



In 1998, with the victory of Deep Blue against Kasparov, humanity have felt the Promethean Shame prophesized by Günther Anders in *"The Obsolescence of Man"*. Machines have surpassed humans in realms that were supposed to be the exclusive privilege of human intelligence. Nevertheless, since the famous Mechanical Turk, a 1770 chess-playing automaton that revealed itself to be operated by a man, a seminal suspicion remains attached to artificial intelligent. The victory of Deep Blue itself is tainted with distrust, as Kasparov claimed several times that the program might have been operated by a human in the second game.

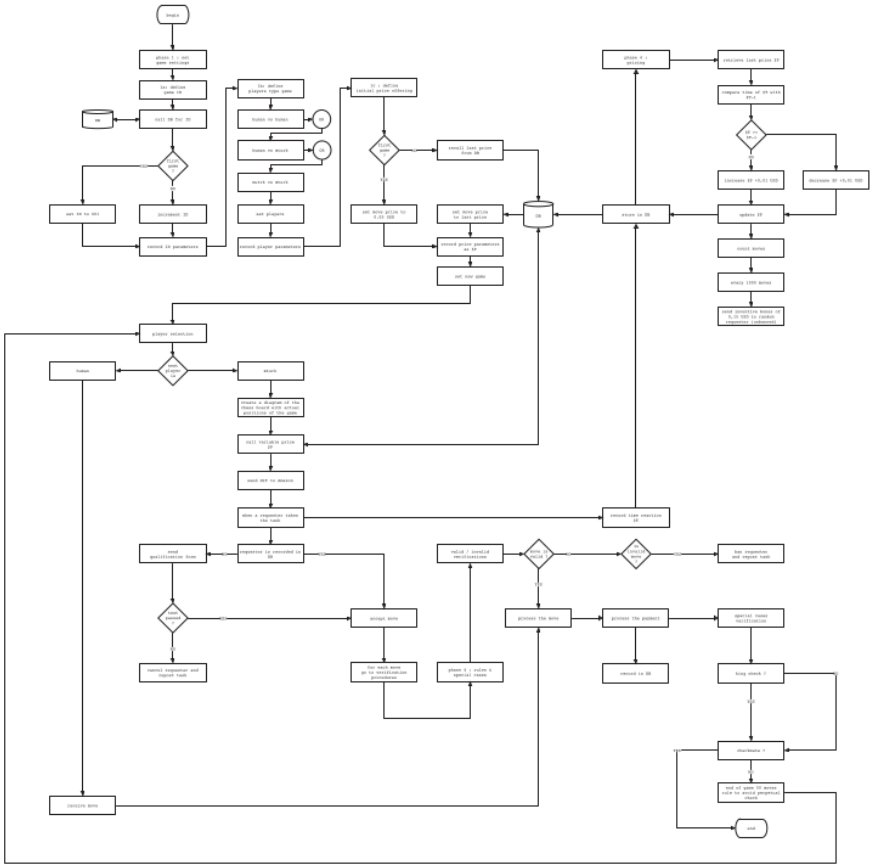
And even in the Silicon Valley, and despite their promises a world of full automation and smart services, many of the supposedly intelligent applications have been exposed as simulacra: numerous chatbots, virtual assistants, schedule-planners and even self-driving cars were in fact operated by an army of underpaid offshore workers. Rather than some isolated phenomena, the development of artificial Artificial Intelligence, or Pseudo-AI, underlines the nature of Artificial Intelligence in the framework of the disruption economy: rather than a scientific achievement, it is a new step forward in the cybernetic management of labor.

"AAI Chess" is an automated game of chess, fully operated by a Pseudo-AI, that illustrates the very nature of artificial intelligence.

"AAI Chess" has been produced with the support of [PACT Zollverein](#), [Walzwerk Null](#), [PAMAL \(ESA Avignon\)](#) and with the contribution of Marie Lechner.

AAI Chess Diagram

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AAI Chess Monitoring
Active and complete games : http://rybn.org/human_computers/aaichess

1. e4 Nf6 2. e5 Nd5 3. Bc4 e6 4. d4 Nb4 5. Nf3 d5 6. Bb3 Be7 7. Bg5 Bxg5 8. c3 N4c6 9. Nxg5 Qxg5 10. O-O O-O 11. Bc2 f5 12. f4 Qh6 13. Rf3 Ne7 14. Rh3 Qxf4 15. Na3 Qe3+ 16. Rxe3 f4 17. Rf3 a6 18. g3 a5 19. Qf1 fxg3 20. Rxf8#

Game over, Black is in checkmate.

