

# **Advances in Computern**

**Master Project Concept presentation**

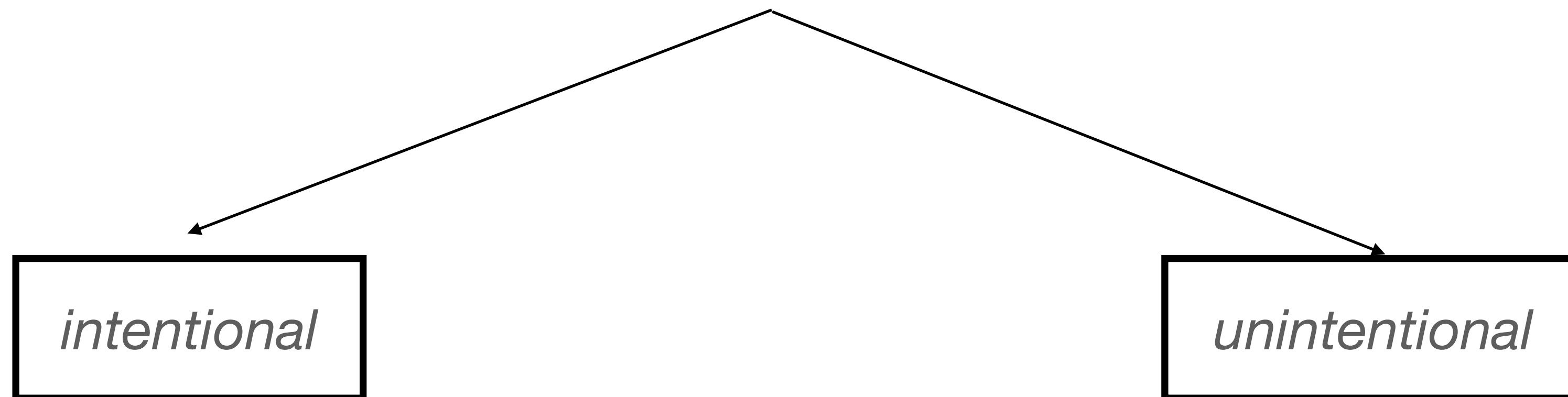
**23.11.21 (yes that is black helvetica on white ground)**

**Exhibit A: What is humorous  
about machines (for some)?**

Animalizing or humanising machines  
and the absurdities that emerge  
when thinking this through  
with a huge dose of “awww how cute”  
*(Machines would make bad animals)*

Situational Comedy when machines do  
things that would be seen as inappropriate  
(or just unfunny) by humans because they  
lack a sense of context  
*(Innocent ignorance)*

# Exhibit B: Complex Concepts and great scientific achievements manifesting in useless artifacts



(And who defines useless anyway)

Exhibit C: Friend computer and you

or:

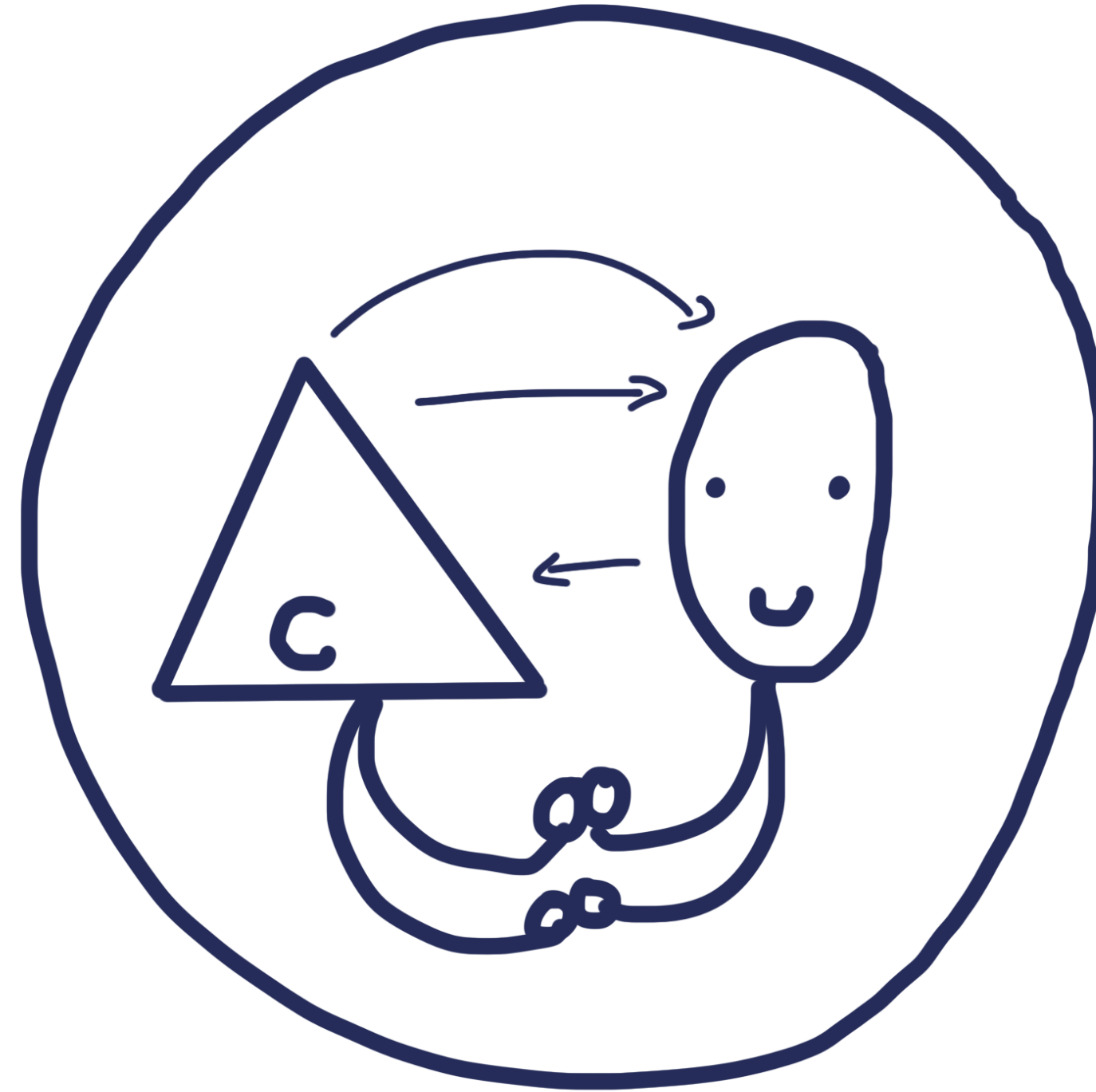
*the sliding scale of machininess*

or:

*it's always a you problem*

*Your computer, the medium* ————— *Your computer, the machine*

Problem



Solution

*What it should not be about*

- The effects of technology on human – human relationships and emerging social dynamics (anything social media related basically)
- Focused on artificial intelligence in particular
- just to set the scope and because the word *relationship* popped up so often”



*Serious interruption*

# ***The serious slide (conceptual background)***

- In what context and with which premises does all of the stuff showed before “make sense”
- Since “this” blatantly borrows its name, are there parallels to the actual Dada movement?
- Distinguation of “Dada” and humour – Humor as compensation mechanism
- This needs refinement (as a conceptual backbone)

# Outcome

*Tiny exhibition design  
(Filling Room or so)*

# Exhibition piece A:

*No one asked for this – beautiful abominations from groundbreaking basic research (working title)*



To do: How to get these images and to what extent is it okay to use them?

# Catalog

**(with a motivation to participate?)**

(a sized down implementation of my original master project idea that never made it)

# What's the plan?

- Get the motivation sort of waterproof
- get a dramaturgy for the exhibition
- Curating exhibition pieces?
- An ordered collection resources and source material
- *design part of the exhibition*