

A design experience was beginning to form (finally).

I was combining the initial media ecology influence (behavioural, societal impact of a new technology being synthetic media)

...

with the structure of a piece of intervention, service design that reacted to the similar societal impact that new media caused (The Yellow Chair Stories project and using CAPTCHA in a similar role to react to the impact of synthetic media)

...

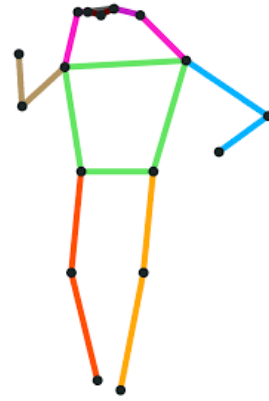
to create a piece of speculative design - what might synthetic CAPTCHAs look like and be like to interact with?

Using the ml5.js library to facilitate the data collection interaction, there are three clear capabilities that use synthetic media and contribute to it's immediate growth:

PoseNet,

SoundClassifier,

and Sentiment.



PoseNet - Used in previous prototypes to track my body. Collected data points of human movement can be used as training data to develop robots that move more naturally. Robots cannot mimic natural human movement (yet).



Sentiment - This library uses thousands of film reviews from iMDB and their corresponding rating to build an algorithm that can determine the sentiment (emotional value of a piece of text). ChatGPT and similar chat bots want data in order to create text that could be written by a human.



SoundClassifier - Can recognise certain words. Used in home assistants that still requiring lots of data to mimic human vocal tones and inflection. They currently fall quite a bit short of sounding 'human'.