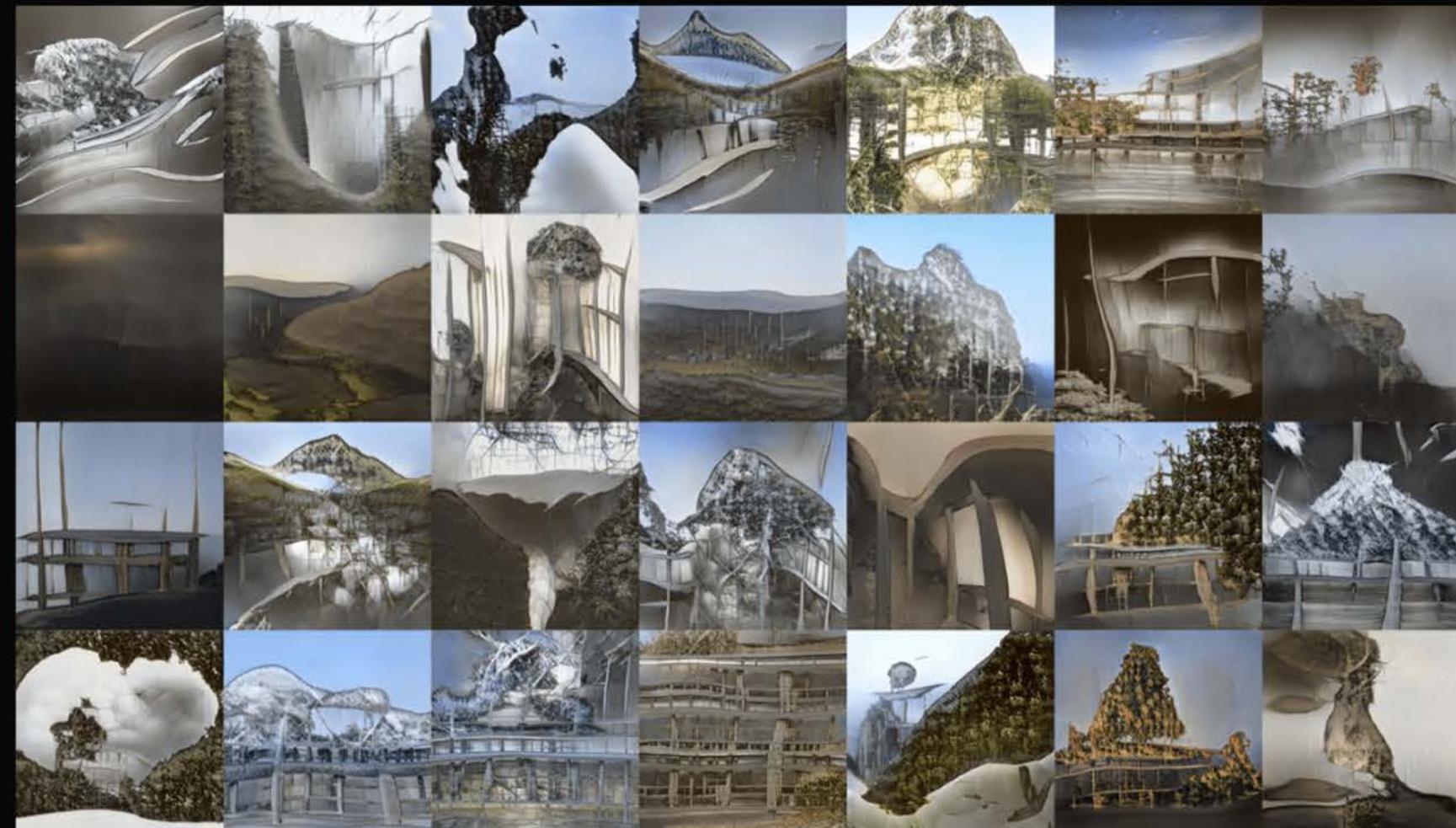
Assets

Help

3

Training in progress!

See samples of your training progress.



0 Step

3000 Steps

1430

Stop

Save Sample Image

Create Progress Video

TRAINING STATUS

Started 2 hours ago

Status

Training

FID Score

197.17

Steps

1438 / 3000

ETA Approx.

2 hours remaining



shardaikaw

shardaikaw@gmail.com

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Results & Reflection

Given the results, I achieved the base of my project, but in the future to create results that are very distinctive, I could perhaps add more images this would have resulted in the FID (fréchet inception distance, how close the generative images are to the original) increasing. Also to generate new aesthetics, a suggestion could be to add more images to the dataset from different architectural styles. Through the project, I've discovered a lot of ways AI can stretch the imagination to places, a humans can't. AI is providing the world with new ways and aspects to approach art mediums which is great. I hope to keep working on providing training for my model and perhaps work on different styles in AI architecture.



Design Fiction - Artificial Intelligence & the age of misinformation

Introduction

In the digital age, we are consistently exposed to misinformation that has influenced almost every aspect of our lives, it can range from an irrelevant misquote from a celebrity to misconstrued facts about a political campaign or even influence how people view & handle a two-year global pandemic. The spread of misinformation has been a concern since humans could communicate but in the digital age, where information can be spread quickly and to a mass amount of people, it's becoming a significant social concern that needs to be handled. Books such as 'Post-Truth' by Lee McIntyre and 'Misinformation Age: How False Beliefs Spread' by Cailin O'Connor & James Owen Weatherall deep dive into the understanding of what you believe is dependent on what/whom you expose yourself to on online spaces & proving social media echo chambers are keeping vulnerable individuals in a loop of "alternative facts". I want to theorise about our future with projects/concepts that can prevent the crisis of misinformation & how AI can provide efficient solutions.

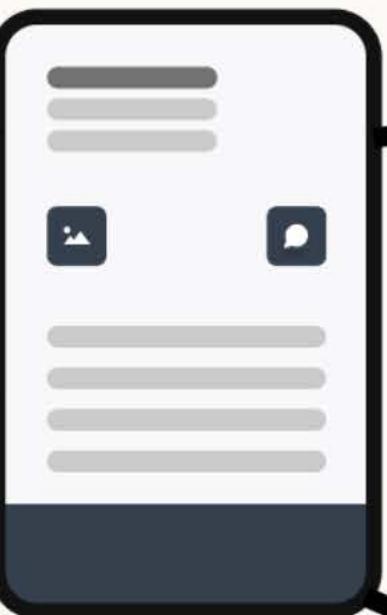
The Project concept

Design Fiction - An AI device/software concept to prevent the spread of digital misinformation through fact-checking that would be readily available & functional for the average person to use.

The Project - Final product

The FC.01 – Affordable device / software to fact-check information

Device Concept The FC.01



The FC.01 will allow users to input text, images, videos recordings to test the truthfulness of the given media. using AI models, the data will be processed and will then present the users with a percentage on how factual the information is. They will also be presented with the sources the fact checkers have gotten the information from.

The FC.01 could also have real-time source checking, such as watch the news, the user could be presents with a variety of sources on a topic so that the user can see all different opinions, certain things are unable to be proven as factual.

A hardware device with AI software that would allow users to create an account so they can keep a track on every media that they have inputed. This could be a helpful feature for any professionals such as journalist who want to keep hold of the fact checkers output. The hardware device would be more for professional and companies who have to deal with fact checkers in a variety of formats & the software would be aimed at individuals.

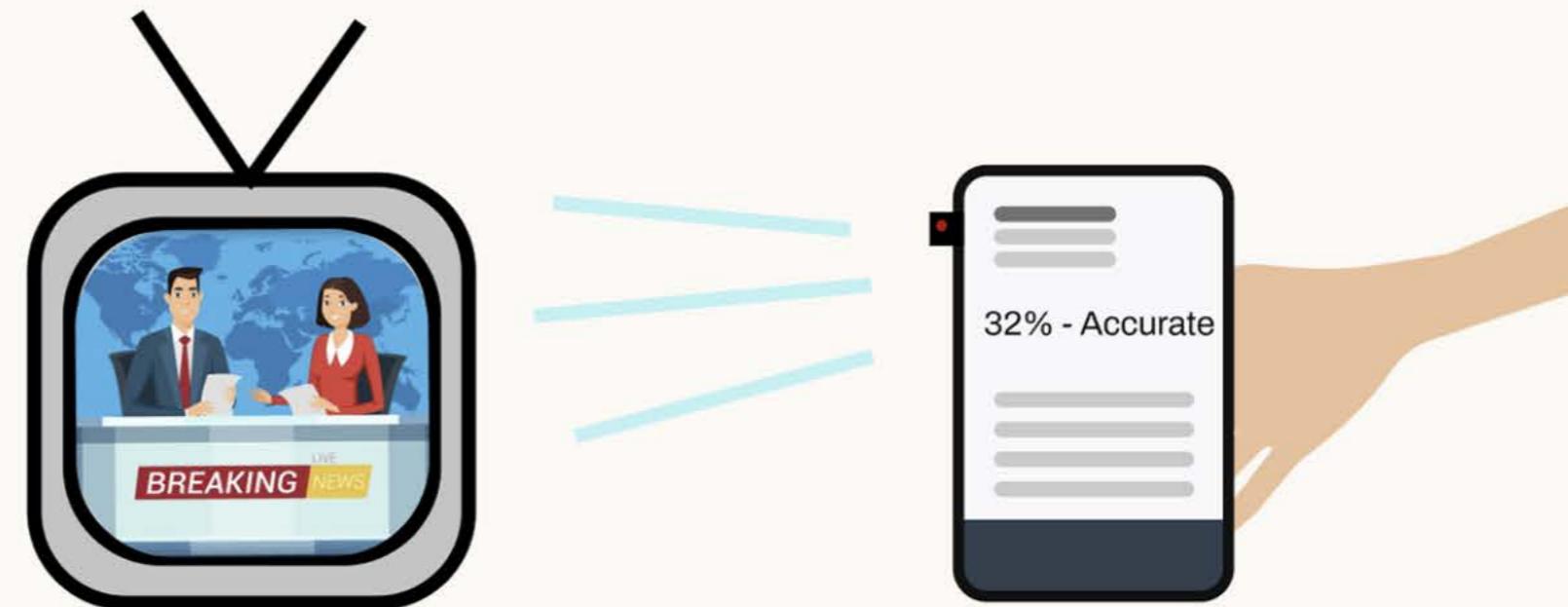
This product is aimed at the average person as well as professionals who may have to deal with reporting & require factual checks on a day to day basis. The concept is so that everyday people can be reassured that the information they are receiving is factual. Software need to be implemented without any bias to maintain accuracy.

Device Concept The FC.01

The AI Features

- Reverse engineering feature, so that images that have been altered can be reversed to their original state thus determining if the images are false.
- Cross-checking AI features, the common features of false information such as particular formats can be documented into a model & text can be cross-checked with those features to understand how reliable the text is.
- Implemented score web pages, Companies like Google are using reliability scoring to see how trustworthy the information on it is. Putting this feature in the AI model will result in quicker accuracy results.
- Context acknowledgement, with internet information context, highly matters, AI can now weigh the facts to understand the semantic meaning of articles.
- Acknowledgement keywords that might be clickbait and dog-whistling terms that might be used to generate engagement

Device Concept The FC.01



Device Concept The FC.01

Software features

- Allow users to input a variety of media (text, articles, images, links to web pages)
- Gives users a percentage score & about the reliability of the media.
- Provide the sources used to result in the percentage.
- Allow users to save all previous fact-checked media.
- If possible, allow users to block the source. To decrease engagement.

Device Concept The FC.01

Limitations

- Making a model that detects credibility is extremely difficult especially for text as there is political, cultural, social knowledge, understanding humour and satire that processing algorithms still don't have.
- Censorship, understanding that it's hard to determine who is 'right' or 'wrong' and that violations of free speech can come at hand if people's opinions are seen as unreliable and then flagged.

Get Started

9:41



FC.01

AI Software developed to fact-check & source check information

Get Started

Home

9:41



Hello, Maria

Home



Text >

Video >

Link >

History

See all



Twitter - Tweet by @Je.. 35%
15 Aug 2020



NY Times - Article by Mi.. 92%
10 Aug 2020



Video Recording
5 Mar 2020



Accuracy page

9:41



< Back

96%
Accuracy

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10:40 AM - 27 Jul 2014

Sources

<https://www.example.org>

<https://www.example.org>

<https://www.example.org>

<https://www.example.org>

<https://www.example.org>

Design Reflection - Strengths & Flaws

To conclude there were some strengths in my designs, such as successfully theorising the concept, however, I could have improved by going into a bit more details about the types of AI models/technologies that could have been implemented. Also to improve the overall design, I wanted to include a 3D CAD model of the device but wasn't able to execute it.

Documentation

Background & Research

I conducted research for the design fiction project by exploring the ways that AI is currently affecting misinformation. There are currently a few start-up companies that are trying to tackle this issue. For example, Fandango is a company that is building software to help journalists fight fake news. Their product is purely aimed at journalists and uses an AI method called content independent detection, fandango's systems can reverse-engineer changes made in photoshop and deep fakes. This differs from my concept project as these starts up are not do have developed AI algorithms to check if the content itself is making false claims. So, their content fact-checking is run by humans.

I also investigated the work of Michael Bronstein, who is a professor at the University of Lugano & Imperial College London. Who researchers in into the topic of fake news detection on social media using geometric deep learning.

Another significant project that influenced my concept design is Logically. Logically AI's algorithms use natural language processing to understand and analyse text, their algorithms check metadata & images. During one of India's election campaigns, logically analysed over 1 million articles and found 50,000 to be fake.

I also read some books that covered the topics of misinformation, and the horrendous effect can have on political campaigns, social issues and to be more specific the mishandling of the Covid-19 pandemic. 'The Reality Game: How the Next Wave of Technology Will Break the Truth' by Samuel Woolley, reviews the possible new wave of misinformation as people have come to know intentionally misleading content posing as fact-based news and how Twitter bots & trolls have influenced real-life elections, he touches on some points to avoid misinformation.