



Plur.ais Workshop

As new technologies are actively shaping and directing both our expectations, our trajectories, and the way we enter in relation with the world, it is worth apprehending possible societal shifts, and delineating where, in these speculative landscapes, lies individuals' intentions, hopes and fears.

This workshop aims to interrogate the way we think about technological possibilities, in relation to ourselves but also to the society or community we live in. We will develop and prototype new narratives for our AI-infused tomorrows from situated and plural voices. It also hopes to bridge individual desires and collective possibilities, by depicting a future desirable for the many, not imposed by the few.

Motivations

The goal of this workshop is to encourage the participants to escape from the mediated vision of technological futures and explore their hopes, emotions and personal values in relation to smart new technologies. It incites the participants to critically and imaginatively gaze into the future, whilst simultaneously learning to shape their ideas in a tangible and comprehensive way. By experimenting with speculative thinking, and rapid prototyping, participants are led to reflect on the notion of common goods, the importance and fragility of utopia-thinking, while venturing into responsive and inclusive thinking. *This notion of "collective making" will be discussed and experimented from the voices of everybody, while advocating the idea of "situated knowledge".*

This workshop also takes place within a bigger scope of opening a conversation around how citizens wish to experience smart new technologies, and a certain practice of listening. We would like to hear these individual voices which are usually kept out of these conversations, and enrich the dominant techno-capitalist visions of futures from these underrepresented civic perspectives.

PROGRAMME *(around 4hours)*

Part I. A future with AI (1h)

45min. Participative introduction

Introduction of participants and organisers, and motivation behind these workshops.

What is AI - & what do they think it is.

What AI is/can be used or can not be used for, illustrated with examples in a broad set of domains, through a moodboard. + What's their feedback on these real life uses.

Where these notions of future thinking, and technological utopias come from, and how structures of power are affecting it. (Participative)

15 min. Individual survey about how they wish to experience smart new technologies in the near future.

15 min. Discussions about the survey, and the possible fears, hopes or wishes related to AI.

We would also present the previously collected opinions of people from our ongoing fieldwork.

Part II. Delineating your vision (1h30)

15 min. Introduction about the vision creation exercise.

1h Creating a local AI vision. *Participant could group in teams of 2-3 people.*

Creative exercise during which participants will imagine a possible, situated & positive use of AI for a specific community. It can be either a product or a service or digital solution, for which they will have to consider its purpose, its functionality, but also describes in which way some communities could make use of it and under what circumstances, as well as possible scenarios or situations that could be generated by it.

NB: Methodological cards have been designed to guide them through their vision creation if they need some inspiration to frame their vision, but could also help them tune and test their scenarios once they are more advanced.

ALTERNATIVE: If time allows, we will suggest in a second part to techno-enthusiast/creative participants to unroll their scenario up to a dystopic end, in order to question the limits and the local character of their utopia, and imagine possible malicious drifts that their product or services could serve.

15 min Break

Part III. Prototyping (1h30)

1h Prototyping Each team will have to tangibly prototype ideas by using simple tools such basic craft materials, funky objects to be disassembled or repurposed, prefabricated electronic parts such as screens, speakers, and buttons, collected materials, etc.

According to the participants, they also could choose different medium to prototype their ideas and scenarios, notably video: docu-fiction, speculative trailer or advertisements, etc.

15min Presentation: Each team will introduce its AI utopia to the group, and we will discuss how these could contribute to desirable future worlds we want to live in.

15min Wrapping up - Feedbacks -References

ABOUT

Plur.ais is an open conversation about how citizens wish to see smart new technologies affecting their life, aimed to enrich the familiar narratives around AI-infused tomorrows with local, situated and inclusive practices. It encompasses direct fieldwork, online conversations, playful experiments and workshops.

This project adopts the mundane, the situatedness and the unscalability of things and processes at his core, while wandering through a spectrum of collected civic materials. While embracing a state of heterogeneity, and complexity for our technological futures, it also questions how these individual visions can come together to compose a plural world. In a future whose present is not yet taking place, it fuzzily redefines a common ground from local consistencies, networked interdependent agents, and adaptive imperfect processes. From there, a new civic society may awkwardly emerge, in acceptance of the inherent frictions of the individual bodies, their contradictory tendencies, and categorical instability.

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The team

Claire Glanois is a Dr. in mathematics, whose previous work was situated at the crossroad of number theory, algebraic geometry and quantum field theory, and which recently reoriented her research towards Machine Learning. In parallel, she is engaged in the ethical questions surrounding AI regarding its impact on a societal level and aims to develop civic tools to debunk the culture of obscurity commonly surrounding AI while opening up spaces for algorithmic diversity and transparency. Aside her work, she also committed in various non-profit or creative initiatives notably for diversity or open education, as through her residency at thecamp, or her Mozilla OpenLeader Fellowship.

Dalia Maini is a liminal figure between cultural and survival production. Since 2018 she is co-founder of the Naples-based curatorial project Bite the Saurus which purpose is to intersect the system of art with the theater of social values. She embodied her believes in hospitality, care, radical hope, manipulative observation and collective imagination. She has recently directed her interest in a speculative agenda for redefining interaction between human and non human agents for the future.

Yoonha Kim is a design anthropologist. It means she is interested in other people's lives and enabling action with them. Her research is focused on how different cultures and technics interact and create multiple future stories. Since 2016, She has been organising an ongoing workshop titled 'Wearing Pixels', where people from various backgrounds gather and co-create alternative ways of visual self-expression.

Carole Wai-Hai is heading the Data Sciences and Analytics efforts at Tenjin, a one-shop analytics solution for UA and monetization data. She previously lead the Business Intelligence team at Fyber, where she started her career in Ad Tech and trained business managers on self-service analytics, KPIs and automated processes. In a past life she lived in Reunion island, Paris, Beijing and San Francisco doing online dictionary development, events hosting, sales and improvisation theater.