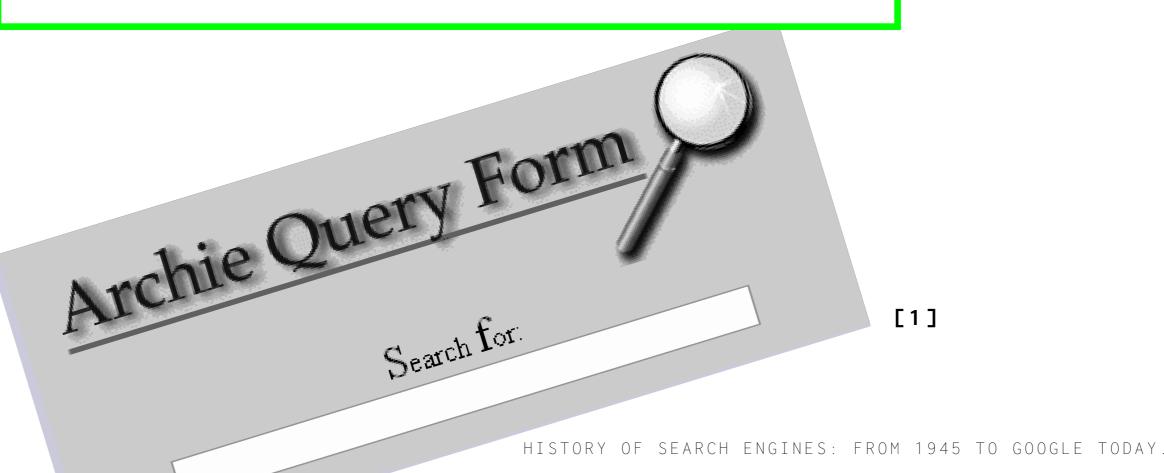
BOUNDLESS INFORMATION WORLD

"The idea of a boundless information world in which all items have a reference by which they can be retrieved;"



NEW TECHNOLOGIES OF INFORMATION

"Apart from being a place of communication and learning, and a new market place, the Web is a show ground for new developments in information technology."



VN TECHNOLOGY IIII NCT ON INTONNITON TENCETTIC

HUMAN-COMPUTER INTERACTION

HAS CHANGED OUR EXPERIENCE AS HUMANS

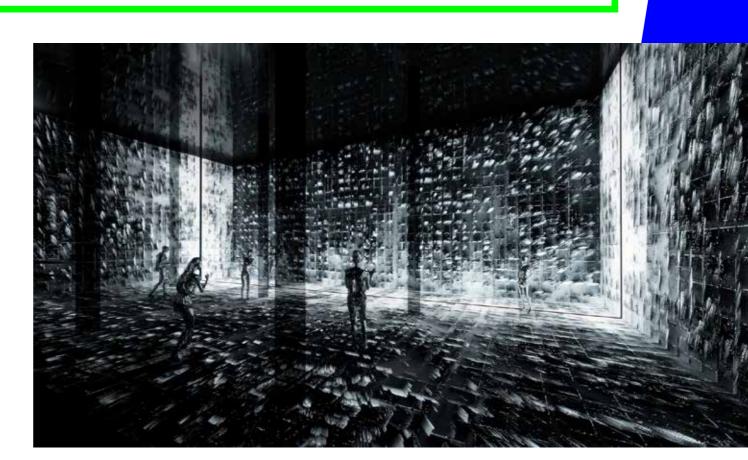
AND OPENED DOORS TO THE WORLD.

MECHANIST IMAGE OF HUMANITY

"The concern that machines
will take over not just the
jobs that provide us income,
but also those cognitive and
emotional functions we
closely associate with
humanity, is a particular
worry of the computer era..."

"... human-computer interaction does change our concepts of what is alive, what is human, and what we ourselves are."

[2]



REFIK ANADOL'S MACHINE HALLUCINATION GIVES MACHINES A HUMAN CONSCIOUNESS.

CONVERSATIONAL CHATBOT

"...Thus <u>ELIZA</u> could be given a script to <u>enable it to</u>

maintain a conversation about cooking eggs or about managing a bank checking account, ..."

[2]

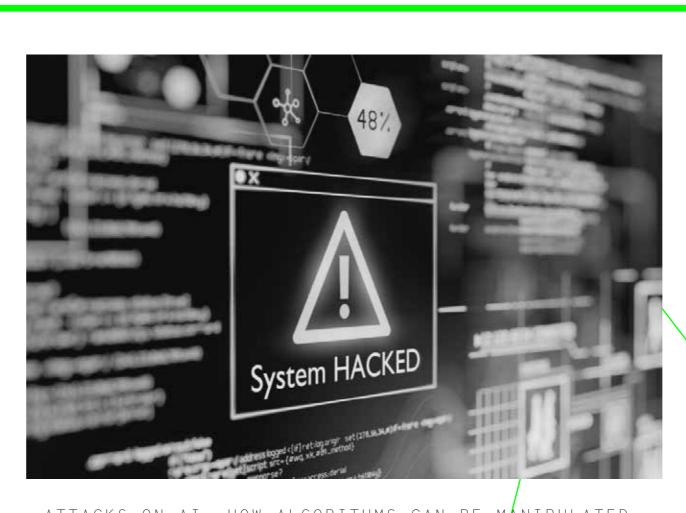
[4]



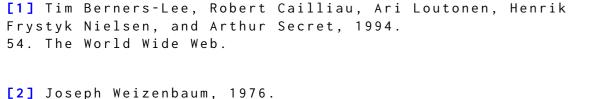
INTRODUCTION TO CHATBOTS IN HEALTHCARE.

"... I suggested I might rig the system so that I could examine all conversations anyone had had with it, say, overnight. I was promptly bombarded with accusations that what I proposed amounted to spying on people's most intimate thoughts; clear evidence that people were conversing with the computer as if it were a person who could be appropriately and usefully addressed in intimate terms."

EXAMINED CONVERSATION



ATTACKS ON AI: HOW ALGORITHMS CAN BE MANIPULATED.



THE COMPUTER ERA

https://www.servicemeister.org/en/2020/07/03/attacks-on-ai-how-algorithms-can-be-manipulated/

[5] Timmermann, Hauke, 2020. Attacks on AI: How algorithms can be manipulated.

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^{24.} From Comptuer Power and Human Reason.

[1] Wall, Aaron, 2006 - 2017. History of Sear

 ^[1] Wall, Aaron, 2006 - 2017. History of Search Engines: From 1945 to Google Today. http://www.searchenginehistory.com/
 [2] Altairika. Educational VR, 2018. VR technology impact on information perception.

https://medium.com/@altairika/vr-technology-impact-on-information-perception-a3463d591847

[3] Garg, Sukanya, 2019. Refik Anadol's Machine Hallucination gives machines a human consciousness.

https://www.stirworld.com/inspire-people-refik-anadols-machine-hallucination-gives-machines-a-human-consciousness.

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