

shorturl.at/quuk2

I asked 4 LLMs to create a workshop on LLMs

- Comparison between Deepseek, OpenAI, Gemini, and Claude:
- Initial prompt:
 - "write me a prompt that will task an LLM to create a compelling outline for a workshop on working with LLMs in artistic and creative, and critical ways"
- I fed each model each of the prompts produced

I asked 4 LLMs to create a workshop on LLMs

	Deepseek	OpenAl		Claude
	Prompt for LLM:	Prompt for an LLM:	## Prompt: Design a Compelling Workshop Cutline: "Unleashing the Muse: Exploring LLMs in Art, Creativity, and	Create a detailed workshop outline for exploring creative and critical approaches to working with Large Language
	"Create a detailed and engaging outline for a 4-hour workshop titled "Exploring LLMs: Creativity, Artistry, and Critical	2	Critical Discourse"	Models (LLMs). The workshop should:
	Engagement'. The workshop should empower participants to use large language models (LLMs) as tools for artistic	"Please create a compelling, detailed outline for a workshop focused on working with large language models (LLMs)		
	creation, creative experimentation, and critical inquiry.	in artistic, creative, and critical ways. The outline should include the following elements:	Objective: Craft a detailed and engaging workshop outline for a 2-day event focused on exploring the use of Large	Cover both practical hands-on exercises and theoretical discussions that:
			Language Models (LLMs) in artistic, creative, and critical contexts. The workshop is aimed at artists, designers,	- Challenge conventional uses of LLMs
	Structure Requirements:	1. Introduction:	writers, researchers, and anyone interested in the intersection of Al and creativity. Participants will have varying levels	- Explore the intersection of human and machine creativity
	1. Introduction (20 mins):		of technical understanding, so the workshop should balance theoretical concepts with practical, hands-on exercises.	Examine the ethical implications and limitations of Al in creative work
	- Briefly explain LLMs and their potential in creative/critical contexts.	- An engaging overview of the workshop objectives and the significance of LLMs in the creative and critical		- Develop critical thinking about Al's role in artistic practice
	- Set expectations: Hands-on activities, ethical discussions, and collaborative work.	domains.	Target Audience: Artists, designers, writers, researchers, and anyone interested in the intersection of Al and creativity.	
	A1011 1000 12 8 201 1 12 17	- Contextual background on LLM technology and its impact on art, literature, and critical theory.	Assume a mixed level of technical expertise.	2. Include specific exercises that:
	2. Module 1: LLMs as Creative Collaborators (60 mins):	2. Session Breakdown:	Workshop Goals: Buthe end of the workshop, participants will:	- Demonstrate both the capabilities and limitations of LLMs
	Subtopics: Generating poetry, dialogue, hybrid text-art, or conceptual prompts. Activity: Quickfire exercise where participants generate and remix LLM outputs.	- Creative Applications: Sessions that explore how LLMs can be used for creative writing, digital art, interactive	workshop goals: by the end of the workshop, participants will:	Encourage experimentation with prompt engineering as a creative practice Explore collaborative human-Al creation processes.
	Discussion: How do LLMs challenge/conform to traditional notions of authorship?	storutelling, and other artistic practices.	- Understand the fundamental principles of LLMs and their potential applications in creative fields.	- Question and subvert traditional Al interaction patterns
	Processor From do Edins of tallot garde to the to hadron at more so to be to step.	- Critical Perspectives: Sessions that examine the ethical, cultural, and societal implications of using LLMs.	- Explore the ethical and critical implications of using LLMs in art and creative expression.	- gostoria in surver valentia en revisco i parenti
	3. Module 2. Critical Interrogation (60 mins):	including discussions on biases, authenticity, and the role of human creativity.	- Gain practical experience using LLMs as tools for generating text, images, music, and other creative outputs.	3. Structure the content to:
	- Subtopics: Bias in training data, environmental impact, labor practices, and cultural homogenization risks.	- Practical Exercises: Hands-on activities where participants experiment with LLMs to generate creative content and	- Develop strategies for integrating LLMs into their existing artistic workflows.	- Progress from basic concepts to advanced applications
	- Activity: Analyze generated outputs for hidden biases or assumptions.	critique LLM outputs.	- Be able to critically evaluate the output of LLMs and understand their limitations.	- Balance technical skills with artistic exploration
	- Debate: Is "creativity" possible for LLMs, or are they remix engines?	- Interactive Discussions: Structured group discussions or panels that encourage participants to debate and analyze		- Include time for reflection and discussion
	Providence Control of the Control of	the creative and critical potential of LLIMs.	PAGE 1998 AS DE SE	- Incorporate diverse artistic disciplines and approaches
	4. Module 3: Hybrid Creativity (60 mins):	3. Structure and Timing:	Deliverables: A comprehensive workshop outline that includes:	2004 COCK 4000 MODEL BAR COCK 4500 A 500 MODEL BAR A A BAR STORE S
Return prompt	- Subtopics: Using LLMs as a starting point for human refinement, iterative co-creation, or disrupting Al outputs. Workshop Culline: "Exploring LLMs: Creativity, Artistry, and Critical Engagement"	-		Address questions such as:
	Workshop Duffine: "Exploring LLMs: Creativity, Artistry, and Critical Engagement"	Below is a detailed, engaging outline for a 4-hour workshop titled Exploring LLMs: Creativity, Artistry, and Critical	## Exploring LLMs: Creativity, Artistry, and Critical Engagement - Workshop Outline (4 Hours)	# Exploring LLMs: Creativity, Artistry, and Critical Engagement
	Duration: 4 hours Audience: Mixed familiarity with LLMs	Engagement. The outline is structured to provide both hands-on experiences and rich conceptual discussion. It is		## A 4-Hour Interactive Workshop
		designed for participants with varying familiarity with large language models (LLMs), balancing technical guidance	This workshop empowers participants to use Large Language Models (LLMs) as tools for artistic creation, creative	
	(T)	(such as prompt engineering tips) with deeper ethical and creative inquiry.	experimentation, and critical inquiry. We'll balance technical guidance with conceptual depth, fostering both practical skills and a critical lens for evaluating Al's role in creativity. The workshop is designed to be inclusive, catering to	### Pre-Workshop Setup (15 minutes before start) - Welcome participants as they arrive
	### 1. Introduction (20 mins)		participants with varied familiarity with LLMs.	vercome participants as mey arrive Ensure evercone has access to an LLM (provide list of freelaccessible options)
	Dijective: Establish foundational knowledge and set workshop tone.	I	participants with valied ramilianty with LLIVIs.	- Ensure everyone has access to an ELM (provide list of neeraccessible opitions) - Distribute workshop materials: handouts, prompt templates, reflection journals
	- What Are LLMo?	### Workshop Overview	L Introduction (20 mine)	- Distribute workship materials. Haridbuts, prompt emphates, reflection pormas
	- Simple definition: "All trained on vast text data to generate human-like content."	The Police of Contract	The Country of the Indian	### Introduction (20 minutes)
	- Creative examples: Al-generated poetry (e.g., "Sunspring" screenplay), visual art prompts, music lyrics.	Title: Exploring LLMs: Creativity, Artistry, and Critical Engagement	- Welcome & Icebreaker (5 mins): Briefly introduce yourself and the workshop's goals. A quick icebreaker (e.g.,	#### Opening 10 minutes
	- Workshop Goals	Duration: 4 Hours	"Share one thing you're curious about regarding Al and creativity") helps participants connect and sets a relaxed	- Brief round of introductions: name, creative background, experience with LLMs
	- Hands-on experimentation, ethical reflection, and collaborative creation.	Audience: Writers, artists, educators, and critical thinkers—ranging from novices to those with technical experience in		- Workshop overview and ground rules
	- Icebreaker Activity (5 mins):	LLMs.	- What are LLMs? (10 mins): Explain LLMs in simple terms, focusing on their ability to generate text, translate	 Key concept introduction: LLMs as "probability machines" that can generate, analyze, and transform text
	- Poll: "Raise your hand if you've used ChatGPTIDALL-Eletc. How did you use it?"	Goals:	languages, write different kinds of creative content, and answer your questions in an informative! way. Avoid technical	- Demo: Quick live demonstration of LLM interaction to set baseline understanding
	- Quick discussion: Share one hope or concern about LLMs in creativity.	Empower participants to harness LLMs for artistic creation and creative experimentation.	jargon. Use analogies (e.g., LLMs as "autocomplete on steroids") to make the concept accessible. Highlight their	30
		Encourage critical examination of LLMs' ethical, cultural, and creative implications.	potential in creative and critical contexts.	#### Setting the Stage (10 minutes)
	(The	Provide practical skills (e.g., prompt engineering, remix techniques) alongside conceptual discussions about	- Workshop Expectations & Agenda (5 mins): Outline the workshop structure, emphasizing the blend of hands-on	- Workshop goals and expectations
	formation of the state of the s	authorship, bias, and the future of creative collaboration.	activities, ethical discussions, and collaborative work. Briefly introduce each module and its key themes. Mention the	- Introduction to the day's structure
	### 2 Module 1: LLMs as Creative Collaborators (60 mins) Objective: Explore LLMs as tools for ideation and co-creation		adaptable timing for shorterflonger formats.	Establishing shared vocabulary around LLMs, prompting, and creative practice Brief group discussion: "What brings you here today?"
	- Sublopics & Activities:	•••	II. Module 1: LLMs as Creative Collaborators (60 mins)	- brief group discussion: "What brings you here today?"
Deepseek	- Prompt Engineering Basics (10 mins):	### 1. Introduction (20 Minutes)	ii. Hibble I. LEMS as Creative Conductation (continue)	### Module 1: LLMs as Creative Collaborators (60 minutes)
осерасек	Workshop Title: "Reimagining Creativity: Harnessing and Critiquing Large Language Models in Art and Thought"	Below is a comprehensive outline for a workshop designed to engage a diverse audience—including artists.	## Workshop Dulline: Navigating the Creative and Critical Landscape of Large Language Models	# Creative & Critical Approaches to LLMs: A Hands-on Workshop
		technologists, and critical thinkers—in exploring the creative, artistic, and critical potentials of large language models		## Workshop Overview
	((LLMs).	Workshop Title: Beyond the Prompt: Exploring the Creative and Critical Potential of LLMs	age to 10 more as the two terms as we see the property areas as to
		50.0000 W	45.5 (\$4.5 (\$1.5 (This two-day intensive workshop explores the intersection of large language models (LLMs) with artistic practice and
	### 1. Introduction (45 minutes)		Target Audience: Artists, technologists, writers, critical thinkers, and anyone interested in the intersection of Al and	critical theory. Participants will gain hands-on experience working with LLMs while developing frameworks for
	Objective: Set the stage for exploring LLMs as tools and collaborators in creativity and critical discourse.		crealivity.	understanding their creative potential and societal implications.
	- Opening Hook (10 min):	## Workshop Title	Water Color	### Core Workshop Themes
	- Upening Hook (10 min): - Interactive poll: "Can a machine be creative? Vote Yes/Nd/Unsure."	"Creative & Critical Conversations with LLMs: Art. Ethics, and Innovation"	Workshop Objectives:	- The role of Al in contemporary artistic practice
	Showcase provocative LLM-generated artipoetry (e.g., Al-generated DALL-E images paired with GPT-3 haikus).	Liedaye & Citical Conversations with ELPVS. MICEINICS, and Inhovation	This workshop aims to equip participants with the knowledge and practical skills to engage with Large Language	Critical perspectives on machine-assisted creativity
	- 3 toricase providente ELPAgeneralea arqueery (e.g., wi-generalea Dweep Ennages pared with all 1-3 haircas).		Models (LLMs) in both creative and critical capacities. Participants will learn how to leverage LLMs for artistic	- Ethical considerations in Al-human collaboration
	- Workshop Overview (15 min):		expression, while also developing a nuanced understanding of the ethical, social, and cultural implications of this	- Technical literacy in working with LLMs
	- Objectives: Demystify LLMs, foster creative experimentation, and cultivate critical awareness.	IIII 1 Introduction	technology.	- Development of individual creative voice when working with Al
	- Significance: LLMs as disruptors in art, literature, and cultural production (e.g., Al-authored novels, algorithmic			The state of the s
	music).	A. Workshop Overview	1. Introduction (9:00 - 9:30 AM)	## Day 1: Foundations & Creative Applications
		100 Acres 23 (100 C C C C C C C C C C C C C C C C C C		METERSON (INC.) (1997)
	- Contextual Background (20 min):	- Objectives:	- Welcome and Icebreaker (10 mine): Brief introductions and a quick activity to gauge participants' existing experience	### Morning Session (9:00 AM - 12:30 PM)
	- Primer on LLM technology: How they work (training data, neural networks), limitations, and key terms (prompts, fine-	 Introduce participants to LLM technology and its transformative impact on creative disciplines and critical theory. 	with LLMs and their creative/critical interests.	0.00 101510
	tuning).	- Explore how LLMs can be harnessed as collaborative creative tools while also examining their ethical, cultural, and	- Workshop Dverview (15 mins): A dynamic presentation outlining the workshop's objectives, structure, and learning	9:00 - 10:15 Opening & Introduction
	- Impact spotlight: Case studies (e.g., Sunspring Al film, controversies around Al-generated journalism).	societal implications Significance:	outcomes. Highlighting the transformative potential of LLMs across creative fields and the importance of critical	Welcome and participant introductions Overview of LLM technology and its evolution
OpenAl	···	- Significance: - Highlight the rapid evolution of LLMs and their current influence on art, literature, digital media, and critical	engagement. - Setting the Stage: LLMs in Context (15 mins): A concise overview of LLM technology, its evolution, and its current	- Overview or Eleminous Andreas evolution - Demo showness Evernoles of any indications I I Marketics and applications
AND THE	# Workshop Dulline: "Unleashing the Muse: Exploring LLMs in Art, Creativity, and Critical Discourse"	Below is a comprehensive, two day workshop outline for "Unleashing the Muse: Exploring LLMs in Art, Creativity, and	### Unleashing the Muse: Exploring LLMs in Art, Creativity, and Critical Discourse	Demo showcase: Examples of groundbreaking LLM artworks and applications Unleashing the Muse: Exploring LLMs in Art, Creativity, and Critical Discourse
		Critical Discourse." This design targets a mixed audience—from artists and designers to writers, researchers, and		## Two-Day Workshop Outline
	## Pre-Workshop Preparation	creative technologists—by blending foundational theory, critical discussion, and hands-on practical exercises. The	A 2-Day Workshop Outline	News Country Control of Control o
	-Reading List:	structure builds progressively. Day 1 lays the conceptual and ethical groundwork and sparks discussion, while Day 2		### Fre-Workshop Malerials
	- "All and Art: A Manifesto" (critical essay on authorship in Al-generated art).	moves participants into direct experimentation and strategic integration of LLMs into creative workflows.	Workshop Goals: By the end of this workshop, participants will:	#### Required Reading
	- "How GPT-3 Works" (simplified technical overview).		Lane " are " a real are all the line of a real	- "The Artist in the Machine" (Selected chapters on Al creativity)
	- "The Bias in the Machine" (article on ethical challenges in LLMs).	***	- Understand the fundamental principles of LLMs and their creative applications.	- "Prompting for Artists" - Guide to effective LLM interaction
	- Activity: Experiment with free tools like ChatGPT or DALL-E Mini to generate textimages; reflect on creative		- Explore the ethical and critical implications of LLMs in art.	- Case studies of notable AI art projects and controversies

- Gain practical experience using LLMs for creative output

Greedy, Thirsty LLMs

Generating anything LLMs implies a **massive amount of computation**. That in turns requires a lot of **energy**, and, since energy means **heat** and machines break if they get too hot, also a lot of **water** to keep things running.

The effective energy and water costs of LLMs remains fairly opaque (companies keep things under the rug as much as possible, bad for publicity & competition). We can only rely on external studies.

Here's one: "A bottle of water per email: the hidden environmental costs of using AI chatbots" (original, paper)

See also "ChatGPT Energy Consumption Visualized"

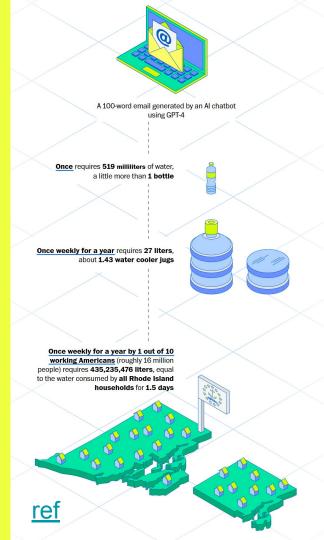
Tech Won't Save Us: Data Vampires

Kate Crawford's Anatomy of Al

Water

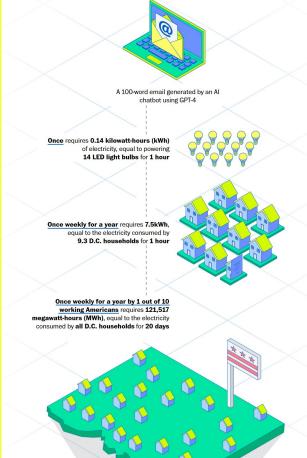
- Using GPT-4 to generate 100 words consumes up to 3 bottles of water
- Texas had the lowest water usage at an estimated 235 milliliters needed to generate one 100-word email, while Washington demanded a whopping 1,408 milliliters per email
- 235 mL / 100 words (Texas, lowest water usage)
 - = 2.35ml / word

<u>Using GPT-4 to generate 100 words consumes up to 3 bottles of water —</u>
Al data centers also raise power and water bills for nearby residents



Electricity

- If 1 in 10 working Americans use GPT-4 once a week for a year (so, 52 queries total by 17 million people), the corresponding power demands of 121,517 MWh would be equal to the electricity consumed by every single household in Washington D.C. (an estimated 671,803 people) for twenty days
- 121,517 MWh (Total Energy Use) / (17,000,000 (1/10 Working Americans)
 x 52 (weeks) x 100 (word email)
 - = 0.00000137462669683 MWh / word
 - = 0.0013746267 kWh / word
 - = 1.37 Wh / word



Maths it out

Water

2.35mL / word

13892 words x 2.35mL

= 32.6L

Typical UK water use per person: 142L per day

Electricity

1.37Wh / word

13892 words x 1.37Wh

= 19.1 kWh

(4 x tumble dryer cycles)

UK household typical energy use (per year) = 2,700 kWh

Compare with Wikipedia

Wikimedia Energy usage: ref

In **2021**, the servers used **3.143 GW h (gigawatt hours)** of electrical energy. The total carbon footprint of the servers was **1,073 metric tons CO2-eq** in 2021.

10,000 pageviews every second ref

~315.4billion views per year

3,143,000,000 / 315360000000 ~= **0.01** Wh per view

137 x length of answer more energy intensive than loading a wiki article.

Greedy, Thirsty LLMs

- The energy source is important: if the electricity for your data centre is full green and renewable, yay! These companies are all opaque.
- It is still way more efficient to use data centres for this kind of processing: using personal laptops at scale is way worse!
- Data centres compete at the scale of municipalities for resources
- Using LLMs to give you a baking recipe (instead of reading an existing blog post) is energetically OVERKILL. Like using a bazooka to open a can of vegetables. Using a recipe book is itself way better than the blog...

Activity: Does this change things?

Discussion 5 Minutes

Does this affect how you feel about AI?

Do you think this will affect how you use AI?

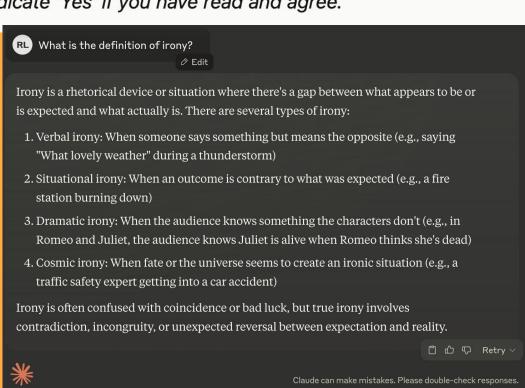
Where does the responsibility lie?

What are some things LLMs can do that is worth the computational cost?

Al Policy for Application •

While we encourage people to use AI systems during their role to help them work faster and more effectively, please do not use AI assistants during the application process. We want to understand your personal interest in Anthropic without mediation through an AI system, and we also want to evaluate your non-AI-assisted communication skills. Please indicate 'Yes' if you have read and agree.

Anthropic's policy for job applications



Poetry and the Machine

LLMs all want you to write poetry with them. What's the point?

LLMs and current AI models represent a radical flattening.

All data must be presented the same, tokenized. As statistical phenomena, these sophisticated prediction machines still seek an average result.

There is a predictability required of their prediction-abilities.

Authenticity and Re/Production

"The work of Art in the Age of Mechanical Reproduction", Walter Benjamin

The authenticity of a thing is the essence of all that is transmissible from its
beginning, ranging from its substantive duration to its testimony to the history
which it has experienced.

Where is the beginning for an Al outcome?

Computational Systems

Strength of computational systems is data handling not semantics. The former can produce the latter, but the latter can't produce the former.

- Al systems can do style transfer from analysis of vast quantities of data
- Poets don't lack the quality of producing semantic, emotional texts. Nor is it artistically productive to restylise text into that of an established writer, especially one with a recognisable style

What can data do for poetics?

Words about words

McNeal, Ayad Akhtar

"Studio 5, The Stars", J.G. Ballard

The Poetry Cloud, Cixin Liu

<u>Library of Babel</u>, <u>J. L. Borges</u> [Check out <u>this web implementation</u>!, and also "<u>Borges and Al</u>", Léon Bottou, Bernhard Schölkopf]

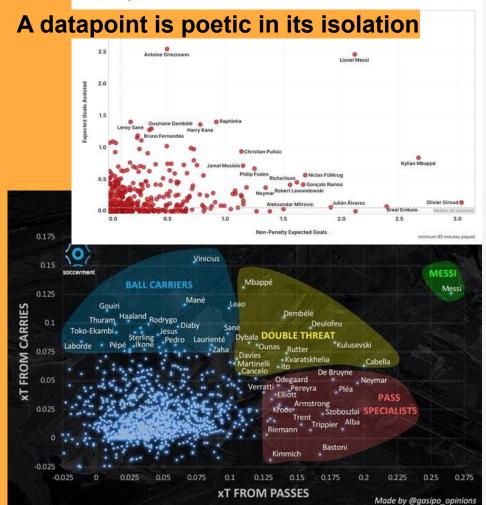
"Cybernetics and Ghosts", Italo Calvino

Poetry of a Billion Datapoints

What is a datapoint?

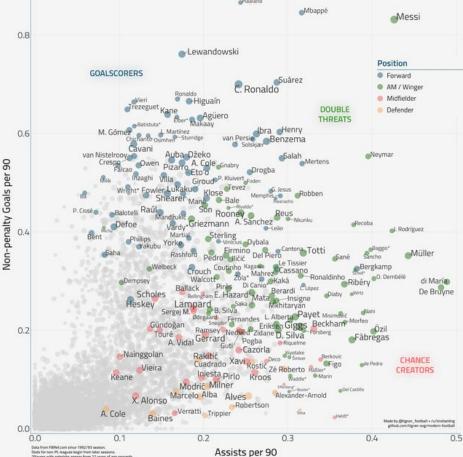
What are the poetics of a datapoint?





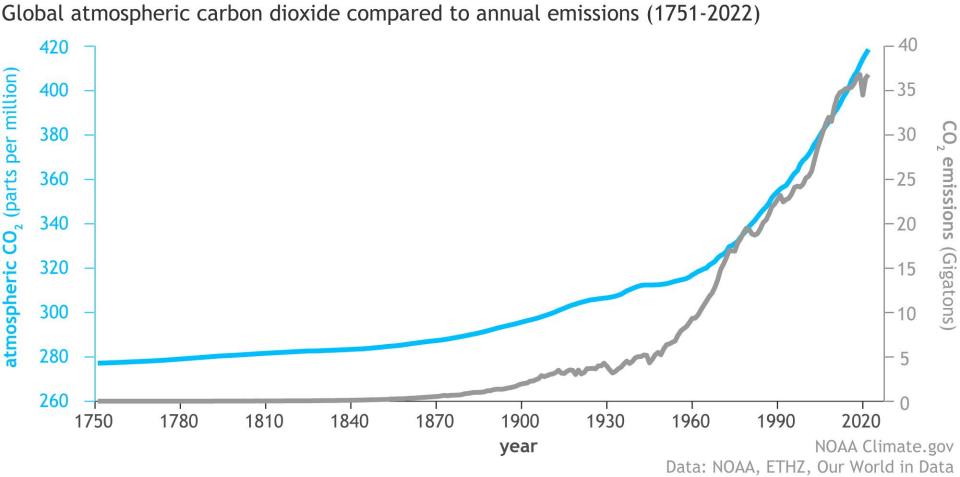
Which players have been the biggest attacking threats since the 1990s?

All players with at least 7,000 minutes played in the top 5 European leagues from the 90s to the end of the 2023/24 season. The larger the name, the more minutes played.



Stats for non-PS leagues begin from later seasons

One datapoint is a noisy moment in a sea that constructs a trend



A datapoint can be the intersection of many vectors John Snow 1854 Broad Street Cholera Outbreak

How Can an LLM Act?

How do LLMs and AI in general interact with us and the world in a way a human cannot?

- Speed of response
- Absorption of data and multimodality
- Continuance
- Flatness (All things are equally the same)

Not to use LLMs to create poetry about junk, but to use AI to address data as poetry

Activity: What data might you think to use?

5 Minutes for discussing ideas

- Data can be viewed in a more abstract sense
- Some ideas: Found objects, videos of interests

5 Minutes for Sharing with the group

The stuff of the machine

Labour Imperitives and Implications

PRESENTED BY

Exclusive: OpenAI Used Kenyan Workers on Less Than \$2 Per Hour to Make ChatGPT Less Toxic



Alls a Lot of Work

As the technology becomes ubiquitous, a vast tasker underclass is emerging – and not going anywhere.

by Josh Dzieza

Illustrations by Richard Parry for The Verge Jun 20, 2023, 1:05 PM GMT+1

NIAMH ROWE

BUSINESS OCT 16, 2023 2:

Millions of Workers Are Training Al Models for Pennies

From the Philippines to Colombia, low-paid workers label training data for Al models used by the likes of Amazon, Facebook, Google, and Microsoft.

Al Ethics Bibliography

Data Biases

Machine Bias

There's software used across the country to predict future criminals.

And it's biased against blacks.

by Julia Angwin, Jeff Larson, Surya Mattu and Lauren Kirchner, ProPublica May 23, 2016

Physiognomy's New Clothes



Blaise Aguera y Arcas



38 min read · May 7, 2017

Truth and Power

A dataset is a representation of the world. All reproduces this representation. When this acts on the world it produces further data on which All will act, leading to the production of "truth".

Hegemony is the heart of AI, at least at the moment. If AI becomes cheaper, this doesn't descale the hegemony, it doesn't democratise the technology, it dilutes the authenticity.

It is a dream tool of authoritarians.

What is the Industrial Purpose of AI?

Anthropic is a \$64Bn tech company.

Tate is the largest arts institution in the UK, perhaps Europe.

What is this relationship between capital, technology, arts, culture, and society?

The Tate Galleries and Slavery

Al is the promise of labour value without the cost of labour

Data Acquisition

TECH

Transgender YouTubers had their videos grabbed to train facial recognition software / In the race to train AI, researchers are taking data first and asking questions later

by James Vincent

Aug 22, 2017, 3:44 PM GMT+1



Marvin Minsky and the first Facial Recognition models

Consent & deepfakes

A Photographer Tried to Get His Photos Removed from an Al Dataset. He Got an Invoice Instead.

By Chloe Xiang April 28, 2023, 9:00am

Jake Elwes

jakeelwes.com









Data as Rebellion

Record everything

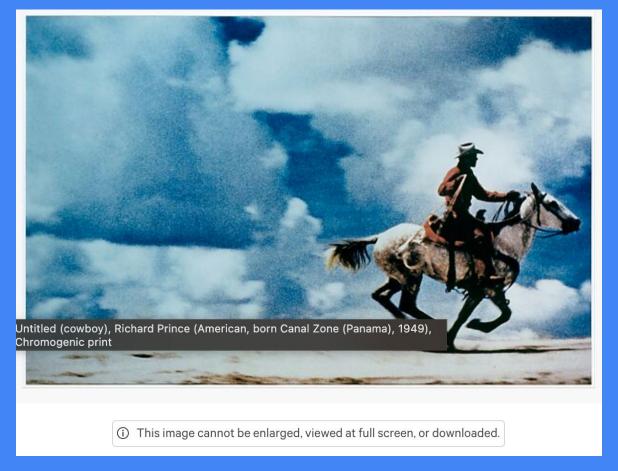
Train Claude on institutionspeak

Is accessibility the new standard for ip control? (being able to scrape all the text of the internet etc)

What is synthetic data as a material to feed the production of synthetic data?

Move fast and break things

Can we get Claude to write out copyright text? NYT suing OpenAl



IP Theft As Art

Richard Prince working on advertising and print media in the 70s.

"Most of what's passing for information right now is total fiction. I try to turn the lie back on itself." (see here)

Recalls Marcel Duchamp's words, about <u>Fountain</u>, "[Mr Mutt = Duchamp] <u>created</u> a new thought for that object" (see <u>here</u>).

Duchamp may have stolen the credit for Fountain from **Elsa von Freytag-Loringhoven** [ref]

Internet Artists Invaded the MoMA With a Guerrilla Augmented Reality Exhibit
Google's Gemini 2.0 Flash Can Remove Watermarks. It's a Nightmare for Copyright Enforcement.

INActivity: What are the limits of copyright in our context?

- DO NOT Go into the gallery and "re-photograph" something
 - o artworks, captions, publications
- DO NOT Ask Claude about it or pass it into any other Al system
 - Who owns it? Is Claude allowed to "see" an image that is photographed without consent?
- DO NOT play with the ambiguities of accessibility of data and consent