Chorder description – PERFORMANCE version

Chorder is an ecosystem-based piece that stems from the mutual interaction between a human performer and an Artificial Intelligence algorithm. The opus puts in relation two intelligent entities of profoundly different nature, establishing a dialog on their comprehension of the archetypical concept of order and chaos. To make this possible, the AI has been trained to understand how human beings perceive the difference between ordered and chaotic sounds. This intelligent system generates interpenetrating sound textures following deterministic rules based on its acquired knowledge, aiming to satisfy one simple condition: balancing the level of order and chaos within the soundscape. The musician has no direct influence on the AI's decisions but can interact through the elaboration of its output, consequently biasing its choices. In this way, the human bends the will of the machine according to his conception of formal beauty. To do so, he must investigate and comprehend the personality of the AI in order to accompany it, respecting its own flow of decisions. While, on the other side, the machine learns a human concept relating to auditory perception. Hence, during the performance a form of empathetic projection of the human with the machine and of the machine with the human takes place.