1) Podcast -> Bot Or Not

I chose the podcast "Bot Or Not" which was about bots and how they affect and interact with the public and politics. The podcast starts with a brief conversation with Jack Hirsch the CEO of Butter.ai about how his information was taken and used to influence net neutrality by commenting on the FDC's website. The podcast then moves to a conversation with Lisa-Maria Neudert about how she estimates that one hundred percent of people have at some point interacted with a bot while online. Next they challenge coworkers to a game called "Bot Or Not" where the were read a message generated by a bot or a human and were told to decide whether a bot wrote the message or a human. Unsurprisingly they were unable to confidently decide on how the text was generated, proving how easy it is to trick the everyday user into believing they are reading an opinion written by another person. After that they move to a short interview with Ben Nimmo on how to spot and take down bot armies, something that he had experienced firsthand. However, he noticed that there was pattern to how the bots attacking him online and used that to destroy the botnet by directing them to tweet at twitter support. Finally, they interviewed Tim Hwang on how bots can connect us and how they can be used for good. In one example he gave they used a botnet to check for antivax tweets and reply with something guiding the user away from false information.

2) Videos

2.1) Computer Vision

For my first video I chose a "Computer Vision" by CrashCourse. This video gave a basic explanation of the topic by using cartoon visuals. Computer Vision uses edge detection this is the process of detecting groups of pixels within a
kernel to determine the likelihood than there it is detecting an edge. This is done by comparing the pixels in the kernel to each other based on which column or row they are in to find the difference in colour/shade of the pixels, the more difference the higher chance that the algorithm has detected an edge. The video also talks about neural networks and how nodes and convolutional layers are used to detect different patterns in the image and are then analyzed as a group to detect more complex objects.

2.2) The Art and Ethics of Digital De-Aging

For my second video I chose "The Art and Ethics of Digital De-Aging" by Fandor. Where they talk about the fairly new art of digitally editing faces and bodies within videos and how these actors who were altered or digitally recreated seem to resemble animatronics, melted wax figures or video game characters. The author shared some concerns about how this affects not only the ability to hire less actors, as well as, also giving the film industry to digitally alter their stars to become more perfect than a person can be.

3) Some thoughts I had while listening to these videos/podcast(s)

- The reason these types of botnets are possible are because of exposed API endpoints that allow developers to create tools or pull data and analytics from twitter or other social media platforms. Why not make it slightly harder to get privileges to these endpoints? I've messed with the Twitter API's myself and was given developer access within a day of my request.

- A question pertaining to "The Art and Ethics of Digital De-Aging". Acting and movies are artistic mediums just like Music. In music artists are allowed and, in some cases, encouraged to use autotune or create digital arrangements that in some cases a human would not be capable of replicating. Even though these songs or compositions are not fully human that doesn't mean they are not creative and brilliant. Do you think we should not give artists tools to bring their ideas to life and create exactly what they envisioned?