

Transnational Digital Creation Workshop

The background of the slide is a vibrant, abstract composition. It features a horizontal rainbow gradient that transitions from dark grey on the left to white on the right. Overlaid on this gradient are numerous colorful splatters and dots in shades of orange, yellow, green, and blue, creating a dynamic and artistic feel.

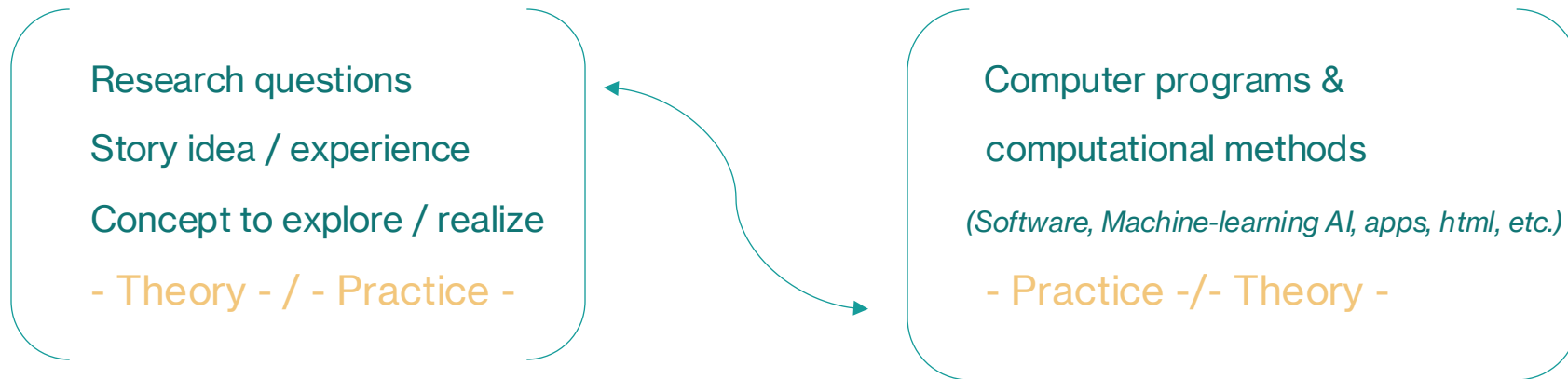
Summer 2025

Professor Laura Shackelford &
Professor Samuel Szoniecky

Creation as a Research Method



- Workshop / Laboratory - encourages creative experimentation
- ‘Learning through Doing’ or practice-based research
- Creative process repeatedly cycles between:



- *What kinds of stories do computers allow us to co-realize?*
- *What are the limitations to specific software, tools, AI, etc.?*
- *Do these methods help us understand/experience stories in new ways?*
- *What do they reveal about Human-Computer Interaction? Creativity? Rule-based systems, LLM AI..., etc.?*
- *What kinds of stories need to be told today?*



**“Theory &
Practice” –
Polar Opposites?**

***not according to
Fischli & Weiss***

Fischli and Weiss, Popular Opposites: Theory And Practice from Suddenly this Overview, 1981-2006



Raymond Queneau's ***Cent mille milliards de poèmes*** (1961).
The book is a set of ten sonnets printed on card with each line on a separate strip. As all ten sonnets have not just the same rhyme scheme but the same rhyme sounds, any lines from a sonnet can be combined with any from the nine others, allowing for 10^{14} (= 100,000,000,000,000) different poems.

Generative Art

- Way of composing narratives and visual art in which a system, machine, or set of predetermined rules helps create the work
- Often, playful methods and constraints designed to limit or direct the author's creativity:
 - Sonnet's rhyme scheme
 - Collage (appropriating found materials) & Ready-mades
 - Alan Turing & Christopher Strachey's "Love Letter Writing Program"
 - Oulipo experiments - N + 7, Lipogram, etc. – explore how constraints can reveal new possibilities and potential – catalyze creativity & reflect on structures underlying dominant creative forms
- Computers exceptionally good at executing processes, opening up multiple variations, allowing readers' input to change or alter outcomes

Generative AI

- Generative AI is “a machine-learning model that is trained to create new data, rather than making a prediction about a specific dataset. A generative AI system is one that learns to generate more objects that look like the data it was trained on” (Adam Zewe, MIT News).
- It creates new text or images based on a hypercomplex mapping of huge datasets of information, predicting the likely relationship of language and images based on its mapping of these massive datasets of human-generated language and imagery
- We'll explore the productive confrontation of Generative Storytelling and Generative AI, which have different aims and methods, yet occupy much of the same conceptual and technological space – creatively co-ordinating human creativity and expression and machine language and learning to generate something new / not possible outside this confrontation !?#

