

CO-CREATIVITY

2

- controlled ways
to study
interaction through
(creative
interaction)
Computational systems

BS)

Define

Co-creativity

~~is~~

Co-creation

to use more explorable
method for generating, eg
probabilistic models for
sampling, such that
computer & humans have
same "design space" have

thus: where.

- Need a
type of the model
- Visualised
- So user can
when

2) Interaction modalities

How can outputs
from the model
be tailored to be
socially acceptable
since CC are
often biased
against?

Ability to create
tools that empower
users to create
artifacts they do
not have the skills
to create alone
!

Truly enhancing
a human user's
capabilities

- ④ gain real user
feedback...
- ④ adaptation

BS

Make all software
open-source.

I want
my own

AI

~~Assistant~~

- co-creativity give
us a chance to
learn better...

Related to
Question 5: Co-creation
through personalisation

- Have a How common platform to test a lot of CC systems with real users. Select a task and let users experiment

IF SPACES ARE
LEAVING HUSB,
SOME HUMAN
STEERING MAY
BE NECESSARY

COMING UP
WITH NEW,
MORE SEAMLESS
METHODS OF
INTERACTION

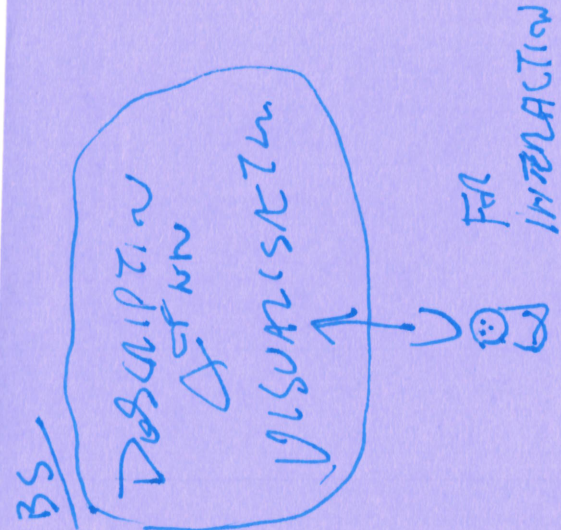
Human-in
the loop
implications

BS
Design
Assistant that
communicates
in natural language

Study
How can
computers
enrich human
experience?
in collaboration

Quick Win ^{How}
ALLOW HUMAN
FEEDBACK DURING
TRAINING

How
Exploring how UI/UX
choices affect behaviour
in "easy" domains for
co-creativity



So
Comp. Education
Assessment

BS Creating more interpretable
systems (eg prototyping
models) for generating
& learning to generate
from examples such
that humans can work
easier in same domains
as robots & vice versa BS

relational learning
for finding a leap

How

→ Build "Eliza"
like
co-creative
system

How

USE TURN
TAKING &
HEURISTICS TO
NARROW DOWN
THE PROBLEM +
RUN AN EXISTING
SOLUTION
→ PROFIT?

How

GATHER A BUNCH
OF EXISTING TOOLS,
BUILD A NEW ONE
BASED ON GAN,
COMPARE

BS: the better we can

understand the most compli-
cated Neural Network
the better we can create
models... study the
brain and
understand it

BS

FINDING THE
BEST INTERACTION
PARADIGM FOR
ANY SITUATION
OR/AND TECHNOLOGY
WITHIN THE CREATIVE
CONTEXT

BS

DIALOGIC
INTERACTION
w/ CREATIVE AI

GUARANTEEING
ACCESS TO
CREATIVE RESOURCES
FOR USERS
FROM DIFFERENT
SKILL LEVELS